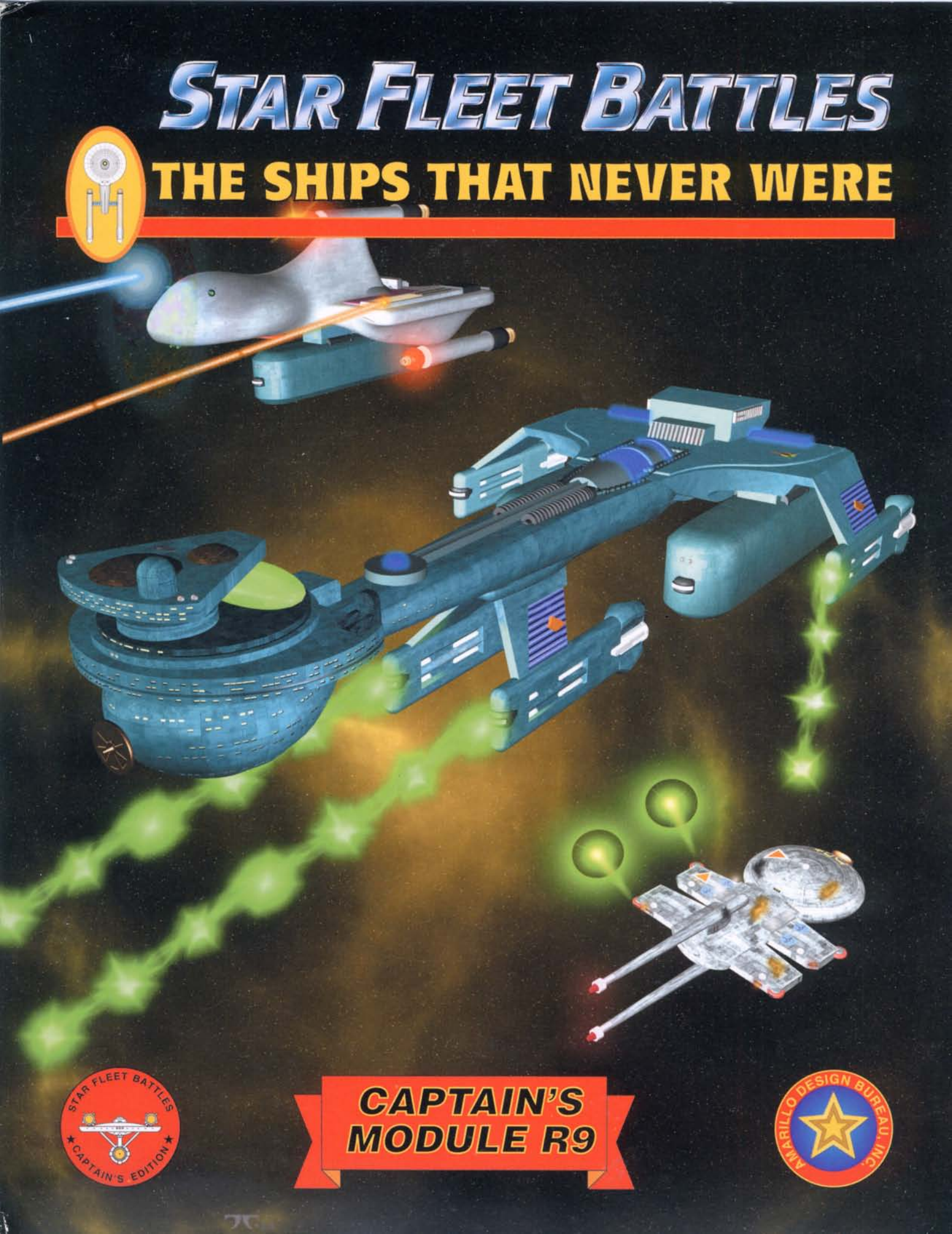
STAR FLEET BATTLES

THE SHIPS THAT NEVER WERE

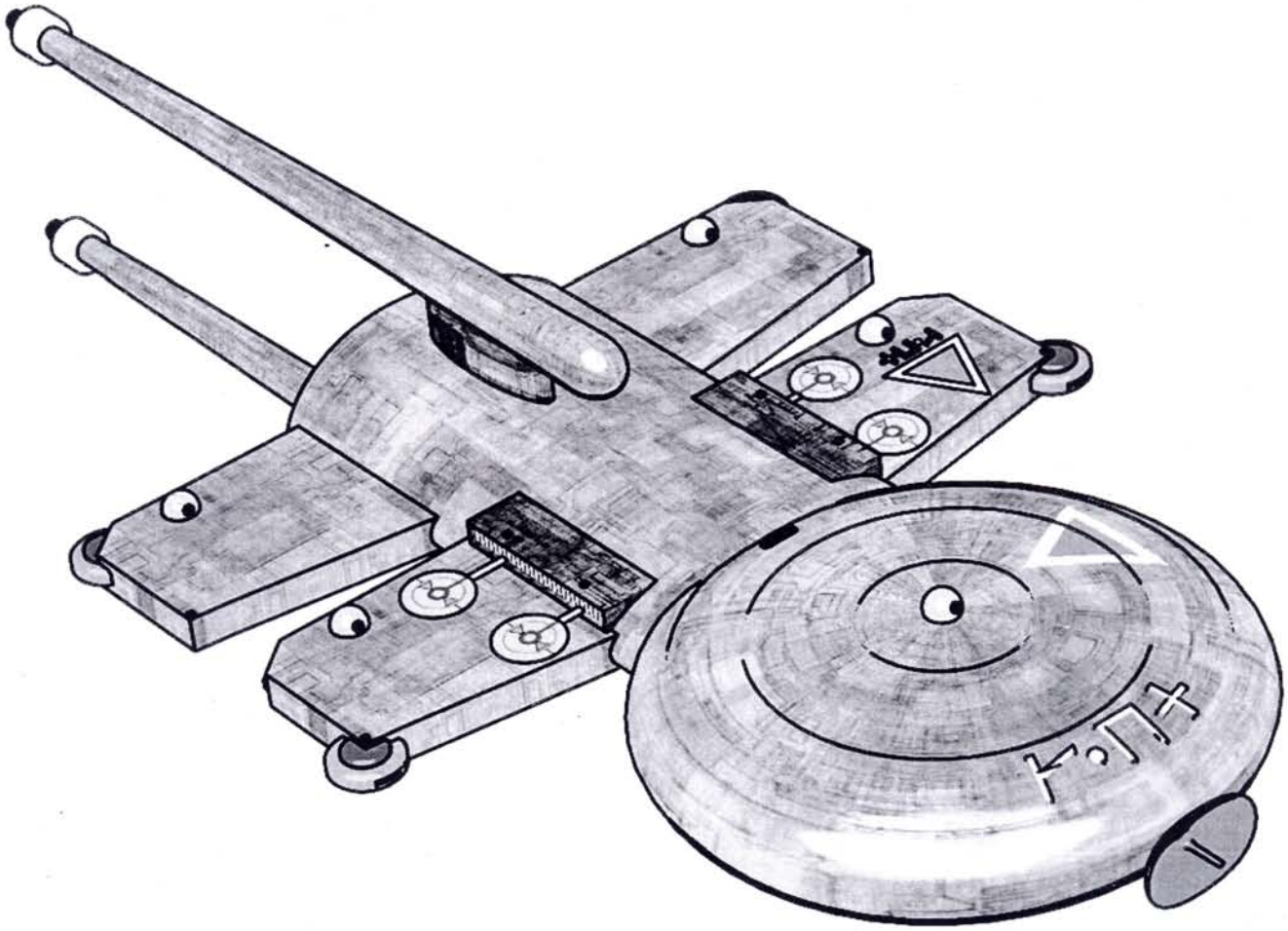


STAR FLEET BATTLES ★ CAPTAIN'S EDITION ★

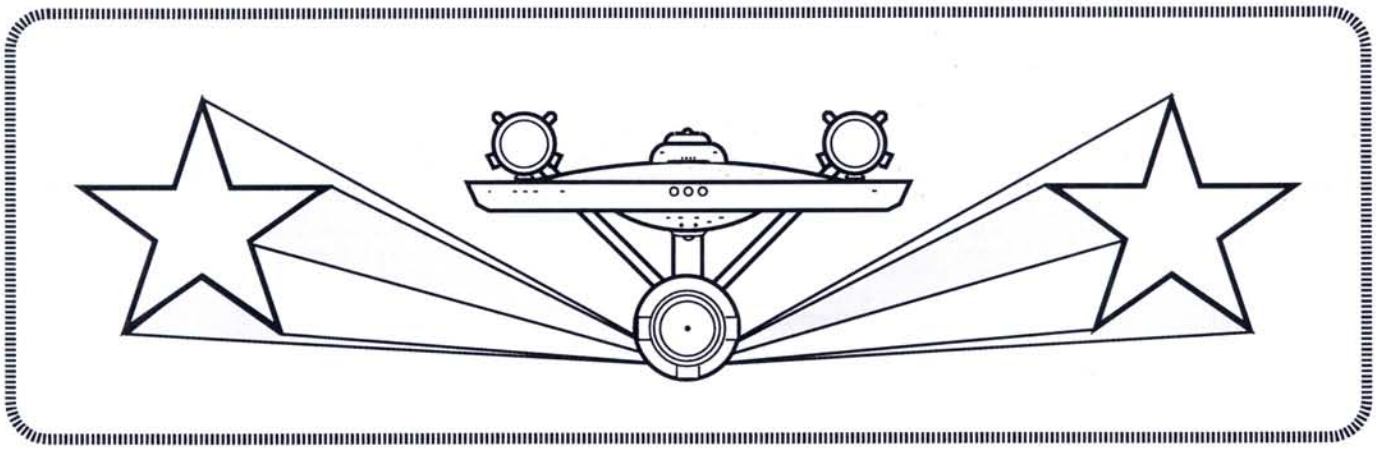
CAPTAIN'S MODULE R9

AMARILLO DESIGN BUREAU, INC.

STAR FLEET BATTLES
MODULE R9
THE SHIPS THAT NEVER WERE
RULEBOOK



STAR FLEET BATTLES



CAPTAIN'S MODULE ☆ R9 ☆ THE SHIPS THAT NEVER WERE

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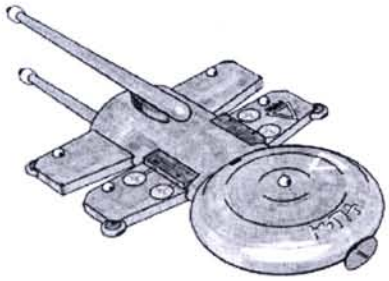

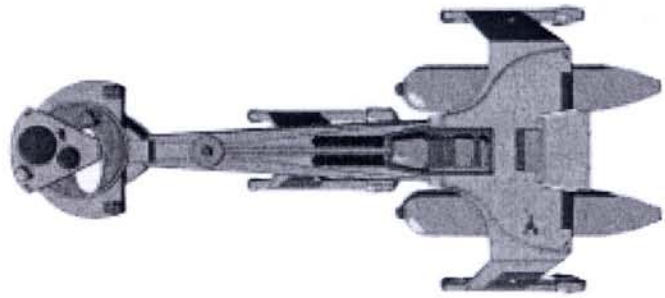

(Z35.0) NOTES ON MODULE R9 THE SHIPS THAT NEVER WERE

(Z35.1) ORGANIZATION AND COMPONENTS

STAR FLEET BATTLES MODULE R9 is a modular expansion of the SFB game system. You will need Basic Set to use this material, and other products (e.g., ***Advanced Missions, C1, C2, C3, K***) to use it to the fullest extent. It includes this 48-page rulebook, 108 counters, and an 80-page SSD book. **Nov 2004 printing with corrections in CL30.**

(Z35.2) DESIGN CREDITS

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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 web site.

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 web site, and directly from us. If your store does not carry our products, send us his name and address and we will have our wholesalers contact him.

(Z35.4) DESIGNER'S INFORMATION

This product began many years ago with a handful of submitted SSDs which could not be published due to conflicts with the universe background, but which were still creative, interesting, and just plain scary. We began to assemble a file and some of the ships which were selected for the product were, indeed, submitted nearly ten years ago. Others were more recent ideas based on products, concepts, and universe background which had not been published until recently.

As with any of the R-modules since R5, we set out to find some entire classes which could be used to anchor the product. The Reserve PF Tenders had been left out of R8 due to a lack of space and the belief that few would have been built. The heavy scout carriers had been left out of Module R10 for the same reason (lack of space, they were obsolete by then). The Medium Dreadnoughts were Steve Cole's idea, and the DLX's were Steve Petrick's creation. Call it a point of personal privilege that each got to add an entire class to the universe through this product. We had long ago done maulers for the Alliance races to use in campaigns and it was high time that they saw official publication. While at it, we added some new maulers for the Klingons, Romulans, and Andromedans as well.

Some of the ships in this product were "missing" from previous ship class publication series, such as the Lyran DCS and the Federation ACS. Some were just really interesting ideas, such as the Federation Strike Cruiser, Lyran Lioness, and the ISC Independent Patrol Cruiser. Some were needed for campaigns, such as the Tholian and Seltorian tugs and survey ships. Two ships (John Sickel's DVB and Tos Crawford's D6DP) might never have been published on their own but made a nice "set" as a pair. The Klingon B10T was just so impossibly weird (and yet so historically plausible) that it demanded a page.

The two LDR ships were some we always meant for them to have, but never found a place for. The ISC war cruiser and war destroyer were demanded by players who wanted them for campaigns. The WYN and Orion Light and Heavy DNs were provided for campaign use.

While the product title is "The Ships That Never Were" as we delved into these designs some of them simply demanded to be published as real ships. During the process of selecting ships we planned the outlines for Module R11 (Support Ships), Module R12 (Unique Ships), and Module R13 (More Ships That Never Were). While some ships in this product "close gaps" many others "open doors" such as the need for variants of the ISC CW and DW, Lyran versions of the FDD and FP, and others.

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Note to Players: The R-section repeats some data from earlier products in order to provide a cleaner page layout for the completely assembled rulebook.

(Z35.6) COPYRIGHT & LICENSING

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(R1.0) GENERAL UNITS

THE SHIPS THAT NEVER WERE

(R1.71) FAST MONITOR (MNF): All of the races that used Monitors for local planetary defense considered, at various times, ways to improve their slow speed. The general idea, as seen in the SSD, was to replace the support pallet with a pallet including warp engines, pushing the speed of the ship higher. There were two schools of thought.

One was to increase the speed moderately so the unit could redeploy more quickly. While this sounded like a useful capability, studies showed it wasn't worth the bother as monitors only rarely redeployed and another ship could cover the target until the monitor arrived. There is no SSD for this version; players could simulate it by using a standard support pallet and turning three cargo into warp.

The second and more aggressive approach was to include enough warp power for the ship to move and fight as a regular warship at full battle speeds. Any race that could make this concept workable would be able to suddenly produce a large number of "new dreadnoughts" by simply converting the existing monitors. The SSD shows a hard-welded pallet with three engines (three warp boxes each), boosting total warp power from 6 to 15 and speed to 31.

While everyone tried to do this, not one succeeded. The hull form had not been designed for high warp travel, and the various systems on monitors (such as targeting) were designed to operate at lower speeds. While it might have, at least in theory, been possible to drive a monitor to standard battle speeds, it could not have functioned in combat unless most of its fire controls, sensors, and scanners were replaced — an expensive proposition. Converting existing monitors could not have been accomplished quickly (due to the extensive replacement of parts) and it was found easier to just build regular dreadnoughts.

Building new monitors with such equipment already installed and giving them engines big enough for full warship operations was studied and might have been practical, but the hull form would have required extensive changes and the ships would have replaced dreadnought production, making it impractical and pointless to build them.

Status: Impossible to convert, unbuilt variant (impractical to build due to high cost).

SSD and counter are in Module R9.

NOTES ON NEW TYPES AND CLASSES

HEAVY SCOUT CARRIERS: These were NCA (new heavy cruiser) variants of the existing Scout Carriers, and could have easily been produced and would have worked. The problem was that by the time these conversions were available, PFs had appeared in combat and heavy fighters were considered to be obsolescent. Production of heavy scout carriers was deemed by most races to be a waste of resources, since "heavy" conversions of war cruisers were in high demand and PFTs had made scout carriers obsolete. Even so, some races built such ships and others considered building them.

WAR DREADNOUGHTS: These ships, most of them conjectural or unbuilt variants, took the concept of the NCA to a new level. If adding a small structure with an extra engine could turn a war cruiser into a heavy cruiser, could not a larger module with two engines turn that same war cruiser into a dreadnought? Given the desperate need for more dreadnoughts to increase fleet firepower, all of the fleets at least considered these ideas (although only the Gorns, who used a CL rather than a war cruiser, are confirmed as completing one). The ships could, at least in theory, have been built, but the problem was that standard war cruiser construction was unable to handle the stress of dreadnought conversion. Design efforts to produce a war cruiser without the limits of the "quick and cheap" wartime designs bore fruit when many of the "improved war cruiser" designs became X-ships of the respective light cruiser classes. No existing CW could be converted into a war dreadnought as the ships were not built for such rough service, but in theory new construction could have been used. It is known that the Hydrans and Lyrans each built a ship of this type, and perhaps others did so as well. Rumors persist that at least one Federation and one Kzinti ship of this type were built but cannot be confirmed and are regarded with deep suspicion.

MEDIUM DREADNOUGHTS: These were to have been conversions of the DNL light raiding dreadnoughts, adding mass and weapons. The result would have been a ship with standard speed (loses fast benefit, movement cost increased to 1.5) but with firepower equivalent to a true dreadnought. The proponents of these medium dreadnought designs considered the concept of light raiding dreadnoughts to be a waste of resources, and argued that given the shortage of dreadnoughts, converting the DNLs into standard DNs would be a more efficient use. This debate was renewed when X-technology threatened to make the lone raiders unworkable as X-ships could catch and kill them.

LIGHT X-DREADNOUGHTS: Proponents of the DNL raiders seized upon X-technology as the perfect way to keep their ships in service during a time when enemy X-ships made lone raids extremely dangerous. Unfortunately, it proved impossible to integrate X-technology into size-2 hulls.

LOCAL DEFENSE PFTs: Most races used conversions of Early Years ships for local defense, including cruiser and carrier variants seen in Module R8 and some support variants to be presented in Module R11. Included in Module R9 are the PFT variants of these older cruisers. Few races built these (as the supporting hull was too slow and limited for offensive use and ground bases were adequate PF platforms for local defense). Those that did build these ships used them for anti-piracy patrols.

ADDITIONAL MAULERS: Module R9 includes a selection of new maulers, including conjectural maulers for the Alliance races (which never built them) and a few unbuilt mauler variants for the Coalition races. Note that the Alliance maulers are assigned an arbitrary Y175 service date but given the will to build them and the technology, they could have been built earlier. For this reason, the Federation mauler SSDs show the plus refit (which would have been installed in all of their maulers by the Y175 date).

OTHER UNUSUAL SHIPS: All manner of other ships were considered, proposed, or designed by the races of the Star Fleet Universe, and a selection of these are included. We have also added some ships (e.g., Tholian tugs and pods, Seltorian survey cruiser) for which there is no evidence of any design work, but which some players have requested for use in non-historical campaigns.

WARSHIP STATUS SYSTEM

This module introduces a new concept to *Star Fleet Battles,* that being a line of text for each ship showing the status of the ship. This is intended for use in campaigns and in (S8.0) Patrol Scenarios. The standard status categories include:

Status: Historical, Regular Production Warship. *These are ships such as war cruisers, destroyers, dreadnoughts, and so forth which are limited only by the campaign's production schedule.*

Status: Historical, Limited Production Warship. *These ships are of limited availability for some reason which is often explained in the notes.*

Status: Historical, Unique Ship. *Ships of this category were, for whatever reason, built as one-off copies. The reason may or may not be explained, but a campaign can only build or operate one such ship (or in some cases two or three, as will be noted). Note that ships which were only built as single examples but for which no reason exists that more could not have been built would be marked as "limited" rather than "unique".*

Status: Unbuilt Variant. *Ships of this type were designed and possible to build, but were not built. In some cases this was because the design was obsolete or not needed, or because the race found the ship to be inferior to another option available. Player campaigns can build these if they find the circumstances to support their use.*

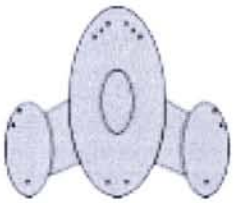
Status: Conjectural (Campaign). *Ships of this type were never designed or contemplated by the race, but could have been built had the race found a reason to do so. These are often provided for campaign purposes, and non-historical campaigns could easily produce a need for ship designs which the owning race never needed or designed.*

Status: Conjectural (Intelligence): *Ships of this type were never considered by the race in question but were ships that other races thought (incorrectly) to be in development. These cannot be used in campaigns except by mutual consent.*

Status: Impossible. *Ships of this category were wanted or designed but tests and calculations proved that they could not be built. They cannot be built in player campaigns unless the players agree to suspend the rules.*

The status marker is often followed by a series of notes because this process is not exact. If one race considered a given ship but did not build it, that ship could be marked as an "unbuilt variant". Other races which did not even consider equivalent designs might be given "conjectural" ships, but in a campaign where the first race built the "unbuilt" ship, other races who found the design useful could produce their conjectural ships within a couple of years.

XORKAELIAN RAIDER



Xorkaelian ships are scheduled for a future module. They are a brutal dictatorship from the other side of the Milky Way Galaxy. Their ships may include one, two, or no outriggers.

NOTES ON SSDs

In response to player requests, we have made some minor changes to the SSD format. We did this reluctantly, not because the information is not relevant, but because the SSD cannot recite entire paragraphs of rules information and a simple note can be more confusing than helpful.

One change is to include a date in the refit bars on the Ship Data Tables. Note, however, that the *rule* covering the refit is still in force and the only complete (and therefore correct) information. The date given in a refit bar is the earliest date a refit could have been available, not the date at which all ships of the class had it. This can be particularly confusing in the case of conjectural ships which might be assigned an arbitrary construction date in some cases but which, had they been built earlier might not have originally had a certain refit. One example is the Federation MCL mauler, which is given the arbitrary service date of Y175 for all alliance maulers, but which (had it been built earlier, even before the historical NCL date in your campaign) might not have had the plus refit. As the plus refit began in Y165 but had made only slight progress by Y171, it is entirely possible that a mauler built as late as Y174 might not have had that refit originally.

The second change to SSDs is the inclusion of a small box in the upper right corner as follows:

YS: 168‡
DK: 6
EX: 14
CR: 8

This is known as the "Crawford Chart" because Tos Crawford campaigned to have it added, despite the massive amount of extra work it caused. It lists the following data from the Master Ship Chart:

YS: Year in Service. This is the MSC date which is, as you know, the "squadron service date" except in some cases where "no prototypes" were built. It's best to use this date rather than automatically assuming no prototypes existed. The double-dagger symbol (‡) means the earliest date that a conjectural ship or unbuilt variant could be available.

DK: The ship's docking points. While this is rarely used, some players asked for it to be included.

EX: The ship's explosion strength, all too often needed during a scenario.

CR: The ship's command rating, handy for organizing battle forces if you don't want to use the MSC.

In theory, we will add these new features to all new SSDs and to any SSD books being reprinted (such as Module C3).

NOTES ON FUTURE MODULES

In reviewing ships for this module (and noting the sales figures for R-modules in general) we found many ships that needed to be published and organized them into three files for future modules. These include:

Module R11 Support Ships: These would be ships that support the overall fleet.

Module R12 Unique Ships: Ships historically built but only one copy (or rarely two copies). These would include a number of failed prototypes, special mission designs, and rejected concepts.

Module R13 More Ships That Never Were: This will be entirely conjectural ships (unlike R9 in which many of the ships actually "were").

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(R2.0) FEDERATION

THE NATIONAL GUARD

(R2.116) NATIONAL GUARD CRUISER (GCA): These ships were updated versions of the YCA-class. All of them were decades old in the General War, but served with distinction before, during, and sometimes after that conflict. There were never more than 10 of these ships, and (due to some being mothballed or undergoing maintenance) it was unusual for more than eight to be in active service. Each major member planet (Earth, Mars, Vulcan, Andoria, Rigel, Cygnus, Arcturia, Alpha-Centauri.) was allocated one of these cruisers as the flagship of their National Guard. Some of these ships were assigned to duty in areas away from the home planet (and paid for by the Federation because the home planet did not want to pay for the ship's operations).

These ships had many duties, including defense of the home world, training personnel for duty with Star Fleet or membership in the Star Fleet Reserve (trained personnel who could be called to duty to crew the mothballed ships and new construction), and enhancing the prestige of the home world. When the home world established a new colony somewhere, the National Guard flagship was often dispatched (loaded with planetary officials) to "show the flag".

In wartime, these ships formed a vital part of Star Fleet, covering the Gorn border, patrolling the off-map region, and dealing with the space monsters who hadn't noticed a war going on. One attempt to use a squadron of three of these ships in a battle against the Klingons in September Y171 ended in disaster as the ships could not maneuver or fight with the first-line ships and became easy targets.

Status: Regular production warship.
Names: *Revenge, Warspite, Tuqareg, Stalwart,* others.*s*
SSD and Counter are in Module R8.

(R2.117) NATIONAL GUARD DESTROYER (GDD): About 15 of these ships were in service in the various Federation National Guards in Y168, many as the flagships of member planets that could not afford (or did not want to pay for) a cruiser. All were used for home world defense, training, and prestige missions. One of these belonged to Orion and went neutral when the enclave did.

Names: *Ligny, Blenheim, others.*
Status: Regular production warship.
SSD and Counter are in Module R8.

(R2.118) NATIONAL GUARD FRIGATE (GFF): About 20 of these ships were in service in various National Guards in Y168. About half were the sole starship of a minor member planet while others were the second, or third, starship in the National Guard of a major member planet. All were used for home world defense, training, and prestige missions. Those assigned to major planets did spend rather more time away from their homeworlds (visiting colonies sponsored by those home worlds) than the cruisers did.

Names: *Howe, Mecklenberg, others.*
Status: Regular production warship.
SSD and Counter are in Module R8.

(R2.119) NATIONAL GUARD MEDIUM CARRIER (GVM): Three ships of this type existed, being owned by the National Guards of Earth (*Gaia*), Cygnus (*Shreshalia*), and Andoria (*Cooperative*). They were used for local defense and for pilot training. The Cygnan ship used locally-built fighters that were not the standard design for National Guard units. All operated with a single escort, although during the General War they were sometimes given a second escort (never a third).

Status: Regular production warship.
SSD and Counter are in Module R8.

YEAR	ESCORT	Earth, Andor FIGHTERS	Cygnan FIGHTERS
Y168	1-2 GDE	12xF4	12xF104
Y170	1-2 GDE	12xF-8	12xF104J
Y175	1-2 GDE	12xF-16	12xF104S
Y178	1-2 GDE	12xF-16	12xA6D
Y183	1-2 GDE	12xF-16C	12xA6D

Note: F-104 and A-6 fighters are in Captain's Log #29.

(R2.120) NATIONAL GUARD ESCORT (GDE): Three of these modified destroyers existed to escort the three National Guard carriers. Earth operated the *Luna,* Cygnus operated the *Capra*, while Andor operated the *Pact.*

Status: Regular production warship.
SSD and Counter are in Module R8.

THE FEDERATION POLICE

(R2.121) FEDERATION POLICE FRIGATE (PFF): Proposed by the Tacoma-Rigel shipyard, the PFF had several design features of interest. The front of the basic cutter was extended slightly to allow the installation of not just an additional photon torpedo, but also two extra phaser-1s. The phaser-3s of the plus refit were replaced with an additional type-G drone rack, and a second 360° phaser-1 was installed. Shielding was increased. The increased mass was countered in part by the addition of a third engine mounted on the centerline opposite the 360° phasers (and thus not blocking their firing arcs), while the original engines were moved slightly creating a "V" configuration layout. Despite this effort, the resulting ship was not as nimble as the original cutter, although the design remained highly maneuverable compared to other Federation ships. The design was woefully under-powered (or extremely over-gunned depending on your point of view) having an operating speed of only warp 2.2 (speed 11) while arming all weapons.

It should be noted that the Solar Turbomecha company, which also owned the Tacoma-Rigel shipyard, was the primary contractor providing the 30K MW engines used by Federation Police Cutters. The company had a built-in reason to seek to keep its engines in service (it should be noted that the 30K MW engine had a reputation for reliability and was a "proven design"). The company had already lost out on a bid to the Blohm-and-Vulcan shipyard, which was proposing the Improved Cutter, to provide engines for the new Federation DW class, NCA class, and CCH class, and was in considerable financial straits. If it lost the cutter market for its 30K MW engines, bankruptcy would soon follow. Perhaps for this reason the design was ordered into production. The PFF retained the basic operational characteristics of the basic cutter.

Status: Regular production warship.
SSD and counter are in Module R8.

THE SHIPS THAT NEVER WERE

(R2.122) HEAVY SCOUT CARRIER (NSV): The Federation considered this conversion of a CSV, but ultimately built only one, converting the *USS Betio*. The Federation found that the ship was ineffective as the A20s were too hard to arm, and production of A20s was limited and could not support the number of carriers in service as it was. Given the ship's limitations and the rapid deployment of superior (i.e., F111) designs, no further conversions were considered.

Status: Unique warship; limited by economics and tactically inefficient. In a campaign, the Federation would be limited as to the total number of A20 carriers it could support.

SSD and counter are in Module R9.

YEAR	ESCORTS	FIGHTERS
Y180+	NAC, DWA	6xA20F

(R2.123) NEW DREADNOUGHT (DNW): The appearance of the NCA classes about Y175 set the minds of naval architects to thinking as to just what might be accomplished. The appearance of the Gorn DNC in Y174 had already shown that the path to dreadnoughts was not impossible. Design studies were commissioned, but it was determined that existing NCLs could not be used (due to their relatively fast production) and it would be necessary to build "standard" versions of these ships for DNWs. While this engineering work ultimately paved the way for X-conversions of war cruisers, no DNWs were built as they would have reduced the production of DDXs.

Status: Unbuilt variant. *Design by Stephen V Cole.*

SSD and counter are in Module R9.

(R2.124) MEDIUM DREADNOUGHT (DNM): When the advent of X-ships made deep raids behind enemy lines even more dangerous than before, the Federation considered several options for the remaining "splendid cats". One option was this design, which would have increased the movement cost (ending their careers as raiders) but turned them into the equivalent of heavy dreadnoughts by adding a structure to the saucer (no increase to separated saucer movement cost). Tradition died hard and the last of the DNLs remained in service unchanged through the end of the General War.

These designs were derided as "the pregnant cats".

Status: Unbuilt variant. *Design by Stephen V Cole.*

SSD and counter are in Module R9.

(R2.125) LIGHT X-DREADNOUGHT (DLX): The appearance of X-ships made the jobs of the DNL and CF fast raiders much more difficult, as it effectively doubled, then tripled, then quadrupled the number of "fast" ships available within a year. (Admirals were reluctant to risk their untested X-ships on deep raids, but found them the perfect ships to deal with enemy deep raiders.) The logical way to keep the DNLs in service was to give them X-technology, something that proved impossible due to the various technological limits. This Federation design would have been a superb raider, if it could have been built.

Status: Impossible. *Design by Steven P Petrick.*

SSD and counter are in Module R9.

(R2.126) NATIONAL GUARD F111 CARRIER (GVH): One ship of this type, the *USS Monaco,* was built along with the NVH as a training carrier. It was pressed into service as an anti-piracy patrol ship. The Federation considered building more ships of this type as GCAs were available, but experience had shown the ships were too slow and limited to be effective and there were too few F111s available to waste any on such a limited platform. One, *Seranaya (ex- Macao),* was converted by the Cygnans as a privately-funded project but they were unable to produce heavy fighters for it and its operations were limited by the availability of replacements.

Status: Limited production warship.

SSD and counter are in Module R9.

YEAR	ESCORTS	FIGHTERS
Y177+	1 or 2 GDE	6xF111

(R2.127) HEAVY MAULER CRUISER (CAM): The Federation never built maulers. These were needed to attack bases (something that the Federation did not do until Y180, when late war battle lines were powerful enough to do so without maulers). This design is provided for use in campaigns where the Federation acquires mauler technology. Roll for shock when firing mauler. Saucer separation not possible.

Status: Conjectural (campaign). Name: *Velikovski.*

SSD and counter are in Module R9.

(R2.128) NEW MAULER CRUISER (MCL): This is the NCL version of the mauler cruiser; the same background as the CAM above applies. Roll for shock when firing mauler. The SSD has refit data for several time periods.

Status: Conjectural (campaign). Name: *Kevorkian.*

SSD and counter are in Module R9.

(R2.129) AREA CONTROL SHIP (ACS): Due to the limited availability of A20s, the Federation never produced this ship, but they could have (by not producing other A20 carriers). This conjectural design may be used in campaigns with an overall limit on A20 carriers in service.

Status: Conjectural (campaign).

SSD and counter are in Module R9.

YEAR	ESCORTS	FIGHTERS
Y177+	NAC, 2x DWE	6xA20, 12xF18

(R2.130) BOMBARDMENT CARRIER (VDB): In Y180, the Federation drone bombardment cruiser *USS Agincourt* was severely damaged in an ambush by Klingon PFs. Star Fleet considered several plans to repair the ship, one of which was to use the rear hull of a CVH strike carrier. This would have produced a ship that could launch a long-range F111 strike and support this with a drone bombardment wave. After some consideration, Star Fleet repaired the *Agincourt* to its original specifications and did not pursue the VDB design.

Status: Unbuilt variant. *Design by John Sickels.*

SSD and counter are in Module R9.

(R2.131) STRIKE CRUISER (CS): After the Four Powers War, the Federation studied several designs for new cruisers that might be produced more quickly should a wartime emergency require this. One of these studies produced the famous NCL, another was this unusual design.

The Strike Cruiser began with a standard heavy cruiser saucer, but reduced the lab facilities and replaced them with other systems. This allowed a smaller rear hull to be used with the same engines, producing a ship that was slightly faster, could be built more cheaply, and could operate with a smaller crew. This ship had an unusual movement cost of 5/6. The rear hull mounted the engines at a flatter angle (used later by the Battlecruiser), improving the firing arcs.

Only one ship of this type, the *Prometheus,* was completed as a prototype before the NCL design was selected. The one advantage of this ship would have been that its slipways (the NCL slipways converted from DD slipways) could have also produced heavy cruisers.

Status: Unbuilt; Prototype only. *Design by Jeremy Gray.*

SSD and counters are in Module R9.

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(R3.0) KLINGON EMPIRE

THE SHIPS THAT NEVER WERE

(R3.142) HEAVY SCOUT CARRIER (DWB): The Klingons had plans to upgrade several scout carriers to this heavy variant, but did not need a heavy hull for this mission until the War became more dangerous with the advent of PFs. The very condition (PFs) that made the design necessary also made it obsolete, as PFs were more powerful than the ship's heavy fighters. At one time (Y182) the Klingons considered modifying one of the surviving scout carriers to this design for a special mission, but this was never done.

Status: Unbuilt variant.

SSD and counter are in Module R9.

Note: the true designation of this ship is D5WB but the shorter form DWB is used in most cases.

YEAR	ESCORTS	FIGHTERS
Y176-Y178	AD5, AF5	6xZ-H
Y178+	AD5, AF5	6xZ-HB

(R3.143) WAR DREADNOUGHT (WD5): The Klingons were always looking for ways to improve their fleet, and the Y175 introduction of the D5W "new heavy cruiser" design opened the eyes of engineers to many possibilities, some of which proved less than feasible. The WD5 "war dreadnought" would have added a massive structure to the rear hull of a D5 War Cruiser, and a second pair of engines. This would have given them a ship with tremendous power but limited maneuverability. The huge added structure blocked the rear phaser arcs for the boom phasers and the rear cross-deck firing arcs for the wing phasers.

The limited aegis of the original D5 was retained and also controlled the rear phaser-3s, rear phaser-2s, and ADDs. All six disruptors are range-40. The ship cannot separate the new rear hull but could separate the boom.

While an interesting design study, the resulting ship would have been extremely awkward and there is no wonder why the Klingons decided not to build it. The Klingons did, at one point in Y180, build a dummy version of this ship (adding a hollow structure to a real D5) to impress a visiting delegation of Federation diplomats seeking to end the General War.

Status: Unbuilt variant.

SSD and counter are in Module R9.

Design by Stephen V Cole.

(R3.144) MEDIUM DREADNOUGHT (C5M): When Alliance X-ships made deep raids into enemy territory a risky venture, one group of admirals who had always been opposed to the C5 raiding dreadnoughts proposed to convert the last of them into a standard dreadnought by adding a structure under the rear hull, reinforcing the center engine pylon, and adding the "missing" sixth disruptor (for which there was always room but never the needed reinforcement and bracing). After much debate, the proposed change was deferred and then dropped.

Status: Unbuilt variant.

SSD and counter are in Module R9.

Design by Stephen V Cole.

(R3.145) LIGHT X-DREADNOUGHT (C5X): The Klingons, like other races, tried to integrate X-technology into their light dreadnought hulls but found this impossible. This design reflects what such a ship might have looked like had it been built.

Status: Impossible.

SSD and counter are in Module R9.

Design by Steven P Petrick.

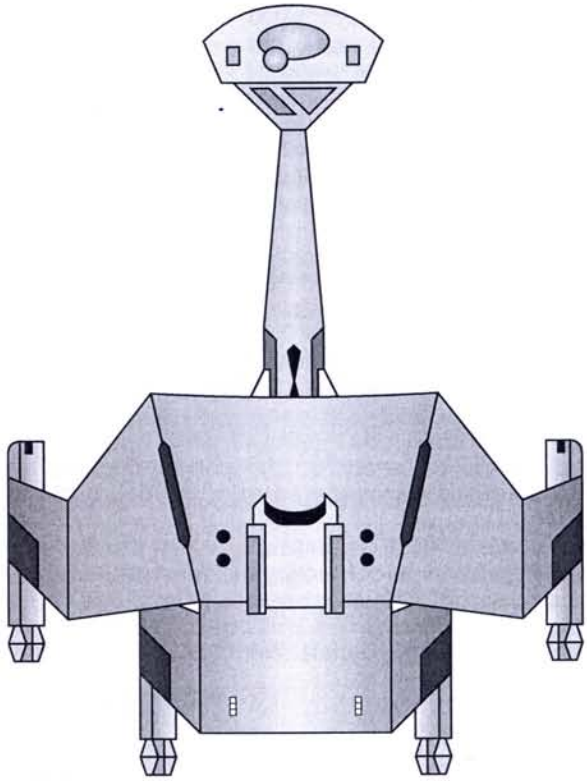
(R3.146) NAVAL RESERVE PFT (LD4P): The Klingons "never threw away a weapon" and still had some D4s in mothball storage when Interceptors came into widespread service. No one knew precisely what PFs would become, and many races made a variety of experimental conversions (often of older unused ship classes). While all races with reserve (a.k.a. National Guard or Local Defense) ships considered conversions to PFTs, the Klingons (with extra Early Years hulls looking for employment) were in a unique position to make such conversions without taking local defense ships out of service. They converted at least two YD4s into LD4Ps and (after finding out that the ships were too slow and limited to actually use PFs offensively) used them for convoy escorts.

Status: Limited production warship.

SSD and counter are in Module R9.

Names: *Kolonel Kirithik, Kommodore Karsmak.*

NOTE: We have included counters for the D6C, E4S, D6N, E4T, and UD7 which were published in various issues of Captain's Log.



WD5 War Dreadnought

(R3.147) MAULER BATTLESHIP (MB10): The Klingons never seriously considered building a mauler variant of the B10 (there were no B10s available) but they did "leak" a design study to Federation intelligence, which reportedly caused at least one heart attack in the threat analysis section. This conjectural SSD reflects what such a ship might have looked like.

Roll for shock when firing mauler.

Note that the service date of this ship is tied to that of the B10 itself. While the MSC says Y184‡, in point of fact if B10s had been built in Y171 (or any other year), this ship could have been built a year later.

Status: Conjectural (Campaign).
SSD and counter are in Module R9.
Names: None Assigned.

(R3.148) MAULER DREADNOUGHT (MC8): The Klingons actually did consider converting a C8 into a mauler, but after the General War began, they could no longer spare a dreadnought hull for such a project.

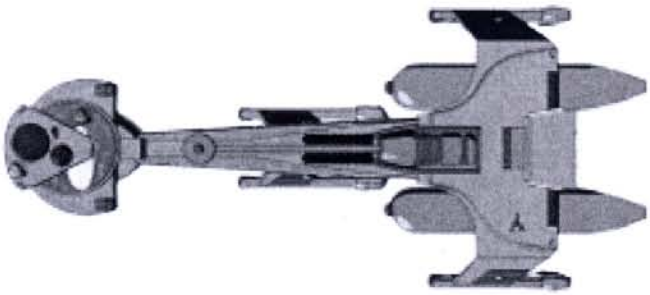
Roll for shock when firing mauler.
Status: Unbuilt Variant.
SSD and counter are in Module R9.
Names: None Assigned.

(R3.149) BOMBARDMENT TENDER (DDP): This combined design was proposed to the Deep Space Fleet by the shipyard that built D6s, but was never actually built. The general idea was a ship that combined drone bombardment with PFs, giving a fleet commander both capabilities in a single ship. The concept was tested in the simulators and found unworkable as the PFs and drones could not be deployed from the same point, and the ship would have had to launch one of its "weapons" and then quickly move to another location to launch the second one. Note that two waist phasers are deleted to make space for the extra drone racks needed for bombardment status. This ship has the 150 spaces of drones (K2.651) for its PFs and 200 spaces for bombardment. Of course, any drone could be used for either purpose.

Status: Unbuilt variant (impractical).
SSD and counter are in Module R9.
Design by Tos Crawford.
Names: None Assigned.

The proper designation of this ship is D6DP but we use the three-digit DDP in most places. Either term is correct.

(R3.150) EMERGENCY BATTLESHIP (B10T): Expecting a renewed Federation attack on the capital systems, the Klingons considered using the boom of the B10 battleship *Invulnerable* along with the rear hull of a tug and two battle pods to create a huge "battleship". Design studies were delayed by problems in connecting the two hulls, and work did actually begin in Y184 on converting an available T7 rear hull to accept the docking of a B10 boom. This project was dropped at the end of the General War.



UIMs: Boom has three standard. In this configuration, each Battle Pod has one of its own.

Status: Unbuilt variant.
SSD and counter are in Module R9.
Design by Mike Raper.
Names: *Invulnerable.*

The service data on the MSC (Y183‡) reflects when the ship was actually considered for construction. The ship could have been built at any time a completed boom was available. The SSD shows the various refits for this purpose, as some campaigns may allow it to be built as early as Y172.

While plans for this ship were based on battle pods, it would have retained full tug capability and could have carried any Klingon pods. Note that the engines restrict the firing arcs of the weapons on pods. (The 360° weapons on a centerline pod cannot fire in the FA arc except down the center row.)

P-C1: Unaffected as it has no weapons.
P-P2: Firing arcs of 360° phasers same as SSD shows.
P-T3: Firing arcs of 360° phasers same as SSD shows.
P-B4: Firing arcs of disruptors and phaser-1/2s are limited to LF on left pod, RF on right pod, and fire down the hex row directly ahead of the ship from a pod on the centerline.
P-H5: Launching and landing rate is half as fast. Firing arcs of 360° phasers same as SSD shows.
P-PF6: Special sensors will not operate. PF operations are not affected.
P-V7: Firing arcs of 360° phasers same as SSD shows. Launching and landing rate is half as fast.
P-D8: Special sensors cannot operate.
P-R9: Unaffected as it has no weapons.
P-S10: Launching and landing rate is half as fast. Special sensors cannot operate.
P-HT11: Launching and landing rate is half as fast.
P-PT12: Launching and landing rate of shuttle bay is half as fast.

(R3.151) NAVAL RESERVE PENAL CRUISER (LD4J): During the Early Years (Y80-Y120) when D4s were the standard Klingon cruisers, the Klingons used D4J penal cruisers in much the same way they later used D6Js (and in the same way they had used D3Js previously). When D6s appeared, the Klingons converted some D4s and D4Js to Y120 Tech Level 12 technology. The refitted D4s (identical to the LD4 Naval Reserve ships seen in Module R8) served in the fleet until it had produced enough D6s and were then sent to local defense commands. The refitted D4Js (hereinafter LD4Js even though they were not used by local defense commands but by the fleet) were used as penal ships. These were gradually replaced by D6Js as hulls became available. One might assume that the LD4Js would have been kept in service until destroyed in combat, but penal ships (much misunderstood by the Federation) were not punishment ships but special attack ships, and using obsolete hulls for that mission was simply a waste of an obsolete hull.

Two of the LD4Js had been retired and replaced by D6Js before the Four Powers War and remained in storage when the General War began. Another was lost during the Four Powers War. During the General War, the Klingons activated one LD4J and sent it to the Lyran Far Stars area as part of the fleet deployed there. The Klingons often considered activating the last mothballed LD4J to replace a lost penal cruiser but the ship was so obsolete that it would have been pointless to send it into combat.

Status: Limited Production Warship.
SSD and counter are in Module R9.
Names: *Iron Maiden, Guillotine.*

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(R4.0) ROMULAN EMPIRE

THE TREATY OF SMARBA SHIPS

With the signing of the Treaty of Smarba in Y159, the Romulans acquired tactical warp technology. Because of the need to bring as many ships with this technology into service as quickly as possible (for fear that the Gorns or the Federation might decide to crush the Romulan Empire before it could do so), the Romulans sought to buy ships from the Klingons. The Klingons were involved in the Four Powers War and had no first-line ships to spare. What the Klingons did have (given their penchant for never throwing away weapons) were dozens of Early Years ships, such as the D4 cruiser and F4 frigate. While these were hardly up to Federation or Gorn standards, they were worlds beyond anything that the Romulans could build for themselves at the time.

Even better, the Romulans set up factories to build modern components for their own starship designs, and used those components (under the stern tutelage of the Klingons) to upgrade the D4s and F4s to nearly modern standards.

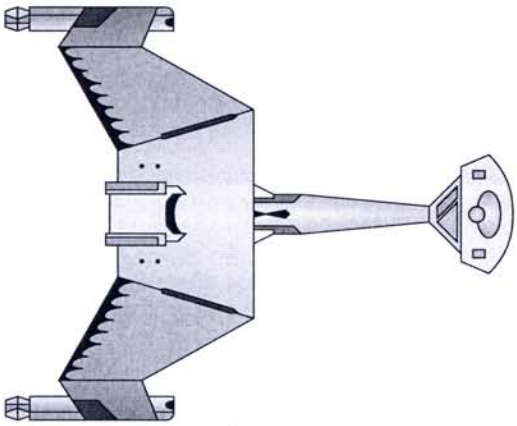
These ships have "fully capable" transporters and tractor beams, maneuvering and fire control, and their plasma torpedoes have the normal range of capabilities. The shuttles have warp-drive and are armed with phaser-3s.

Many of these ships were redeployed to the ISC border when conflict with that race first started as no other ships were available.

(R4.117) TREATY CRUISER (KD4): This was a standard Klingon D4 (technically, YD4) upgraded to Y160 technology and converted to use Romulan weapons. The Romulans acquired a dozen of these ships before Y162. As the KRs and SPs and WEs came on line before the General War, the KD4s were "sold off" to great houses, supposedly for use as local defense ships, but many served in various power plays in the great game of the houses. The KD4s served out the General War as local security ships guarding key facilities.

Status: Limited production warship. Limit is established by the availability of Klingon-built hulls.

SSD and Counter are in Module R8.



(R4.118) TREATY FRIGATE (KF4): This was a standard Klingon F4 (technically, YF4) upgraded to Y160 technology and converted to use Romulan weapons. The Romulans acquired 20 of these ships prior to Y162, but quickly sold them off to great houses for local security as the KF5Rs, SKs, SNAs, and BHs came into service.

Status: Limited production warship. Limit is established by the availability of Klingon-built hulls.

SSD and Counter are in Module R8.

THE POLICE SHIPS

(R4.119) POLICE CARRIER (SNV): Once workable fighters became available, the Romulan police looked for ways to use fighters to improve the firepower of their ships. One solution, adopted by other races as well as the Romulans, was to convert police ships to carry a few fighters (in this case, four). These ships served as regular police units, convoy escorts, and security garrisons. They operated without escorts (being treated as hybrid ships rather than carriers); this ship can never have an MRS.

This ship does not have a cloak.

Status: Regular production warship.

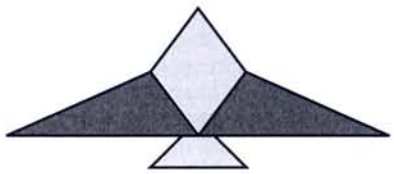
SSD and Counter are in Module R8.

YEAR	ESCORTS	FIGHTERS
Y170-Y175	None.	4xG-F
Y174-Y182	None.	4xG-SF
Y181-Y185	None.	4xG-FSF
Y184+	None.	4xGlad-D

(R4.120) POLICE FLAGSHIP (FLG): The Romulans, being no different from other races, had a need for a police flagship with the customary assortment of abilities (scout, repair ship, minesweeper, commando ship). They produced their design on the existing hulls of Hawk-class destroyers. There are unconfirmed reports that sublight versions of the FLG existed prior to the Treaty of Smarba; the design was standardized (with Klingon help and the sale of one G4 for use as an example). The Romulans never had as many of these ships as they wanted (but then the police forces of every race had the same complaint), and so do not have the "one per province" that would be expected. FLGs for the new provinces explored after Y168 were never built due to wartime emergencies. This ship does not have a cloak.

Status: Regular production warship.

SSD and Counter are in Module R8.



THE SHIPS THAT NEVER WERE

(R4.121) FARHAWK-U AREA CONTROL SHIP (FHU): The Romulans considered but never built a ship of this type. This ship is shown with U-modules but might in theory have carried B modules (CVD), E modules (DCS), or other modules.

Status: Unbuilt Variant.
SSD and counter are in Module R9.

YEAR	ESCORTS	FIGHTERS
Y180+	SPM, SKEA	6xTrib, 6xG-D, 6xG-III

Note: The Romulan "war dreadnought" designs include the DemonHawk, OmniHawk, and MegaHawk seen in Module R7. No "medium dreadnought" is provided in Module R9.

(R4.122) SHRIKE LIGHT X-DREADNOUGHT (SHX): The Romulans lost their only DNL in Y177, before X-technology became available. This design reflects what they might have built had the ship been available and had it been possible to integrate X-technology.

Status: Impossible.
SSD and counter are in Module R9.
Design by Steven P Petrick.

(R4.123) CONDOR MAULER (CNM): There are no records of Romulan plans to build a mauler version of their dreadnought but perhaps, had they done so, it would have looked like this. Deletion of the flag bridge lowered the command rating.

Roll for shock when firing mauler.
Status: Conjectural.
SSD and counter are in Module R9.

(R4.124) SPARROWHAWK-T LIGHT TACTICAL TRANSPORT (SPT): The Romulans never built a true LTT, using their SparrowHawk-H as a cargo hauler and using a variety of ships to complete the various LTT missions. No data exists to confirm that they ever considered or saw any need for such a ship. This conjectural design is provided for use in campaigns where the Romulan player decides to build true LTTs.

This ship can carry one active pod on the centerline (underneath) OR two inactive (cargo) pods on top (collapsing the H-modules which do not count for damage). When carrying 2 pods, the pods are inactive and the cargo in the modules may not be taken as damage. It cannot carry three pods or two double-weight pods.

The SPT cannot use other SP modules.
Status: Conjectural (campaign).
SSD and counter are in Module R9.

(R4.125) FIREHAWK-T FLEET TUG (FHT): The Romulans never built a true fleet tug, using their KRTs as heavy cargo haulers and using a variety of ships to complete the various Tug missions. No data exists to confirm that they ever considered or saw any need for such a ship. This conjectural design is provided for use in campaigns where the Romulan player decides to build true Tugs.

This ship can carry one active pod on the centerline (underneath) OR two inactive (cargo) pods on top (collapsing the H-modules which do not count for damage). When carrying 2 pods, the pods are inactive and the cargo in the modules may not be taken as damage. It cannot carry three pods but could carry two heavy pods (three pod weights).

The FHT cannot use other SP modules.
Status: Conjectural (campaign).
SSD and counter are in Module R9.

(R4.126) PODS: It could be assumed that if the Romulans had actually built tugs, they would have used Klingon pods (or copies of Klingon pods). This assumption is based on the fact that they did manufacture Klingon cargo pods for use by their KRTs and small freighters. We provide SSDs in this module for the appropriate analogues of Klingon pods. The KRT can carry any of these pods.

Status: Conjectural (campaign).
SSD and counter are in Module R9.

(R4.126A) BATTLE POD (P-B): The Romulans would hardly be interested in disruptor or drone pods and so would have built their own battle pod (based on the Klingon P-B4) with a plasma-S torpedo. Prior to Y170 this has a type-G torpedo and the BPV is reduced by 8 points.

(R4.126B) SCOUT POD (P-SC): The Klingons (virtually alone among tug-using races) did not build a scout pod, relying on drone bombardment pods for this function. The Romulans (without drones) would have built their own scout pod.

(R4.126C) SELF-DEFENSE POD (P-SD): The Romulans might, or might not, have found a use for a self-defense pod, and if so, it would probably have looked much like this.

(R4.126D) HANGAR POD (P-V): The Romulans might have used a copy of the Klingon six-fighter medium hangar pod modified for their own fighters, but given that each of their tugs could only carry one pod, the Romulans would probably use the heavy carrier pod below. They might have used this P-V pod as an interim measure.

(R4.126E) HEAVY CARRIER POD (P-VA): The Romulans would have used a copy of the Klingon heavy hangar pod modified for their own fighters in Y175. If two of these pods are carried they count as three pod weights; if one is carried it counts as two pods.

(R4.126F) HEAVY FIGHTER RESUPPLY POD (P-HV): The Romulans would have used a copy of the Klingon resupply pod modified for their own fighters. These are double weight pods; two of them are three "pod weights".

(R4.126G) TROOP TRANSPORT POD (P-TT): The Romulans would have used a copy of the Klingon troop transport pod with few real changes other than replacing blood wine with ale and security with bunks. Forty-eight boarding parties include two commando, four heavy weapons; has four GCVs in the BPV. This pod can land by (P2.432) and operate independently as the Klingon pod can.

(R4.126H) PF TENDER POD (P-PF): The Romulans would surely have produced a PF Tender pod capable of operating a full flotilla since their tugs could only carry one active pod. The KRT could not have carried two of these pods due to "traffic control" limits. The Romulans might have also copied the Klingon P-PF6 pod (P-PK) as shown on the SSD.

(R4.126I) PF TRANSPORT POD (P-PT): The Romulans would surely have such a pod to support their PFTs.

(R4.126J) REPAIR POD (P-R): The Romulans would have simply copied the Klingon repair pod.

(R4.126K) KLINGON PODS NOT USED: The Space Control Pallet is simply too large to fit under an SPT or FHT. The Romulans would not have used drone bombardment pods.

Note: See (R4.33A) for the Klingon cargo pod. The Romulans historically built and used these pods.

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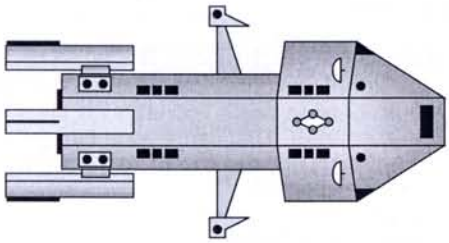
(R5.0) KZINTI HEGEMONY

THE LOCAL DEFENSE FORCES

The Kzintis used older ships (updated Y-series) for local security. These were operated by the nobles who ran the regions of the Hegemony, often as their personal flagships (during those periods when the military had gotten control over the *real* warships away from the nobles and into the hands of the military). These "local defense ships" served many functions, including the legitimate need for local defenses, but they also provided the nobles with starships under their absolute control. More than a few "small scale civil wars" were fought with these ships, which were no great loss if destroyed. The Patriarch had no fear of these ships in the hands of his nobles, as he had the regular warships of the navy.

(R5.94) LOCAL DEFENSE CRUISER (LCS): An updated version of the YCS early strike cruiser, these originally served in an unrefitted condition and began refits to "modern" technology only at the start of the Four Powers War. While data is inconclusive, it appears that no more than four or five were in service at any given time. Three (those of the Count, Duke, and Crown Prince) were destroyed in the first months of the General War defending their assigned planets. The last of these ships served out the General War on security duties in the Barony. These ships were later scrapped or lost during the Andromedan War, the ISC incursion, or during Xorkaelian raids.

Status: Regular production warship.
SSD and Counter are in Module R8.



(R5.95) LOCAL DEFENSE CARRIER (LCV): These ships could, and should, have been a valuable part of the fleet by providing trained pilots. In reality, however, these carriers were jealously guarded by the nobles who owned them for use in internal power struggles, and the owners kept their highly trained pilots where they were. In response, the national military refused to hand over first-line fighters and left these carriers with second-rate fighters. These four ships did fight in secondary roles during the General War (base defense, convoy escort, anti-piracy, counter-raiding) and two of them were destroyed during the opening days of the General War when caught (and totally outclassed) by Coalition warships. Only in Y176 were the last pair of these carriers taken over by the fleet for the pilot training role. They served the remainder of the war in the Barony on training and anti-piracy duties. They sat out the ISC Pacification in the Barony continuing their assigned duties, but both were lost during the Andromedan Conquest.

Status: Regular production warship.
SSD and Counter are in Module R8.

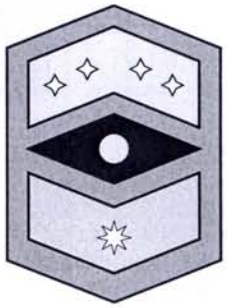
YEAR	ESCORTS	FIGHTERS
Y167-Y175	LEF	9xAAS
Y174-Y176	LEF	9xHAAS
Y176+	LEF	9x Current Fleet Fighters

(R5.96) LOCAL DEFENSE FRIGATE (LFF): About a dozen old YFFs served at any given time as local security ships and planetary guards starting in Y130. They began to get refits to the LFF standard only in Y156, just before the Four Powers War. Many were caught and destroyed during the Coalition invasion of Y168, but some survived and were sent to security duty in the Barony to relieve the ships based there.

Status: Regular production warship.
SSD and Counter are in Module R8.

(R5.97) LOCAL DEFENSE ESCORT (LEF): Four of these ships were built as escorts for the LCVs, each of which had only one escort. Two of these escorts were destroyed along with their carrier, and at least one was destroyed and then replaced with a conversion of an existing LFF. The surviving two finished out the General War providing escort for the two surviving LCVs, until they were destroyed by the Andromedans.

Status: Regular production warship.
SSD and Counter are in Module R8.



THE SHIPS THAT NEVER WERE

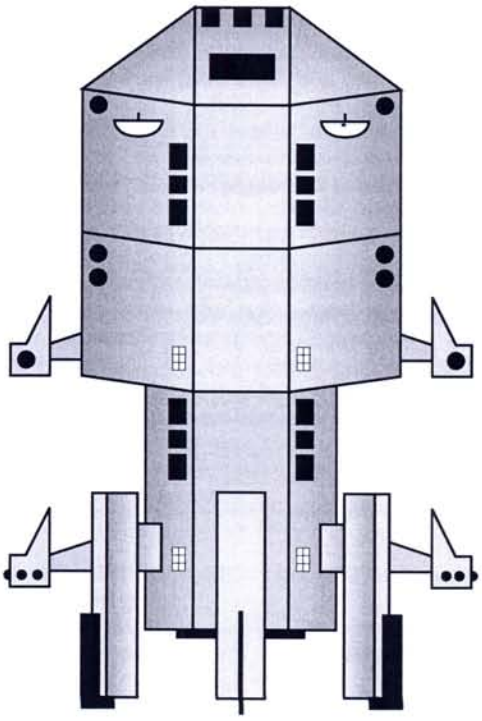
(R5.98) HEAVY SCOUT CARRIER (NSV): The Kzintis, who had waited far too long to move into PFs, converted most of their scout carriers into heavy variants using substantially the same conversion as the NCA.

Status: General production warship.
SSD and counter are in Module R9.
Names: *Thunderstone, Firecutter, Deathdancer, Grimtooth, Dangerbride.*

YEAR	ESCORTS	FIGHTERS
Y180+	MAC, DWA	6xLFS

(R5.99) WAR DREADNOUGHT (DNW): The Kzintis considered this design for a war dreadnought, which adds a large structure over and on both sides of the main hull behind the forward hull, in effect extending the forward hull rearward beyond the midline of the ship. This structure included additional phasers, disruptors (under the hull), and other systems. Two new weapon booms were added to the rear of the hull and the ship mounted six engines, one on each surface of the rear hull. (SSD shows three double engines.) There is no confirmation of rumors one ship was built.

Status: Unbuilt variant.
SSD and counter are in Module R9.
Names: *Crown Prince* (never built).
Design by Stephen V Cole.



(R5.100) MEDIUM DREADNOUGHT (DNM): The Kzintis lost both of their DNLs before the medium dreadnought concept appeared. This design reflects what they might have built had other races pursued the DNM concept and had the DNLs remained in service. It uses the "saddle bag" concept of the DNW (different systems) and the rear pylons of the DNH.

Status: Unbuilt variant.
SSD and counter are in Module R9.
Names: converted DNLs would have kept their names.
Design by Stephen V Cole.

(R5.101) LIGHT X-DREADNOUGHT (DLX): The Kzintis lost both of their DNLs long before X-technology appeared. This design reflects what they might have built had the ships been available and had other races been able to build DLXs.

Status: Impossible.
SSD and counter are in Module R9.
Names: converted DNLs would have kept their names.
Design by Steven P Petrick.

(R5.102) LOCAL DEFENSE PF TENDER (LPF): When the Kzintis finally entered the PF business, they scrambled to field as many ships able to use them as possible. Two old cruisers originally assigned to local defense but which had retreated into the Barony to avoid destruction were converted into this type (without the internal repair bay), which proved useful only for training and convoy escorts. Amazingly, one of the ships, *Fearstar,* fought in the Andromedan War and actually destroyed one small Andromedan base.

Status: Limited production warship.
SSD and counter are in Module R9.
Names: *Fearstar, Deathcomet.*

(R5.103) LOCAL DEFENSE DRONE BOMBARDMENT CRUISER (LCD): During the Four Powers War, the Kzintis converted one second-rank cruiser (as LCSs were then known) into a drone bombardment platform to replace a lost CLD. The ship was later assigned as just one of several Local Defense Cruisers. When the General War began, it was used in one drone bombardment mission before being caught and destroyed by a Klingon FD7 raider. The Kzintis considered converting other LCSs to this pattern but found them too vulnerable to enemy raiders. Cargo space for 200 drones.

Status: Limited production warship.
SSD and counter are in Module R9.
Name: *Bloodstone.*

(R5.104) MAULER BATTLECRUISER (BCM): The Kzintis did not build maulers as they expected that drone bombardment would provide fleets with enough firepower to destroy bases when needed. This conjectural design reflects what could have been built had the Kzintis found a need to do so (and obtained the technology).

Roll for shock when firing mauler.
Status: Conjectural (campaign).
SSD and counter are in Module R9.
Names: None Assigned.

(R5.105) MEDIUM MAULER CRUISER (CMM): This is the medium cruiser version of a conjectural mauler. The background for the BCM above applies to this ship as well.

Roll for shock when firing mauler.
Status: Conjectural (campaign).
SSD and counter are in Module R9.
Names: None Assigned.

Insignia of the Patriarch

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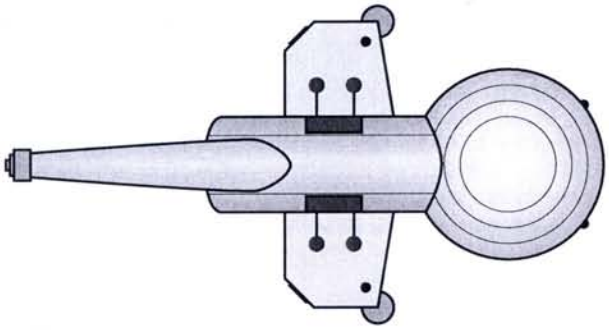
(R6.0) CONFEDERATION OF THE GORN

THE LOCAL DEFENSE FORCES

(R6.79) LOCAL DEFENSE CRUISER (LCL): These were YCLs converted to modern technology. The Gorns, unusually, were first in line for this type of conversion as their legislature was notoriously stingy with money for new construction. Many of these ships actually served as active fleet units until Y150, by which time all had been relegated to local defense.

Status: Regular production warship.
Balcony Positions: 2+2.
SSD and Counter are in Module R8.



(R6.80) LOCAL DEFENSE CARRIER (LCV): When the Gorns first acquired fighters, no one was entirely sure what role they would play. Some felt that they would be used only for stand-off strikes, with the carrier itself remaining out of action. The Gorn legislature was only too quick to divert money from building real carriers to converting two old LCLs to this carrier design a year before the *Archaeopteryx* entered service. Once the Gorns entered the General War, these ships were relegated to capital security and pilot training. They saw combat only rarely.

Status: Regular production warship.
Balcony Positions: 2+2.
SSD and Counter are in Module R8.

YEAR	ESCORTS	FIGHTERS
Y172-Y182	1xLDE	12xG-18
Y182-Y184	1xLDE	12xG-18B
Y183+	1xLDE	12xG-18D or 12xG-18K

(R6.81) LOCAL DEFENSE DESTROYER (LDD): These were YDDs converted to modern technology. Their history is similar to the LCL and they served in the Fleet itself until at least Y155.

Status: Regular production warship.
Balcony Positions: 1+1.
SSD and Counter are in Module R8.

(R6.82) LOCAL DEFENSE ESCORT (LDE): The Gorns did not originally build escorts for their LCVs, not realizing how carriers would have to operate. These two ships, converted from LDDs, appeared only after serious skirmishing had developed on the Gorn-Romulan border in Y173.

Status: Regular production warship.
Balcony Positions: 1+1.
SSD and Counter are in Module R8.

THE POLICE FORCES

(R6.83) BATTLE FRIGATE (BFF): The first BFF was built in Y167 alongside the BDD prototype. Initially rejected, the BFF prototype was relegated to the *Home Fleet* as a training ship. When the police forces found themselves under increasing pressure without access to heavy ships, the design was rushed into series production in Y175 as the Heavy Police Cutter. The decision was questionable. While the ship had stronger shields, the increase in firepower was, at best, minimal. Habitability was extremely strained and the addition of the rear bubble forced severe reduction of the cargo deck to strengthen the hull.

Status: Regular production warship.
Balcony Positions: 1+1.
SSD and Counter are in Module R8.

(R6.84) FRIGATE CARRIER (FFV): Ships of this design began to appear in Y176, but not many were built. The entire cargo bay was converted into facilities to support a demi-squadron of fighters. The fighters were not intended for independent strikes, but rather to deepen the attrition ability of a "Patrol and Convoy Escort Group" (PCEG). The PCEG concept was to assemble a task force of police ships that would operate together in the convoy escort role, rather than constantly assembling different groups of available ships for the mission. The FFVs never received G-12 or G-18B fighters, nor did they operate plasma-F fighters. Due to the low priority of the police forces, these carriers initially operated with surplus G-8s, later upgrading to G-20s and G-18s. The FFV would have relied on the cargo capacity of other ships in its PCEG (or from ships in a convoy) to maintain any reasonable long-term space-keeping ability.

There are indications that in at least one case in Y180 a pair of FFVs, together with some escorts, operated as a light carrier task force with a full squadron of fighters (including an EWF) in a manner similar to the Romulan Warhawk groups. This may have been a deception operation allowing the small force to launch fighter strikes and convince the Romulans that an HDV was operating in the area, but the records are unclear.

Status: Regular production warship.
Balcony Positions: 1+1.
SSD and Counter are in Module R8.

YEAR	ESCORTS	FIGHTERS
Y176-78	N/A	6xG-8
Y178+	N/A	6xG-20
Y180+	N/A	6xG-18
Y185+	N/A	6xG-18D

THE SHIPS THAT NEVER WERE

(R6.85) MEDIUM SCOUT CARRIER (MSV): The Gorns converted at least two HSVs to this design before the advent of PFs (which came rather later in the eastern part of the sector) made them obsolete.

Status: Limited production variant.
Balcony Positions: 2+2.
SSD and counter are in Module R9.

YEAR	ESCORTS	FIGHTERS
Y180+	HDA, BDA	6x G32

Note: The Gorn "war dreadnought" was the DND which was presented in Module R10. Unfortunately, the prototype proved that the concept was not workable, even with new construction. Fortunately, the similar DNC (Captain's Log #22) built on a CL hull did prove workable and was produced.

(R6.86) MEDIUM DREADNOUGHT (DNM): The Gorns considered converting their one DNL into a standard DN almost as soon as it was built, but found the conversion impractical and did not pursue it. (That design would have basically duplicated the existing DN.) The design seen here dates from Y180 and reflects a later plan to convert the ship into the equivalent of a DNH. The conversion would have been extensive, replacing the bubbles with those from a DNH and adding systems in a bulge under the center hull. The design was not pursued as it was too expensive.

Status: Unbuilt variant.
Balcony Positions: 4+4.
SSD and counter are in Module R9.
Design by Stephen V Cole.

(R6.87) LIGHT X-DREADNOUGHT (DLX): Had the Gorns been able to solve the problem of integrating X-technology into their one DNL, they might have produced this design.

Status: Impossible.
Balcony Positions: 4+4.
SSD and counter are in Module R9.
Design by Steven P Petrick.

(R6.88) LOCAL DEFENSE PFT (LPF): The notoriously frugal Gorn legislature actually attempted to convince the Gorn fleet that reserve guard destroyers would be adequate for all PFTs since the ships could stand back and send their gunboats forward. At the time, the Gorns had no experience with PFs although even a cursory study of Kzinti PF doctrine would have shown this concept to be a failure. It was only after the first two of these ships were destroyed (while carrying the first interceptors) that the Legislature relented and allowed fleet destroyers (and later battle destroyers and heavy destroyers) to be used as PFTs.

Status: Limited Production Warship.
Balcony Positions: 1+1.
SSD and counter are in Module R9.
Design by Steven P Petrick.

(R6.89) BATTLE CRUISER MAULER (BCM): The Gorns did not build maulers (the Legislature would not pay for "offensive" ships) but this design reflects what they likely would have designed if they had chosen to build maulers and had the technology.

Roll for shock when firing mauler.
Status: Conjectural (campaign).
Balcony Positions: 3+3.
SSD and counter are in Module R9.

(R6.90) HEAVY DESTROYER MAULER (HDM): This is the heavy destroyer version of the mauler. The background for the BCM above applies.

Roll for shock when firing mauler.
Status: Conjectural (campaign).
Balcony Positions: 2+2.
SSD and counter are in Module R9.

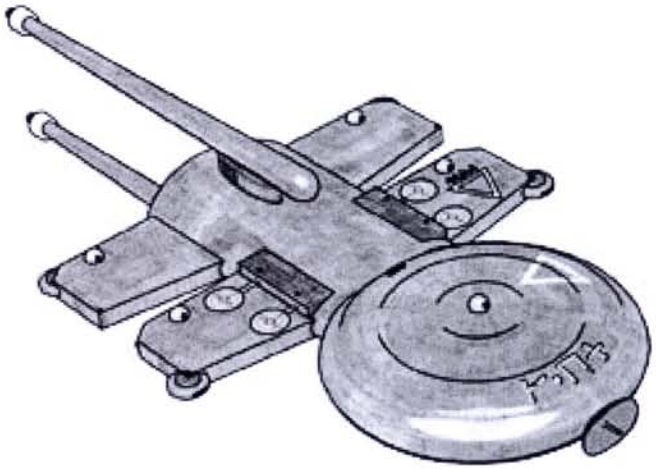
(R6.91) DOUBLE-WING DESTROYER (DDW): This design dates from before the General War and was one of two (or more) competing designs for an upgraded destroyer. (As is well known, the BDD eventually won that competition.) The designers sought to save money by using existing parts. Two additional wings were fitted to the slightly extended rear of a fleet destroyer, increasing firepower considerably.

Unfortunately, the ship was underpowered and when the Legislature (which picked this design due to its low cost) delayed the conversion of all destroyers to DDWs, the Fleet made no complaint and bided its time until the situation forced the legislature to pay for the heavier BDD.

The design was very innovative, including the wing plasma-F launchers and swivel torpedoes not implemented in other ships (due to budgetary restrictions) until years later.

Roll for shock if three torpedoes are fired in any sixteen consecutive impulses.

Status: Unique warship (prototype only).
SSD and counter are in Module R9.
Balcony Positions: 2+2.
Designed by Loren Knight.



(R6.92) REFITTED LIGHT DREADNOUGHT (DLF): The Gorns were never happy with their one light dreadnought, for many reasons. They considered a number of solutions (DNM, DLX, and others) including this design, which would have added an extra plasma-F torpedo. It is not clear why this was never done, but it may have overstressed the hull. Some sources indicate that the conversion was too expensive while others theorize that the Gorn legislature would not agree to spending more money on this failed design.

Status: Unbuilt variant.
Balcony Positions: 4+4.
SSD and counter are in Module R9.
Designed by Karl Vogelheim.

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(R7.0) THOLIAN HOLDFAST

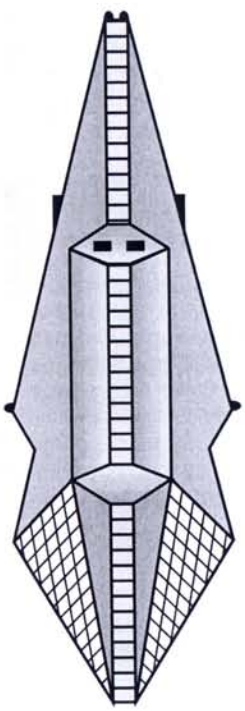
THE NEW CRUISERS

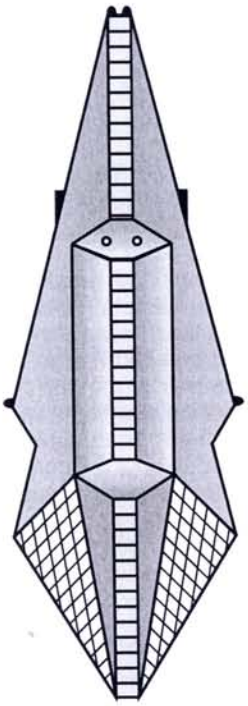
These two cruiser classes were presented in Module R10 but we have repeated them here in order to allow you to produce a single integrated rulebook in numerical order.

(R7.50) NEW HEAVY CRUISER (CAN): Unable to build a "heavy cruiser" version of their CW due to the limitations of their shipyards and technology, the Tholians opted for an unusual solution that worked for them. They welded a "pack" to the bottom of a CW, giving it more power and weapons but not more warp engine power. The ship was actually much slower than standard battle speeds (since it had 24 warp with movement cost 1) but as the ships were assigned to defend Tholian bases, the speed limitation was not an issue. The ships had roughly the same total power as a heavy cruiser.

Status: Regular production warship.

SSD and Counter are in Module R10.





(R7.51) NEW HEAVY PHOTON CRUISER (CPN): This is the alternative version, armed with photon torpedoes, of the CAN.

Status: Regular production warship.

SSD and Counter are in Module R10.

NOTE: The Tholians sometimes mounted a disruptor pack under a photon-armed CW and sometimes mounted a photon pack under a disruptor-armed CW. This seems to have been a matter of convenience rather than some insight into new ship tactics.

THOLIAN POLICE FORCES

(R7.52) POLICE CUTTER (POL): This small Tholian unit has been overlooked in SFB for some time now. The Tholians used them as an economy-of-force unit, since they could be built in the PC shipyard for half of the price. The ship dates from Y115, the time the Destroyer dates from, and uses the same engine. Indeed, the development of this engine was intended by the Tholians to solve two problems at once, the need for a heavier warship (the destroyer) and the need to have a lot more warships on patrol regardless of their size.

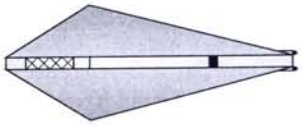
The police cutters were rarely seen in fleet combat since they were too small to be tactically useful after Y120, and the Tholians usually had enough larger units to fill out their command limits. It should be noted that prior to Y120 a Tholian squadron of a DD, PC, and three POLs was more than a squadron of Klingon D4s wanted to tangle with, but the advent of the Klingon D6 and E4 classes ended the POL's heyday as a warship all too soon.

Police cutters had another function, that of patrolling the borders and preventing piracy, smuggling, and raids. No end of independent civilian salvage and mining ships tried to exploit Tholian territory in the days after the Tholians first arrived and ejected the Klingons, and the police cutters were more than adequate to run off these poachers. Police cutters could also prevent high-speed penetrations and raids by warships (which were vulnerable to damage while traveling above Warp factor three-point-two. The police cutter (directed by sensors on bases) simply had to get itself into the path of such a raider to force it to slow to tactical speeds. Once this was done, the police cutter simply had to stay out of direct combat until larger patrol corvettes, destroyers, and cruisers arrived (although this was not always a simple task).

Police ships had another role that was unique to the Tholian defensive situation. The Holdfast was constantly being attacked and raided by the Klingons, and anywhere a Klingon ship went, it was likely to leave behind mines, sensor packages, supply caches for future raids, etc. It was the larger number of police cutters, not the smaller number of patrol corvettes, which was charged with tracking down and eliminating these problems.

Status: Regular production warship.

SSD and Counter are in Module R8. Ship design by Steve Cole; background by Loren Knight.



NOTE: It is known that carrier and flagship classes existed, but no details are currently available. As further research reveals this data, we hope to present these ships in Module R11 which will cover various support ship classes.

THOLIAN AUXILIARIES

(R7.53) ARMED WEB TENDER (AWT): The Tholians had used Web Tenders as early as Y150. This armed variant appeared in Y170, when the Tholians feared being dragged into an expanding Four Powers War.

Status: Regular production warship.

SSD and Counter are in Module R8.

THE SHIPS THAT NEVER WERE

(R7.54) ARCHAEO-THOLIAN COMBAT TUG (ATG): The Tholians never built a true fleet tug, using a variety of ships to complete the various Tug missions. No data exists to confirm that they ever considered or saw any need for such a ship. Their territory was small and construction could be handled by auxiliaries. This conjectural design is provided for use in campaigns where the Tholian player decides to build true Tugs. The ship docks one pod on the centerline with a second pod attached behind the first pod. While it can carry three "pod weights" it cannot carry three pods.

The Tholians in their Home Galaxy did not use tugs as we understand the concept.

Status: Conjectural (campaign).
SSD and pod counters are in Module R9.
Design by Steven P Petrick.

NOTE: We provided counters for the heavy variants of Neo-Tholian ships published in CL#25.

(R7.55) TUG PODS: While the Tholians used cargo packs on the CPC and some other ships, and were known to use Federation-type cargo pods, they never had a need for pods of the various types used by other races. These conjectural designs are a fair representation of what could have been done had the Tholians found the need to do it.

Status: Conjectural (campaign).
SSD and counter are in Module R9.
Design by Steven P Petrick.

(R7.55A) BATTLE POD (P-B): The SSD reflects a Federation battle pod converted to Tholian technology. The Tholians would, logically, have chosen photons over disruptors in order to keep the tug itself out of main battle ranges. This is a double weight pod and makes the Tug+BP a size-2 unit.

(R7.55B) HEAVY CARRIER POD (P-VA): The SSD reflects a Federation heavy carrier pod converted to Tholian technology. It would have probably carried one squadron of Spider-IIs and one of Spider-IIIs. The bays are "tunnel decks" allowing increased launch rates. This is a double weight pod and a tug with this pod is a size-2 unit.

(R7.55C) SCOUT POD (P-SC): The SSD reflects a Federation pod converted to Tholian technology.

(R7.55D) REPAIR POD (P-R): The SSD reflects a Federation pod converted to Tholian technology.

(R7.55E) SELF-DEFENSE POD: The SSD reflects a Federation pod converted to Tholian technology.

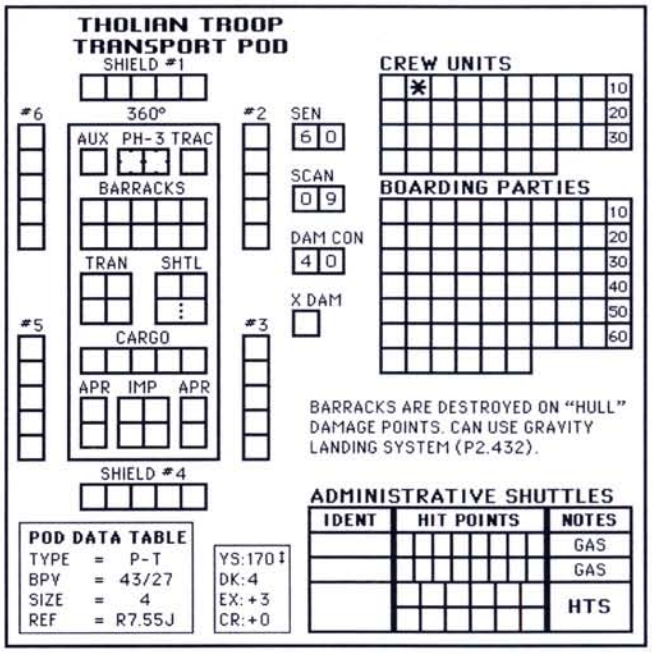
(R7.55F) STARLINER POD: The SSD reflects a Federation pod converted to Tholian technology.

(R7.55G) HEAVY FIGHTER OPERATIONS POD: The SSD reflects a carrier pod built with Tholian technology. See (R2.32) for semi-external bays.

(R7.55H) HEAVY FIGHTER RESUPPLY POD: The SSD reflects an FCR pod using Tholian technology with a semi-external bay (R2.32).

(R7.55I) PFT POD: The SSD reflects a conjectural Federation PFT pod converted to Tholian technology.

(R7.55J) TROOP POD: The SSD reflects a Federation pod converted to Tholian technology. This pod has a total of 68 boarding parties including two commando and six heavy weapon squads. Four GCVs are also carried (in BPV).



(R7.78) NEO-THOLIAN TUG (NTG): The Tholians never built a true fleet tug, using a variety of ships to complete the various Tug missions. No data exists to confirm that they ever considered or saw any need for such a ship. Their territory was small and construction could be handled by auxiliaries. This conjectural design is provided for use in campaigns where the Tholian player decides to build true Tugs. The ship docks one pod on the centerline with a second pod attached to the rear of the first pod (a'la the Feds). While it can carry three "pod weights" it cannot carry three pods.

The Tholians in their Home Galaxy did not use tugs as we understand the concept. The ship cannot carry pods when no command module is attached. It could replace pods with inactive command modules being recovered from a battle.

Status: Conjectural (campaign).
SSD and counter are in Module R9.
Design by Steven P Petrick.

(R7.79) NEO-THOLIAN SURVEY CRUISER (NSR): The Tholians never built a survey ship. No data exists to confirm that they ever considered or saw any need for such a ship. Their territory was small and there was, literally, nothing to survey. This conjectural design is provided for use in campaigns where the Tholian player operates a full-size race.

Status: Conjectural (campaign).
SSD and counter (NSF) are in Module R9.
Design by Steven P Petrick.

(R7.79A) NEO-THOLIAN SURVEY CARRIER (NRV): The Tholians might have given their survey ship six fighters and used it in combat as a fleet scout. The ship and its data are unchanged except that the external shuttle bays would handle the fighters. It could have operated with or without escorts using the standard Tholian fighters of the day.

YEAR	ESCORTS	FIGHTERS
Y178+	CWA, PCA	6xSpider-III

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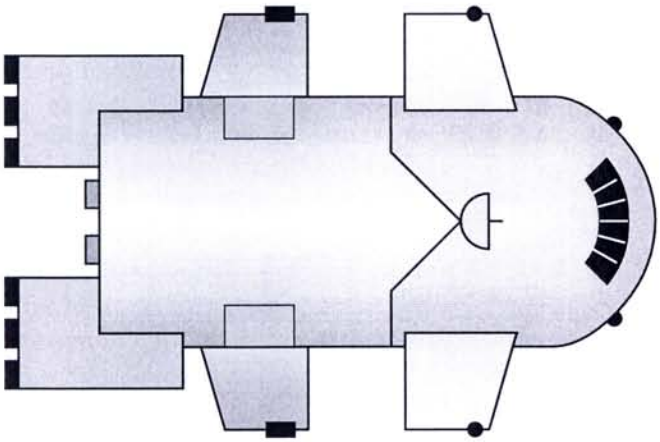
(R8.0) ORION PIRATES

THE ORION NATIONAL POLICE

(R8.47) NATIONAL POLICE DESTROYER (DD): These ships were outwardly very similar to the Orion YDD, but were new construction using advanced (and smaller) components to fit more capabilities and systems into the original basic hull. These ships operated as part of the Orion National Guard, but under another paragraph of the arcane treaty under which the Orions joined the Federation, these ships assumed all police duties and functions within the Orion enclave. The Federation National Police were not allowed to operate in the Orion Enclave.

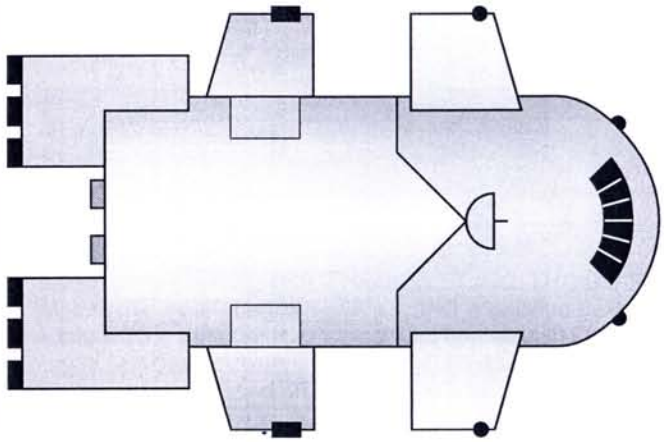
Status: Regular production warship.
SSD and Counter are in Module R8.



(R8.48) NATIONAL POLICE CARRIER (DV): Seeking improved firepower, the Orions modified at least two police destroyers to carry fighters. These ships operated, as most police carriers did, without escorts. The Orion police carriers were not a major part of the enclave's defenses, and did not receive new fighters until the Federation had pushed the Klingons nearly back to the original border.

Status: Regular production warship.
SSD and Counter are in Module R8.

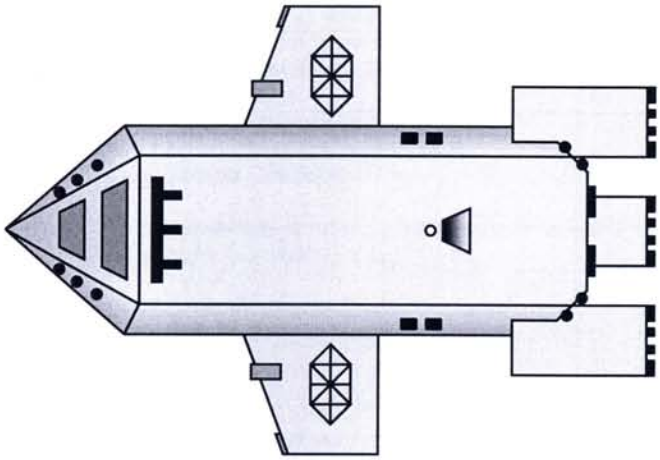
YEAR	ESCORTS	FIGHTERS
Y168+	None	6xF-8
Y178+	None	6xF-18



THE SHIPS THAT NEVER WERE

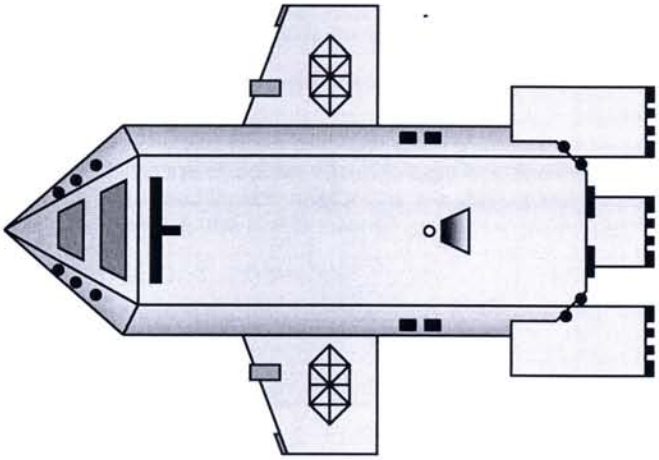
(R8.49) HEAVY DREADNOUGHT (DNH): The Orions never considered building a heavy DN, but the design reflects what might have been possible had their operations required such a unit. The D-rack refit covers all six drone racks (three LS, three RS). Stealth bonus is +1.

Status: Conjectural (campaign).
SSD and counter are in Module R9.



(R8.50) LIGHT DREADNOUGHT (DNL): The Orions never considered building a DNL, but the design reflects what might have been possible had their operations required such a unit.

Status: Conjectural (campaign). Stealth bonus is +1.
SSD and counter are in Module R9.



(R8.51) MAULER BATTLE RAIDER (BRM): The Orions did not build maulers (even for mercenary use) as they required too much maintenance and were only useful in the kind of battles that Orions avoid. The SSD provided reflects what might have been possible had they needed such a ship.

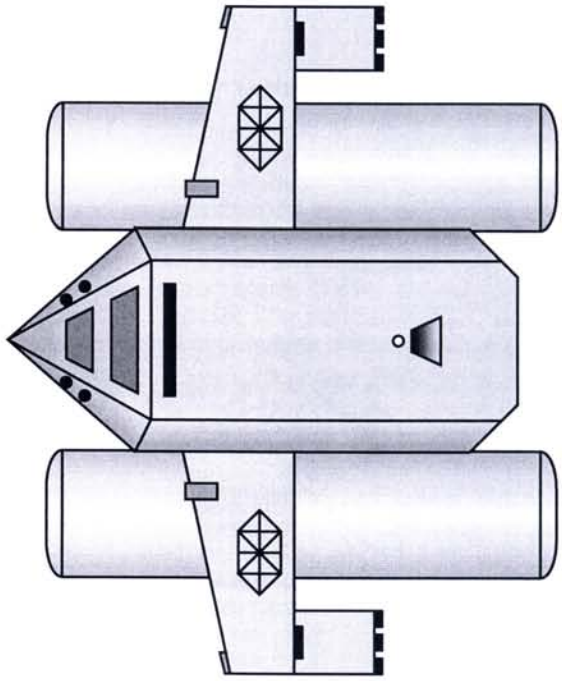
Note that engine doubling does not double the damage to the engines if warp power is used in the mauler, but the damage resulting from the mauler (E8.33) and doubling are each assessed.

Roll for shock when firing mauler.
Status: Conjectural (campaign).
SSD and counter are in Module R9.

(R8.52) HEAVY FLEET TRANSPORT (TUG): The Orions never built (or apparently needed) a fleet tug. This SSD reflects what might have been done had there been a need for such a unit. Perhaps, in a campaign where the Orions were used as a conventional race, they would need it to build bases. The ship cannot land when carrying pods. It loses the stealth bonus if carrying pods. The ship is, basically, an LTT. It can carry "three pod weights" (e.g., two Klingon CVA pods) which would increase the movement cost considerably. The SSD does not provide the movement cost chart for this as it would be extremely rare for the ship to be asked to do it. The following table is provided for use if needed.

Speed	1	2	3	4	5	6	7	8	9	10
Cost	2	4	5	7	9	10	12	14	15	17
Frac.	1.67	3.33	5	6.67	8.33	10	11.67	13.33	15	16.67
Speed	11	12	13	14	15	16	17	18	19	20
Cost	19	20	22	24	25	27	29	30	32	34
Frac.	18.33	20	21.67	23.33	25	26.67	28.33	30	31.67	33.33
Speed	21	22	23	24	25	26	27	28	29	30
Cost	35	37	39	40	42	44	45	47	48	50
Frac.	35	36.67	38.33	40	41.67	43.33	45	46.67	47.33	50

Status: Conjectural (campaign).
SSD and counter are in Module R9.



(R8.53) PODS USED BY ORIONS: The Orions did not build their own pods; why should they when it was so easy to steal anyone else's?

Federation, Klingon, Kzinti, ISC: The ship can carry two standard pods (one under each wing, these can be mixed or matched as to type and race). The ship could carry one heavy pod (or one standard pod) on the centerline but not when carrying a pod on each wing. The ship could carry one Klingon/Kzinti SCS pod, but no other pods.

Hydran, Gorn, Lyran: The ship could carry one Hydran pallet, or one Lyran pallet, or one Gorn pod, but not while carrying any other pod or pallet. Note that to do so would assume external modifications of the ship to fit such a pallet.

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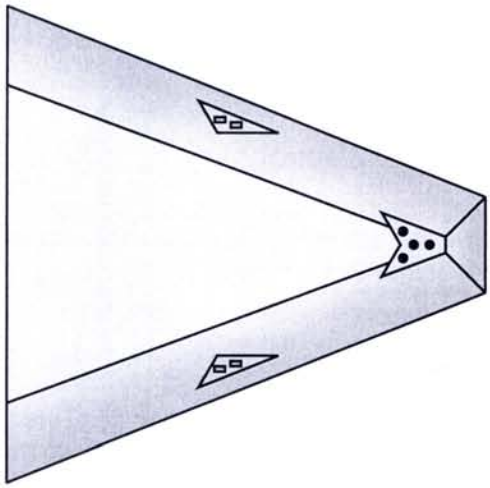
(R9.0) HYDRAN KINGDOM

THE LOCAL DEFENSE FORCES

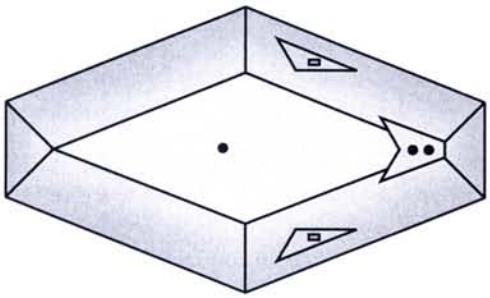
(R9.103) GRENADIER LOCAL DEFENSE CRUISER (LCA): Due to the savagery of the Hydran Civil Wars, the Hydrans had relatively few old Y-series Grenadier-class cruisers remaining, but a few were refitted to this design and used by the Royal Navy during the War of Return in Y135. Those that survived soldiered on for another decade with the fleet until Lancer and Ranger production could replace them. The old Grenadiers were then used for local security at key planets. All but one of them were destroyed during the Coalition Invasion of Y171, and that ship served out its time in the Old Colonies as a security ship.

Status: Regular production warship.
SSD and Counter are in Module R8.



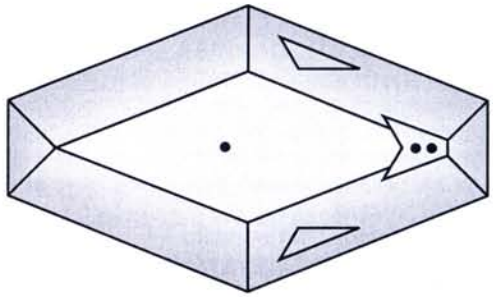
(R9.104) VOLTIGUER LOCAL DEFENSE FRIGATE (LFF): The Hydrans refitted more than a dozen of these ships for use in the Y135 War of Return, and the few survivors of that war remained in service until Y141. At least one fought in (and was destroyed during) the Four Powers War, by which time it was completely outclassed. The others were swept up by the Klingon and Lyran invasion forces during the General War or spent their remaining years in the Old Colonies.

Status: Regular production warship.
SSD and Counter are in Module R8.



(R9.105) LOCAL DEFENSE ESCORT CARRIER (LFV): These ships are something of an anomaly. They were pure fighter carriers having no heavy weapons, but the Hydrans did not build any other such ships until they faced the carriers of the Lyrans and Klingons in the General War. An example of an idea whose time had not yet come? Six of these ships fought in the War of Return with Stinger-1 fighters. The survivors remained with the fleet until Y144, being the last of the older ships in service, usually acting as a supplement or resupply ship for the frontline units, but finding themselves in battles where they did not belong all too often. They were operating as convoy escorts and local security ships at the dawn of the General War, and at that time most (but not all) had received an escort to help sustain their operations as convoy guards. At least one had received Stinger-2s before the Hydrans entered the General War. Only one survived the debacle and served its remaining decades in the Old Colonies as a pilot training ship.

Status: Regular production warship.

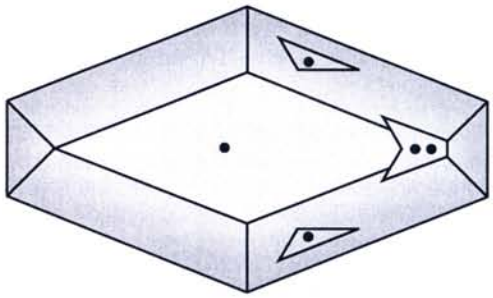


SSD and Counter are in Module R8.

YEAR	ESCORTS	FIGHTERS
Y135	None	6xStinger-1
Y166	LFE	6xStinger-1
Y171+	LFE	6xStinger-2

(R9.106) LOCAL DEFENSE ESCORT (LFE): Several ships of this type were converted for use as escorts for the LFVs by Y168, the Hydrans having determined that carriers needed escorts to protect the fighters during the vulnerable launch and landing cycles.

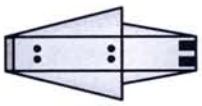
Status: Regular production warship.
SSD and Counter are in Module R8.



THE HYDRAN POLICE

(R9.107) HEAVY GENDARME POLICE CUTTER (HGN): A heavier version of the Gendarme, this ship was created by widening the Gendarme design. It was possible (but not worth the expense) to convert existing Gendarmes to this design; almost all were new construction. Unlike the Gendarme, this ship carried fighters as a normal part of its operations. The fact that none of these ships were taken over by the Hydran Navy but all remained in the police forces can be taken as a clear indication of the relative power of the Hydran police in protecting their turf. Still, several of these wound up participating as destroyer substitutes in fleet battles.

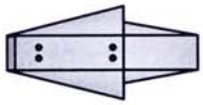
Status: Regular production warship.
SSD and Counter are in Module R8.

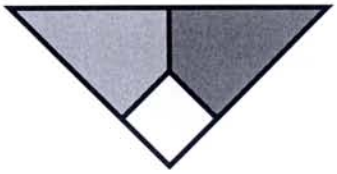


(R9.108) HEAVY POLICE CARRIER (HGV): This is the carrier variant of the Heavy Gendarme, following the same concepts. None were converted from Gendarme-carriers; all were new construction. A few were provided with one or two escorts (whose carriers were out of action) and were almost as capable as an Uhlan, although they lacked any ability to operate Stinger-H fighters.

Status: Regular production warship.
SSD and Counter are in Module R8.

YEAR	ESCORTS	FIGHTERS
Y176+	None or 1xAH or 2xAH, or 1xDWA or 1xDWA and 1xAH	16xStinger-2





NOTE: Counters are provided for the Pegasus variants from Captain's Log #25. We thought players might get more use from these than by using the counters for more copies of the ships in this module.

THE SHIPS THAT NEVER WERE

(R9.109) KIOWA WAR DREADNOUGHT (DNW): This design was based on both the Mongol war cruiser and Mohawk new heavy cruiser, and could be converted from either. Where the Mohawk had added a keel down the top of the Mongol, the Kiowa added both that keel and a second keel on the belly. Each keel had a full war cruiser engine, meaning that the DNW had four engines of the type used by the Mongol war cruiser. The lower keel was broader at the front and included four hellbores and, farther aft, a pair of 360° phaser-1s.

The Hydrans apparently built one ship of this type but as it could only be assembled in a dreadnought slipway it could not increase overall dreadnought production. It was a superb design but too expensive to build.

Status: Limited Production Warship.
SSD and counter are in Module R9.
Design by Stephen V Cole.

(R9.110) MAGYAR MEDIUM DREADNOUGHT (DNM): The Hydrans had lost both of their Light Dreadnoughts during the expedition and never built more. This design reflects what they might have converted the ships to had they survived and had the medium dreadnought concept found merit.

As with the NCA and DNW, the design is based on a "keel" structure added to the centerline of the ship. Unlike those ships, there is no need for this keel to include another warp engine. The phaser-1 and hellbore at the nose are part of this keel while the remainder are shown in two columns of the rear hull.

Status: Unbuilt variant.
SSD and counter are in Module R9.
Design by Stephen V Cole.

(R9.111) LIGHT X-DREADNOUGHT (DLX): The Hydrans had lost both of their Light Dreadnoughts during the expedition and never built more. This design reflects what they might have converted the ships to had they succeeded in installing X-technology on these ships.

Fighters are Stinger-X.
Status: Impossible.
SSD and counter are in Module R9.
Design by Steven P Petrick.

(R9.112) GRENADIER-P LOCAL DEFENSE PFT (LPF): The Hydrans built two of these (and perhaps more) by conversion from old Grenadiers that had been used as depot ships (basically, storage barges in parking orbits) in the Old Colonies without conversion to LCAs. They were intended as training ships but were used to resupply forward fleets in combat against the original Klingon border defenses. At least one was picked off by a Klingon raider.

Status: Limited production warship.
SSD and counter are in Module R9.

(R9.113) HEAVY MAULER CRUISER (CAM): The Hydrans never built maulers and apparently never had mauler technology. One might assume that they would have found such ships useful in attacking the Coalition "Firewall" that kept them out of the General War for so many years, but perhaps their strained production system could not have coped. The SSD reflects what might have been possible had the Hydrans obtained and used this technology.

Roll for shock when firing mauler.
Status: Conjectural (campaign).
SSD and counter are in Module R9.

(R9.114) MEDIUM MAULER CRUISER (CMM): This is the medium cruiser version (built on a Mongol hull). The background of the CAM applies.

Roll for shock when firing mauler.
Status: Conjectural (campaign).
SSD and counter are in Module R9.

Note: The Hydran Heavy Scout Carrier was historically built and was presented in *Module R10 The New Cruisers.*

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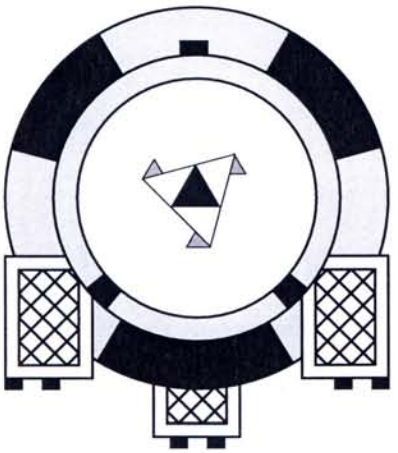
(R10.0) ANDROMEDANS

THE INTELLIGENCE FAILURE

(R10.60) CONQUEROR NEW HEAVY CRUISER (CQR): This ship never existed, but it was for a time a great source of worry for Star Fleet. Based on incomplete and inaccurate battle reports, and the inherent assumption that the Andromedans thought and would build ships much like Star Fleet did, intelligence and engineering analysts assumed that the Andromedans could and would upgrade their ships into a "NCA" analogue by welding a third engine and additional hull volume to the bottom of a Conquistador. Extensive simulation combat trials showed that the Conqueror would be a dangerous opponent, but no Andromedan with a third engine or belly pack ever appeared.

Status: Conjectural (intelligence failure).

SSD and Counters are in Module R10.



NOTE: This ship is from the Andromedan Threat Files, a future SFB module. Over the decades during which the Andromedans went from a random unknown menace to a major invasion, the various intelligence services from all of the races evaluated what combat reports they could get of ships that (a) got close enough to an Andromedan to gain useful information and (b) survived the experience. The reports were fragmentary and the results of any analysis were often wrong, sometimes spectacularly so. The Federation, along with the other races of the Alpha Sector, simply could not grasp the doctrines, design philosophies, and mental limits of the Andromedans, and more often than not assumed that the Andromedans would, logically, follow the same design doctrines that the Federation and its neighbors used. The combat simulators were programmed with no end of bad guesses about the Andromedans, such as the use of the improved phaser-1s (it eventually turned out that the Andromedan "phasers-2" were an entirely different weapon that had similar effects), seeking weapons, fast patrol ships, and other specialized variants. More will be seen when the Andromedan Threat File is published.

ADDITIONAL SLED UNITS

(R10.61) GUN SLED (GUN): The Andromedans needed resources (metals, key minerals, and who knows what else) and operated far-flung mining operations to get them. Their usual method of operation was to pick an asteroid field (or small moon) in an out of the way system and leave a number of mining and cargo sleds there. A mothership would return to either pick up the cargo sleds and leave more to be filled, or to evacuate the entire operation. In some cases the Andromedans would mine a belt, leave it, and then return.

As their operations spread, the far-flung fleets would sometimes stumble across an operation. Sometimes they would be tipped off by a freighter captain, sometimes by an Orion looking for leverage. Since the Sleds by themselves were not very effective at fighting, if a mothership was not nearby things would go badly. The Gun Sled was an Andromedan solution to the problem. Any large operation might have a few Gun Sleds included. These would suffice to destroy a freighter that nosed into the area, or to at least hold off a small warship until a mothership could arrive to save the situation.

It is curious that the Andromedans did not simply leave standard satellite ships to provide security, and that they did not do so may have been an indication of a limit on their numbers.

Status: Regular production warship.

SSD and Counter are in Module R8.

(R10.62) MOBILE OPERATIONS SLED (MOS): These sleds could not carry other sleds, but other sleds could dock to them externally. This facilitated transfers of cargo and remote operations without other ships in support. Often, mining and cargo sleds were left with one MOS to control their operations and one or more gun sleds to protect them. Beginning in Y176 ships of this class were encountered operating squadrons of Mobile Weapons Platforms. While it was possible for a warship to outrun a sled, or even an MWP, being attacked by six MWPs at close range in an asteroid field could be a fatal experience for most war destroyers, and was the last thing many a freighter captain saw.

The externally-docked MWPs launch and land as PFs; they cannot be launched by transporter or displacement.

Analysis revealed that the MWPs could not be carried on mech links on the external hulls of Andromedan Motherships as even the slight friction of space (it is not a pure vacuum) would suffice to rip the small ship apart (and damage the mothership) at speeds above warp three. But an MOS is not able to reach those speeds.

In a hasty evacuation, it was noted that the MOS would be transported aboard a mothership, and the MWPs would be left to their fate.

The special sensor of the MOS proved of great value to isolated Andromedan mining operations because of its ability to spot non-scout ships at extended ranges and track them, although this did not always work out and more than a few Andromedan Mining operations found themselves in a battle with an enemy force that appeared suddenly in their midst.

Status: Regular production warship.

SSD and Counter are in Module R8.

THE SHIPS THAT NEVER WERE

(R10.63) DESTRUCTOR MAULER (DSC): From the time the Terminator mauler first appeared, Star Fleet Intelligence was predicting the eventual appearance of larger maulers. For whatever reason (no one knows for certain) these cruiser-sized Andromedan maulers never appeared. The SSD is an estimate by Star Fleet Intelligence of what a mauler on the Conquistador hull would eventually look like.

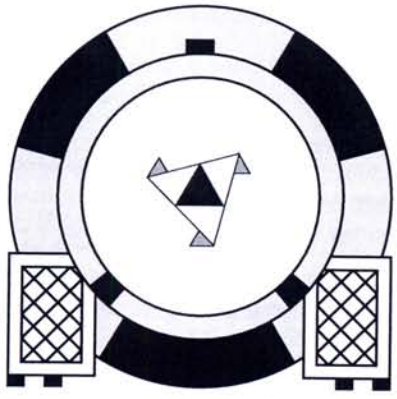
Roll for shock when the mauler is fired. The mauler can draw up to 36 points of power from the PA panels during any given turn (and can fire once per turn.) See (E8.512).

The battery tracking chart on the SSD provides space to record the battery status over 12 turns.

Status: Conjectural (Intelligence prediction).

SSD and counter are in Module R9.

Design by Steven P Petrick.



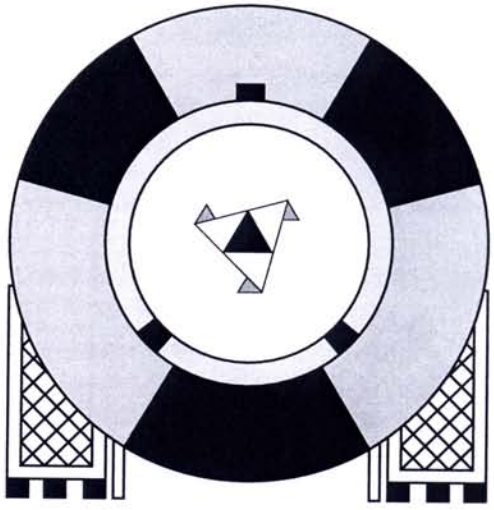
(R10.64) SHIVA MAULER (SHV): As with the Destructor, this SSD is a prediction by Star Fleet Intelligence of an Intruder variant that never appeared. Star Fleet Intelligence was convinced that a ship such as Shiva could crack the crust of planets and cause them to rip apart from their own centrifugal force. The assumption was that the Andromedans would attack important industrial planets in order to break the back of the resistance to their invasion. While Shiva never existed, the mere thought that it might tied down more than half of Star Fleet defending planets only rarely attacked.

Roll for shock when the mauler is fired. The mauler can draw up to 45 points of power from the PA panels during any given turn (and can fire once per turn.) See (E8.512).

Status: Conjectural (Intelligence prediction).

SSD and counter are in Module R9.

Design by Stephen V Cole.



I am become death, destroyer of worlds.
—Shiva, God of India

Note: A design for the Dominator-sized *Kali* is on file for use in a future module.

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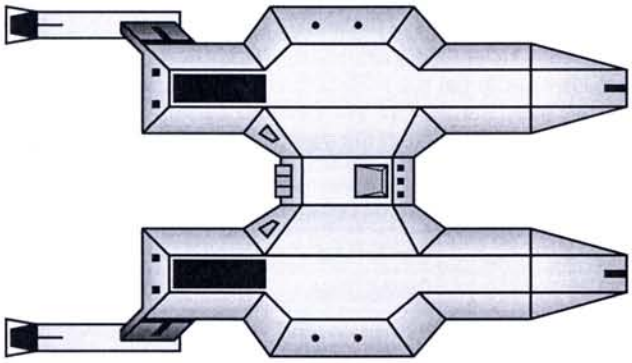
(R11.0) LYRAN KINGDOM

LOCAL DEFENSE FORCES

(R11.79) LOCAL DEFENSE CRUISER (LCA): The Lyrans operated as a feudal fleet, with each noble controlling the ships in his area. When the new CAs came into service, the old YCAs still had plenty of years in them, and the various nobles proceeded to refit their YCAs into these LCAs as early as Y130. They remained a valued part of the fleet until the Four Powers War, when their limited speed and firepower made them less than useful for offensive operations, but good ships for defense. By the time of the General War, these ships were still in service and were used for garrisons and local defenses.

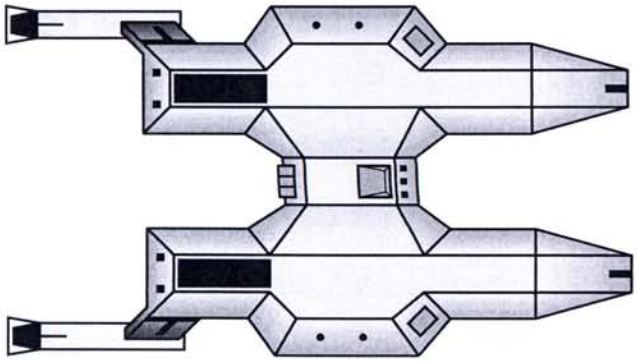
Status: Regular production warship.
SSD and Counter are in Module R8.



(R11.80) LOCAL DEFENSE CARRIER (LCV): The Lyrans were never a major user of fighters, but were convinced by the Klingons to build one ship of this type in Y167 for pilot training. The Lyrans converted one or two other LCAs into LCVs during the General War, but never pursued the concept with any fervor and used the ships for training. These ships always operated the same first-line fighters as the fleet. It is curious that the Lyrans chose to only assign one escort to these (to train pilots and carrier officers on how to integrate the systems) while assigning three to their fleet CVs.

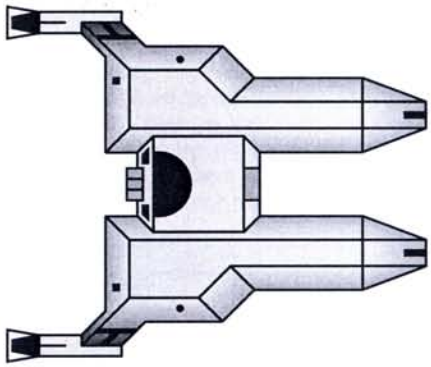
Status: Regular production warship.
SSD and Counter are in Module R8.

YEAR	ESCORTS	FIGHTERS
Y167-Y168	LFE	8xZ-1
Y168-Y175	LFE or FFE	8xZ-2
Y175-Y180	LFE or DWA	8xZ-V
Y180-Y183	LFE or DWA	8xZ-YB
Y183+	LFE or DWA	8xZ-YC



(R11.81) LOCAL DEFENSE FRIGATE (LFF): These conversions of YFFs followed the same general history as the YCA-LCA class. They served with the fleet until the Four Powers War, then passed into local defense duties. These ships guarded convoys and garrisoned captured provinces during the early part of the General War, but were increasingly outclassed.

Status: Regular production warship.
SSD and Counter are in Module R8.



(R11.82) LOCAL DEFENSE ESCORT (LFE): Based on Klingon advice, the Lyrans modified a existing LFF into an escort for their LCV. They later built one of these for each of the other LCVs. The LCVs sometimes operated with fleet escorts.

Status: Regular production warship.
SSD and Counter are in Module R8.

(R11.83) LOCAL DEFENSE PFT (LPF): By the time PFs came into service, few of the original local defense ships were left in service. Some had been destroyed by raiders or pirates, a few were used (unfortunately) in front line combat where they did not do well, and some had been scrapped as too worn out to be of any further use. At least two old LDDs were converted into PFTs in Y178, and perhaps a third and fourth later. These ships were used as, effectively, mobile bases able to temporarily take defensive forces to a system under threat. These ships never operated with the fleet as they did not have the speed or reliability to be effective.

Status: Regular production warship.
SSD and Counter are in Module R8.

POLICE FORCES

NOTE: The Lyran "heavy police cutter" has already been published; see the Military Police ship in Module R3.

(R11.84) POLICE CARRIER (PV): Fighters were not a major part of the Lyran military mindset, and the Lyran police were no more interested in them than the fleet. While other races built six or ten or more police carriers, the Lyrans built only four, and used them (unescorted) as convoy escorts. They used the standard fighters of the fleet due to the efficiency of spare parts. Also, these carriers could (when delivering their convoys to the front) be stripped of their fighters before returning home. Fighters were perfect for the police since police ships (at least until the MP) did not have ESGs.

Status: Regular production warship.
SSD and Counter are in Module R8.

YEAR	ESCORTS	FIGHTERS
Y170-Y175	None	6xZ-2
Y175-Y180	None	6xZ-V
Y180-Y183	None	6xZ-YB
Y183+	None	6xZ-YC

THE SHIPS THAT NEVER WERE

(R11.85) HEAVY SCOUT CARRIER (NSV): The Lyrans had this design but never built it, since PFs had come into play about the time that the Lyrans acquired fast heavy fighters. It was, in fact, the advent of PFs which forced other races to move toward the heavy versions of specialist warship variants and the Lyrans, without that impetus, skipped this step.

Status: Unbuilt variant.
SSD and counter are in Module R9.

YEAR	ESCORTS	FIGHTERS
Y180+	CWA, DWA	6xZ-HF

(R11.86) CAVE JAGUAR WAR DREADNOUGHT (DNW): When the Lyrans decided to build such a ship as this (and they did build at least one), they used an existing destroyer. (They could have used a CW converted from a destroyer, but not a CW built from scratch due to the construction liberties taken with the war-built classes.) At least one DNW was built, but as the ship could only be assembled in a DN shipyard, it did not allow a production increase. The Lyrans were the only race able to convert a destroyer into a dreadnought, but for them, building war dreadnoughts did not mean more total dreadnoughts.

Status: Limited production warship.
SSD and counter are in Module R9.
Design by Stephen V Cole.

(R11.87) ARCTIC LION MEDIUM DREADNOUGHT (DNM): The Lyrans considered the conversion of the *Heartseeker,* their only DNL, to this conventional dreadnought design, but ultimately decided to leave the ship as it was.

The plan called for a large "belly pack" to be added, as well as installing the sixth disruptor on the central engine strut. The belly pack included a battery of four phaser-1s that could fire in a 360° arc except for the areas blocked by the side engines, resulting in FX plus Klingon "rear boom" arcs.

Status: Unbuilt variant.
SSD and counter are in Module R9.
Design by Stephen V Cole.

(R11.88) LIGHT X-DREADNOUGHT (DLX): This design reflects what the Lyrans might have converted the *Heartseeker* into had it been possible to integrate X-technology into the large hull.

Status: Impossible.
SSD and counter are in Module R9.
Design by Steven P Petrick.

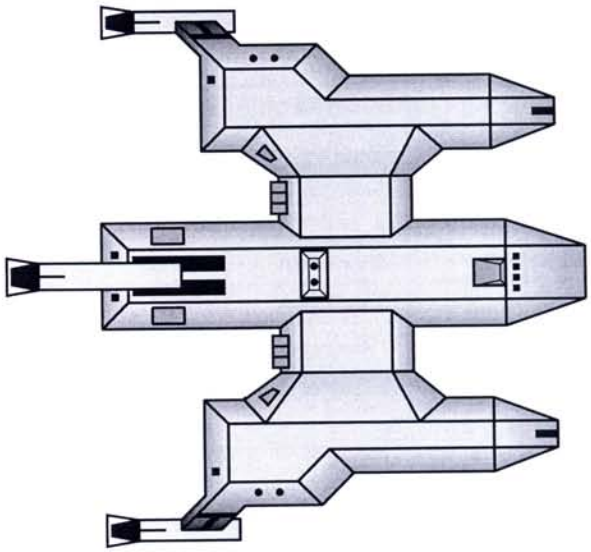
(R11.89) DIVISION CONTROL SHIP (DCS): The Lyrans tried various designs to get the PFT concept down right and one of them was this, the first of the Division Control Ships. The Lyrans were not happy with the design and did not repeat it.

Status: Prototype only, did not enter production.
SSD and counter are in Module R9.

YEAR	ESCORTS	FIGHTERS
Y180+	CWA, DWA	12 x Z-YB

(R11.90) LIONESS HEAVY CRUISER (CAL): This unusual design was created from the center section prepared to convert a cruiser into a dreadnought and the ubiquitous Lyran destroyer. The result was a workable design and performed well in combat, but the loss of dreadnought production was too high a price to pay for such a ship, and the Lyrans decided against increasing production of DN center sections.

Status: Prototype only, did not enter production.
SSD and counter are in Module R9.
Design by Jeremy Gray.



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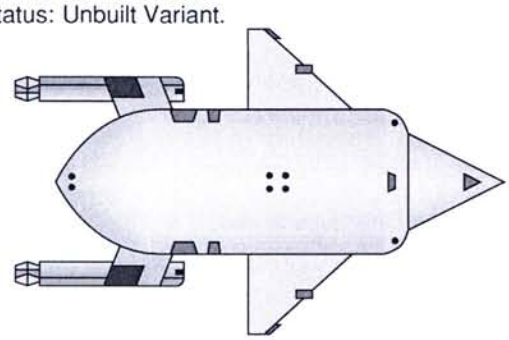
(R12.0) WYN STAR CLUSTER

(R12.40) TIGERSHARK HEAVY BATTLECRUISER (BCH): Having built the excellent Great White Shark heavy cruiser, the WYNs were on the verge of this design when X-ships made it obsolete.

SSD and counter are in Module R7.

Known names: *Xena.*

Status: Unbuilt Variant.

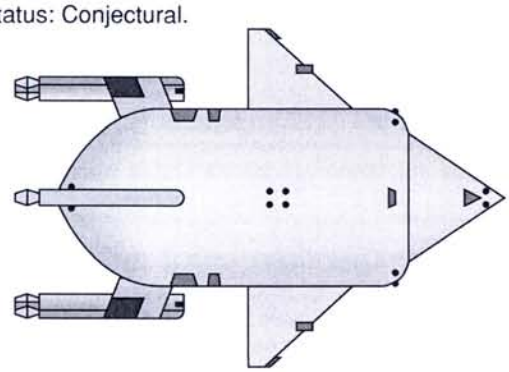


(R12.41) GREY SHARK DREADNOUGHT (DN): Had WYN ship development not been interrupted by X-ships, the end of the General War, and the Andromedan invasion, they may well have reached the point of this dreadnought design.

SSD and counter are in Module R7.

The name *Callisto* was reportedly considered for such a ship as this.

Status: Conjectural.

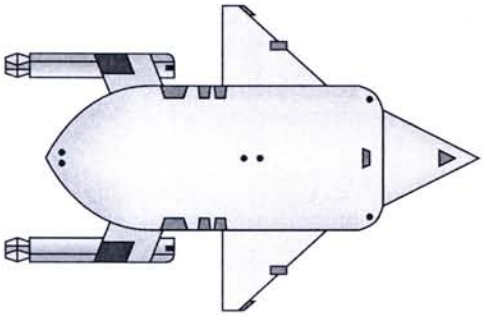


(R12.42) GREEN SHARK STRIKE CARRIER (CVS): After the failure(?) of the WYN War of Return, the WYNs completed their next Great White Shark cruiser as this strike carrier design. Note that the CWE listed as the "standard escort" was in fact not completed in time for the campaign.

SSD and counter are in Module R7.

Known names: *Gabrielle.*

Year	Escorts	Fighters
Y187	CWE, DWE	12xTADSC



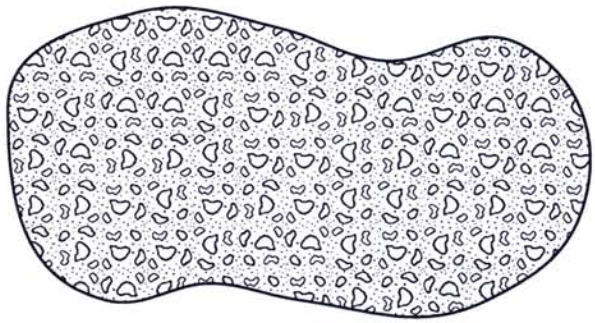
(R12.43) WYN-JINDARIAN CRUISER (WJL): This ship was either the most powerful and unusual in the WYN fleet or it was the greatest successful deception ploy in history.

The story goes something like this: The WYNs found the ship drifting inside the cluster. It had been abandoned, perhaps centuries earlier. They refitted it for combat, but could not get its railgun or anti-transporter technology to work and eventually junked these items in favor of whatever weapons they had easily to hand. According to the legend, the ship was positioned near the expected point of an attack to be in position as a last line of defense, and semi-portable base. There are some doubts that the ship ever existed, or that it was as fully operational as legend has it.

The ship cannot use "asteroid disengagement" if it has used its warp engines, since they are not Jindarian designs.

SSD and counter are in Module R7.

Reported Name: *Sheba.*

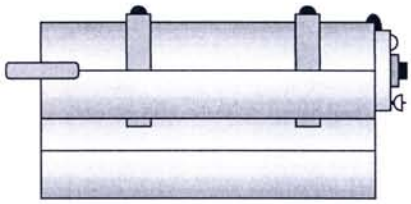


(R12.44A) WYN AUXILIARY BATTLE CARRIER (AxBV): Seeking more firepower at the end of the General War, the WYNs attached a carrier pod to the bottom of an existing AxBC, creating a more powerful if vastly overloaded warship.

SSD and counter are in Module R7.

Reported Names: *Beth, Lynette.*

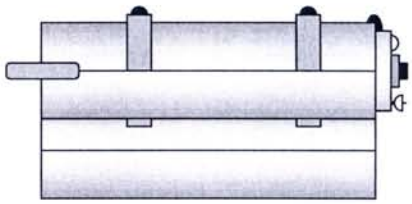
Year	Escorts	Fighters
Y174	No formal group; See R12.10	Whatever is available.



(R12.44B) WYN AUXILIARY BATTLE CONTROL SHIP (AxBS): In a conversion similar to the AxBV, the WYNs fitted a PF pod to the underside of an AxBC, creating a three-pod variant. It was so slow and unmaneuverable that it was relegated to the defense of a single star system inside the cluster.

SSD and counter are in Module R7.

Reported Names: *Dora, Norma.*



THE NEW ESCORTS

(R12.45) WAR CRUISER ESCORT (CWE): The Usurper produced ships as fast as he could in preparation for his "return" to claim his throne. He had to have a large escort for his CVL, and even to construct additional ones to provide escorts for a CVS to be built on the Shark Heavy Cruiser hull. There was not, however, enough slipway space to build everything at once, and the opportunity to launch his drive to regain the Patriarchal throne arrived sooner than he had anticipated, so the CVL left the Cluster with only destroyers as its escorts. It is possible that one or more of these ships were later built by the factions that remained in the Cluster after the Usurper departed, but none have been reported.

Players may replace one DE in a CVL group with this ship.

Design by Stephen V Cole.

SSD and Counter are in Module J2.

(R12.46) FRIGATE ESCORT (FFE): Early in the Usurper's construction program, one or two Barracudas were completed to this design. Perhaps they were test beds for the Aegis systems, perhaps they were to be the original escorts for the CVL design. By the time the Usurper began his campaign to regain the throne, the only known versions of this class had supposedly been converted back into standard Barracudas. However, it was rumored that at least for a little while the CVL was escorted by an FFE after one of its original DEs had been destroyed. This has not been confirmed, and given the confusion within the Hegemony both during the Usurper's campaign, and the disruptions caused by the ISC and Andromedan wars, it may never be known for certain.

Players may replace one DE in a CVL group with this ship.

Design by Stephen V Cole.

SSD in Module J2. The counter for this unit was accidentally printed as the DWE. Use that counter. A correct counter will be provided in a later product. Sorry for the inconvenience.

THE NEW FIGHTERS

(R12.F2) IMPROVED WYN FIGHTERS: The WYNs used many versions of Klingon and Kzinti fighters, including the improved types.

(R12.F3) WYN BOMBERS: The WYNs used many Klingon and Kzinti bomber types, but they were too slow to react to fleet battles against invaders and were used only as a last line of defense of the planets themselves.

PURCHASED SHIPS

(R12.47) PURCHASED KLINGON F4 (KF4): The WYNs purchased two obsolescent early years Klingon F4s in Y150 (before relations became strained) and converted them to this design for cluster defense. They were some of the first true warships that the WYN cluster had. Both were lost in combat with Kzintis around the time of the Four Powers War.

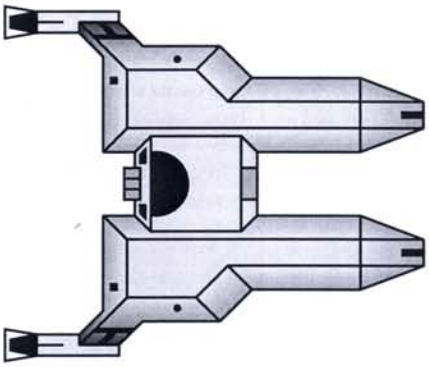
Status: Limited production warship. The limit is based on the availability of Klingon-built hulls.

SSD and Counter are in Module R8.

(R12.48) PURCHASED LYRAN EARLY FRIGATE (LYF): The WYNs were able to purchase three Lyran YFFs in exchange for a diplomatic agreement not to allow Lyran exiles to conduct political machinations against the current nobles from WYN space. They were converted for use as cluster defense ships but had worn out and been removed from service by the time of the General War.

Status: Limited production warship. The limit is based on the availability of Lyran-built hulls.

SSD and Counter are in Module R8.



THE SHIPS THAT NEVER WERE

(R12.49) LIGHT DREADNOUGHT (DNL): The WYN Cluster never built a dreadnought, let alone a light dreadnought, but this SSD follows their design concepts and would have been plausible. The ship might be used if the WYNs were played as a conventional race in a campaign.

Status: Conjectural (campaign). Note that in a campaign where the WYNs are played as a conventional race, this ship might have been built near the same time as other DNLs.

SSD and counter are in Module R9. The counter is marked "F7" to reflect the construction contract number.

(R12.50) HEAVY DREADNOUGHT (DNH): The WYN Cluster never built a dreadnought, let alone a heavy dreadnought, but this SSD follows their design concepts and would have been plausible. The ship might be used if the WYNs were played as a conventional race in a campaign.

Status: Conjectural (campaign). Note that in a campaign where the WYNs are played as a conventional race, this ship might have been built near the same time as other DNHs.

SSD and counter are in Module R9. The counter is marked "F7" to reflect the construction contract number, which was to cover both classes.

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(R13.0) INTER-STELLAR CONCORDIUM

THE NEW CRUISERS

(R13.67) NEW HEAVY CRUISER (NCA): Arriving late (in terms of when they entered combat), the ISC fleet consisted mostly of "new" ship designs, rather than older pre-war and later "war" classes. Thus, their light cruiser was effectively a war cruiser and their heavy cruiser was available in such adequate supply (at least during the brief pacification campaign) that there was no need for a "new heavy cruiser" to reinforce it.

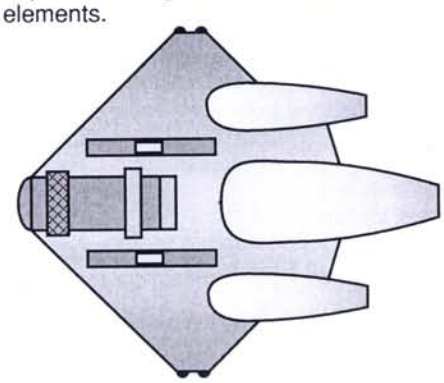
That changed quickly when the Andromedan Invasion sliced up the long, thin cordon of ISC squadrons into small segments and left each of them to fend for itself. Without formal shipyards, the isolated ISC squadrons had no way to reinforce their ranks or replace losses. Many of these isolated cantons were overwhelmed by the Andromedans, and more than a few were quietly shut down with the ships escorted to other ISC bases by the neighboring races.

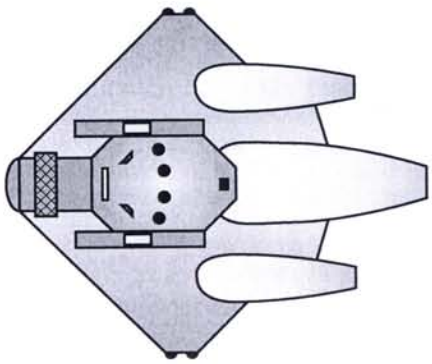
But some held out, either because they were strong enough to survive or because they were not in places that anyone found necessary to attack. And these isolated groups sought ways to improve their firepower. The solution, used mainly for the Light Cruiser, was to refit the ship with an enlarged hull. The result was a ship which had the same total power and weapons as a heavy cruiser but which was deficient in warp power and thus in speed. This was, ultimately the same solution accepted by the Tholians who needed heavy cruiser fire power for base defense units and could accept the speed limitations.

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

SSD and Counter are in Module R10.

The diagram below shows the underside of a standard Light Cruiser (top) and of the enlarged System Cruiser or NCA (below). The enlarged structure fit in between existing structural elements.





(R13.68) NEW STRIKE CRUISER (NCS): This is simply an alternative version of the NCA with a different weapons suite. All of the isolated cantons built NCAs and NCSs out of at least some of their CLs during Y188-Y195, and each selected the variant most suitable to their situation and circumstances.

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

SSD and Counter are in Module R10.

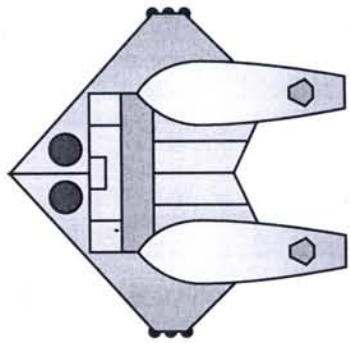
LOCAL DEFENSE FORCES

(R13.69) LOCAL DEFENSE CRUISER (LCA): The original ISC patrol ships were designed before the discovery of the Romulans and Gorns but in view of the earlier wars that gave birth to the ISC. These ships, the equivalent of Early Years technology, became the basis for the true warships that the ISC built during the Y160s and Y170s. The original ISC patrol ships were then converted into these local defense units (for use against pirates and monsters) and defended the ISC during the pacification campaign.

Prior to Y170 the ships were armed with plasma-G torpedoes. These were upgraded to plasma-S, but it was not possible to improve their launching arcs.

Balcony positions: 0.

SSD and Counter are in Module R8.



(R13.70) LOCAL DEFENSE CARRIER (LCV): The Gorns and Romulans were not major users of fighters, but the ISC took the potential of these ships to heart and produced more than a dozen of these LCVs (modified from YCAs) during the period of Y170-Y180. They served as the basis of the Reserve Pilot Training Program, providing the ISC with thousands of well-trained pilots before the pacification campaign was launched. The converted ships either included the plasma-S torpedo upgrade of the LCA, or were upgraded as part of the conversion process.

Balcony positions: 0.

SSD and Counter are in Module R8.

YEAR	ESCORTS	FIGHTERS
Y170-Y174	1 or 2 LFE	9xAF
Y173-Y181	1 or 2 LFE	6xSF, 3xTF
Y180-182	1 or 2 LFE	6xFSF, 3xFTF
Y181+	1 or 2 LFE	6xFDF, 3xFTK

(R13.71) LOCAL DEFENSE FRIGATE (LFF): This is another pre-contact Early Years design updated with General War technology and use for local defense during the pacification campaign.

Balcony positions: 0.

SSD and Counter are in Module R8.

(R13.72) LOCAL DEFENSE ESCORT (LFE): The ISC used these modified LFFs, as well as fleet carrier escorts, with their LCV carriers. Each carrier could operate with one or two escorts.

Balcony positions: 0.
SSD and Counter are in Module R8.

FORCES OF CIVIL ORDER

(R13.73) HEAVY POLICE CUTTER (HPL): As the General War dragged on, some Orion cartels began moving into ISC territory in greater numbers. These pirates arrived with increasingly bigger ships, making the job of the police that much harder. The ISC produced this "heavy" police design (based on an enlarged Corvette) in Y175 to provide increased firepower and avoid having to assign fleet units (needed for the Pacification) to anti-piracy duty.

Balcony positions: 0.
SSD and Counter are in Module R8.

(R13.74) POLICE CARRIER (PV): The ISC police, like other police forces across the Alpha Octant, converted some police cutters into small carriers to provide increased firepower and convoy escorts. They usually operated second-string fighters and were rarely escorted.

Balcony positions: 0.
SSD and Counter are in Module R8.

YEAR	ESCORTS	FIGHTERS
Y173-Y181	None	6xAF
Y180-Y182	None	6xSF
Y181-Y183	None	6xFSF
Y183+	None	6xFDF

THE SHIPS THAT NEVER WERE

(R13.75) WAR DREADNOUGHT (DNW): The ISC designed this improvised dreadnought about Y180 when it thought it might need to have more DNs than were in their original plans, but it was not built. Unconfirmed reports exist that at least two were converted from CLs after the Andromedan Invasion but there is much confusion regarding that period of history. The ships were (or perhaps would have been) unusually "thick" for ISC ships, with two pairs of CL engines (one stacked on top of the other) and a huge structure under the hull. The systems of this added structure are shown in two columns (one either side of the center group of boxes) plus added hull boxes. The two shuttle bays shown are in fact a single lower bay; the original bay remains as a separate area.

Balcony positions: 2 (upper bay only).
Status: Unbuilt variant.
SSD and counter are in Module R9.
Design by Stephen V Cole.

(R13.76) MEDIUM DREADNOUGHT (DNM): The ISC was alone in actually producing medium dreadnoughts, converting at least one and possibly two of their DNLs into this design at remote battle stations after their pacification forces were cut off from their homeland and trapped in small pockets.

The design included adding a large "keel" below the ship containing additional power, weapons, and other systems. On the SSD, this is shown as two columns of boxes (on each side of the center grouping of boxes). While these appear to be two structures which stick out between the hulls, there is in fact a single structure entirely under the center hull and the four FH phaser-1s comprise a single battery. Note the fourth PPD (shown at the nose) is also part of this added structure. The two 360° phaser batteries (phaser-3 on the left, phaser-1 on the right) are in fact both on the centerline on the bottom of the ship, the added structure being deep enough to give them firing arc clearance.

Balcony positions: 2.
Status: Limited Production Warship.
SSD and counter are in Module R9.
Design by Stephen V Cole.

(R13.77) LIGHT X-DREADNOUGHT (DLX): This design reflects what the ISC might have built had the ships been convertible to X-technology. Note that in all DLX cases, these ships cannot be used as design precedents since they were not in fact possible to build.

Balcony positions: 2,
Status: Impossible.
SSD and counter are in Module R9.
Design by Steven P Petrick.

(R13.78) HEAVY MAULER CRUISER (CAM): The ISC never built a mauler. This SSD provides campaigns with a plausible design that could have been built given the technology.

Roll for shock when firing mauler.
Balcony positions: 2.
Status: Conjectural (campaign).
SSD and counter are in Module R9.

(R13.79) LIGHT MAULER CRUISER (CLM): This is the smaller version of the mauler; the same background applies.

Roll for shock when firing mauler.
Balcony positions: 2.
Status: Conjectural (campaign).
SSD and counter are in Module R9.

(R13.80) WAR CRUISER (CW): Studying the enemy fleets, the ISC noted that conversion of destroyers to war cruisers (and of frigates to war destroyers) by many races and developed such designs. The ISC did not, however, intend to engage in a war of attrition and did not produce them (beyond, perhaps, a prototype). After the Andromedan invasion left 80% of the ISC fleet cut off and their capital under assault, the ISC pulled the designs out of the files and began converting DDs to CWs (and FFs to DWs) as fast as they could. A large structure is welded under the hull with a third warp engine, two plasma-S torpedoes, and other systems.

Balcony positions: 0.
Status: Unbuilt Variant (Y170).
Status: Regular production warship (Y187).
SSD and counter are in Module R9.

(R13.81) WAR DESTROYER (DW): The history and design concept of this DW class are similar to that of the CW.

Balcony positions: 0.
Status: Unbuilt Variant (Y170).
Status: Regular production warship (Y187).
SSD and counter are in Module R9.

(R13.82) INDEPENDENT CRUISER (CAT): The ISC built several of these ships for independent patrols along their borders before developing echelon tactics. (Some of the CAs on their order of battle are in fact this type.) More of these ships were built during the Andromedan War.

Balcony positions: 2.
Status: Limited production warship.
SSD and counter are in Module R9.

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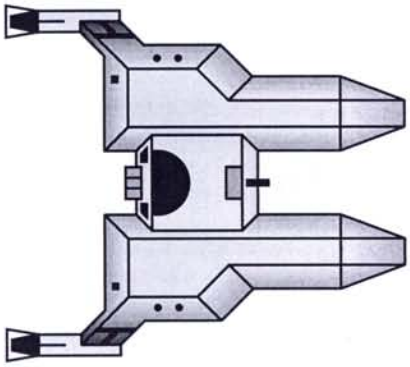
(R14.0) LYRAN DEMOCRATIC REPUBLIC

THE POLICE CARRIERS

(R14.38) POLICE CARRIER (PV): The Lyran Democratic Republic had few real warships to spend its defense budget on, and made copious use of its ability to produce police ships, most notably the expansion of that hull to the ubiquitous military police design. But sometimes even the LDR suffered from the budget knife as maintaining its military forces was a continuing strain for such a small "nation". One of the outgrowths of this was that the PV made an appearance several times, usually as a hasty construction to replace a destroyed MPV until money could be found to complete the conversion. It is in fact possible that the first MPV was actually built to this design and later upgraded. It is known that during the dark days of the collapse under the Andromedan assault one of the last ships to depart the LDR construction docks was this design.

YEAR	ESCORTS	FIGHTERS
Y172-Y173	PE	6xZ-2
Y173-Y175	PE or MPE	6xZ-V
Y175-Y177	PEA or MPA	6xZ-V
Y177-Y180	PEA or MPA	6xZ-Y
Y180-Y183	PEA or MPA	6xZ-YB
Y183+	PEA or MPA	6xZ-YC

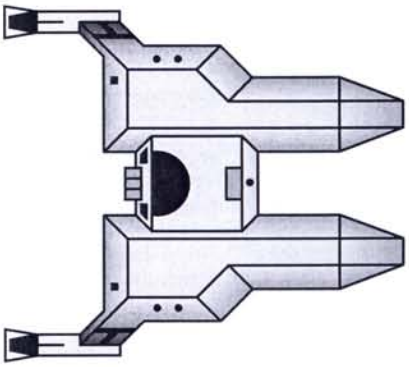
Design by Stephen V Cole.
SSD and Counter are in Module J2.



(R14.39) POLICE ESCORT (PE): Much like the PV, some LDR MPE/As began their existence as PE/PEAs until funds could be found to complete the conversion. It was thought that a small escort would serve well enough for at least a short time against the inevitable raids by Orions and "lost" Coalition (and later Hydran) warships. These ships used their cargo bays to hold four spare fighters and 100 points of spare drones using the (R2.R5) system.

LDR players may use this ship in place of a one or all of a carrier's MPE escorts.

Design by Stephen V Cole.
SSD and Counter are in Module J2.



(R14.39A) POLICE ESCORT (PEA): It is doubtful if any PEAs were in operation when the final Andromedan assault began, but records of the fall of the LDR are, understandably, confused and incomplete.

LDR players may use this ship in place of a one or all of a carrier's MPA escorts.

Design by Stephen V Cole.
SSD and Counter are in Module J2.

THE NEW FIGHTERS

(R14.F2) IMPROVED LDR FIGHTERS: The Republic used all versions of Klingon fighters, often getting them before the Lyrans did.

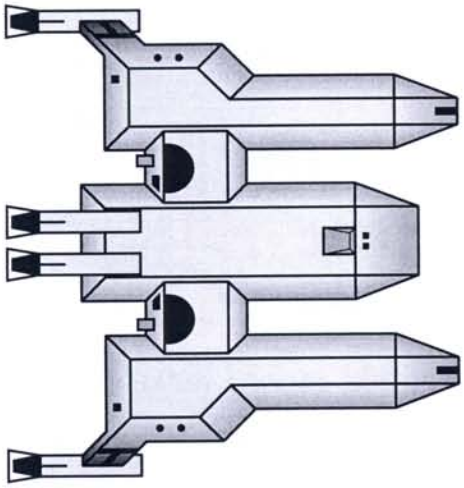
(R14.F3) LDR BOMBERS: The Republic used all Klingon bomber types, and built vast numbers of them as they could be built cheaply and simply. The LDR, on a per planet basis, used more bombers than any other race, and this may explain their ability to remain neutral.

THE NEW CRUISERS

The LDR had the same technology as the Lyrans (since they used virtually the same ships). Due to their shortage of hulls, they used only two NCA variants, the command cruiser and carrier. Ironically, these were the two NCA variants that the Lyrans themselves never built.

(R14.40) NEW COMMAND CRUISER (NCC): The one LDR NCA was upgraded to an NCC in Y175 to provide increased firepower.

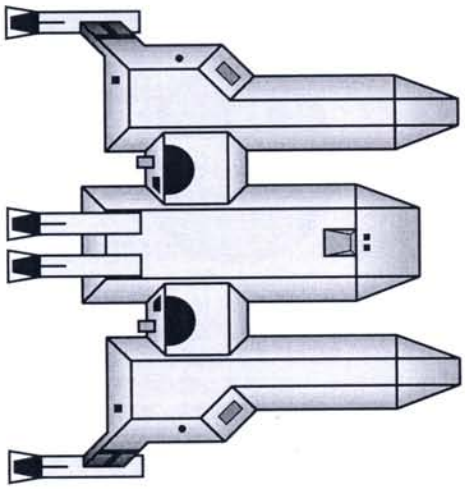
SSD and Counter are in Module R10.



(R14.41) NEW STRIKE CARRIER (NCV): This was an upgrade of the LDR's only *Yaguarundi*-class CVL, giving it more staying power in combat. The center section removed from the CVL was sold to the Lyrans and used to convert a DD into a CW. The ships needs two escorts and could use any combination of PEA and MPA.

SSD and Counter are in Module R10.

YEAR	ESCORTS	FIGHTERS
Y175-Y177	PEA, MPA	12xZ-V
Y177-Y180	PEA, MPA	12xZ-Y
Y180-Y183	PEA, MPA	12xZ-YB
Y183+	PEA, MPA	12xZ-YC



LOCAL DEFENSE FORCES

(R14.42) LOCAL DEFENSE CRUISER (LCA): The Dark Star County had a YCA and, when it was replaced with a CA in Y130, converted it into an LCA identical to the Lyran type. When the LDR became independent in Y145, they kept the ship in service, keeping it around the Capital (which was its purpose) while the regular fleet units fought the various battles that secured their independence. The LDR modified their LCA (along with the rest of their ships) to use gatling phasers, but did not do so until Y164 as the other ships had a higher priority. The expansion of the LDR fleet kept this ship in service as a training unit which never left the Capital, but by Y188 the ship's age and the difficulty of maintaining it caused it to be stricken from the LDR fleet list. It remained in orbit above the LDR capital as a museum, and was destroyed by the Andromedans in one of their first attacks on the capital while LDR technicians were aboard desperately trying to make the ship operable again.

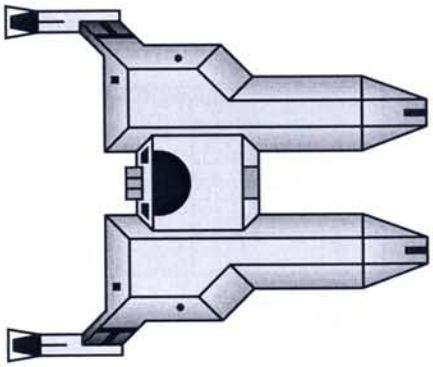
Status: Limited production ship.

SSD and Counter are in Module R8.

(R14.43) LOCAL DEFENSE FRIGATE (LFF): The Dark Star County had a YFF and, when it was replaced with an FF in Y125, converted it into an LFF identical to the Lyran type. When the LDR became independent in Y145, they retained the ship as a consort for the LCA (indeed, the two ships were almost always in company with one another, save for the occasional cadet cruise). The ship was modified to include phaser-Gs in Y164, just after the LCA received its (even though in the same year). The ship was stricken from the LDR list in Y188 due to the near impossibility of keeping it operational and, after the phaser-Gs had been removed, sold to the Lyran Star Empire as scrap.

Status: Limited production ship.

SSD and Counter are in Module R8.



THE SHIPS THAT NEVER WERE

(R14.44) FLEET POLICE SHIP (FP): Seeking increased fleet power, the LDR began converting some of their POLs and MPs into this design by using the new "fleet" center section (identical to the FDD) with two engines and a power pack.

Status: Regular production warship.

SSD and counter are in Module R9.

(R14.45) FLEET DESTROYER (FDD): Seeking increased fleet power, the LDR began converting some of their FFs and DWs into this design by using the new "fleet" center section with two engines but not a power pack.

Status: Regular production warship.

SSD and counter are in Module R9.

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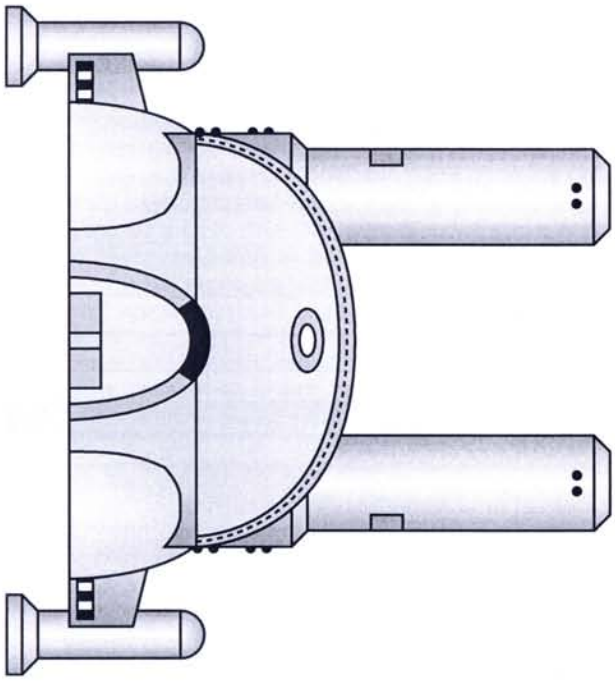
(R15.0) SELTORIANS

THE NEW CARRIERS

(R15.27) INTERDICTION CARRIER (CVD): This ship's design was found in a database of information on the Seltorians provided by the Klingon Empire and Tholian Holdfast. The multiple bays would have made it an effective carrier, but it is doubtful if the Seltorians ever had the resources to construct such a ship. It is possible that construction began, but the ship was completed as the ACS.

YEAR	ESCORTS	FIGHTERS
Y184+	CLE, DDE	24xZ-YC

Design by Stephen V Cole.
SSD and Counter are in Module J2.



(R15.28) SELTORIAN AREA CONTROL SHIP (ACS): When the Seltorians arrived in the Milky Way and began their harassment of the Tholians, they realized that they were in a rather precarious position. After all, the Tholians could field Dreadnoughts, while the Seltorians could only field a DNL. Not only that, but the Tholians had their logistics network in place, so many losses in battle could be replaced much faster than the Seltorians could replace their own losses. So, like most of the Alpha races, they turned to attrition units. To support their attrition units, the Seltorians commissioned PF tenders and carriers. Unfortunately, they were unable to develop a fully functional Space Control Ship (or even a Battle Control Ship) due to the lack of size class 2 hulls. The best they could do was the Area Control Ship (ACS). This ship supported a squadron of heavy fighters and a squadron of Z-YBs. The cost: all offensive heavy weapons. While there was room for two heavy weapons in the booms, Seltorian Navy Command felt that the addition of two particle cannons to a battle would be minimal at best. Instead, they placed scout channels in these slots. This allowed the ACS to act like the PF tender and locate targets for its fighters, but also allowed for offensive/defensive electronic warfare operations during a raid.

For the Seltorians, this proved to be a powerful support unit. While unable to support destroying a Tholian web defense, it was a fairly capable EW platform that brought a powerful strike group to bear. The ship was lost in a duel with the Tholian DNS.

The intent was that this ship would have escorts equivalent to those used by the Klingon C8V (since the Seltorians were essentially copying Klingon doctrine), but this was not always available and the ship frequently operated with only two escorts.

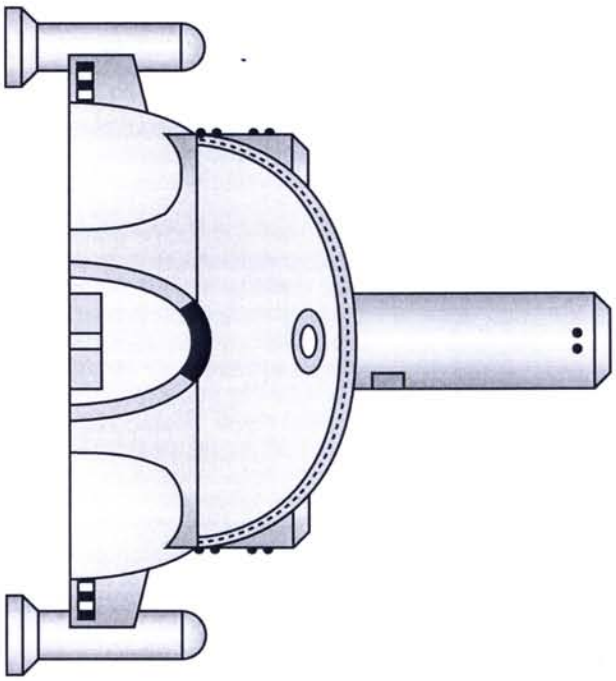
YEAR	ESCORTS	FIGHTERS
Y184+	CLE, 2xDDE	12xZ-YC, 6xZ-HB

Proposed by Robert Cole.
SSD and Counter are in Module J2.

(R15.29) PATROL CARRIER (CVP): Records seem to indicate that this design appeared before the CVD, and that the CVD may have actually been this ship taken into dock and converted (assuming this ship was ever constructed). It would have been possible for the Seltorians to construct ships of this class, but it is unlikely they had the time to do so before they were annihilated.

YEAR	ESCORTS	FIGHTERS
Y184+	CLE, DDE	18xZ-YC

Design by Stephen V Cole.
SSD and Counter are in Module J2.



(R15.30) SCOUT CARRIER (CSV): The Seltorians apparently considered this design, which would have been a powerful unit to assault relatively stagnant Tholian web systems. Apparently it was never built because the Seltorians favored PFs (which could be operated by their own crews) to the risks of depending on Klingon provided flight crews for the Z-HB shuttles.

YEAR	ESCORTS	FIGHTERS
Y184+	CLE, DDE	6xZ-HB

Design by Stephen V Cole.
SSD and Counter are in Module J2.

THE NEW FIGHTERS

(R15.F02) IMPROVED SELTORIAN FIGHTERS: The Seltorian Tribunal used Klingon fighters.

(R15.F03) SELTORIAN BOMBERS: The Tribunal used several Klingon bomber types, but preferred PFs.

THE NEW CRUISERS

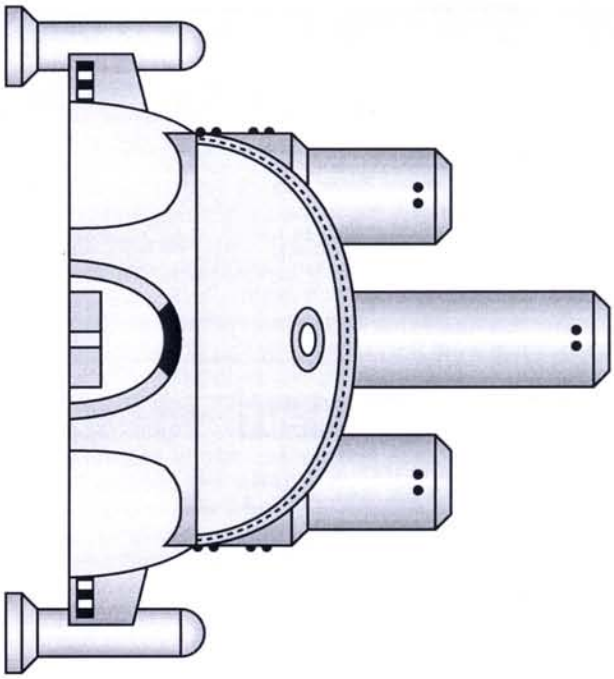
The Seltorians were a long way from home, and while they had brought an entire shipyard with them, it was most efficient when doing what it was designed to do rather than what it turned out needed to be done. While they had slipways and other systems intended to produce the front and rear hulls of their cruiser class, at their maximum efficient production rate they produced three front hulls for every two rear hulls (i.e., one light cruiser and one heavy cruiser). Resources, workers, crewmen, and money were not the limiting factor on cruiser construction; their pre-designed factory was. Having found themselves at a point in the General War that was far up on the learning curve, they knew that it would be better to build only heavy cruisers, but the only way to do that was to skip every fourth cruiser rear hull, leaving part of the factory idle.

Seltorian engineers looked at the situation from every angle they could imagine and found no solution. It was not possible to build a factory that could turn out an additional cruiser front hull, nor was it possible to increase production of front hulls relative to rear hull production. They asked Klingon engineers for a fresh look at the situation.

The Klingons agreed that it was not possible to increase production inside the hive ship, and noted that building a new shipyard on a convenient planet would take several years. But the Klingons did have one new idea to contribute, and it was a good one. They observed that the facilities intended to produce destroyer-frigate front hulls were big enough to produce a new kind of forward hull that was shorter than a heavy cruiser forward hull. The cruiser rear hull had three "sockets" to accept front hulls, and one DNL was built with three hulls as a fleet flagship, but this solution was not efficient due to the fixed ratio of front and rear hull production. The two added forward hulls (each being about half of the volume of a cruiser forward hull and mounting a destroyer-frigate engine) fit these sockets easily and gave the "new heavy cruiser" the same power, weapons, and volume of a real heavy cruiser, allowing the Seltorians to improve their fleet.

(R15.31) NEW HEAVY CRUISER (NCA): This was the standard NCA pattern with power-weapon units inserted beside the light cruiser's single forward hull.

SSD and Counter are in Module R10.



(R15.32) NEW STRIKE CARRIER (NVS): This design used modified hull units that included hangar bays, giving the Seltorians a true strike carrier.

SSD and Counter are in Module R10.

YEAR	ESCORTS	FIGHTERS
Y184+	CLE, DDE	12xZ-YC

THE SHIPS THAT NEVER WERE

(R15.33) SURVEY CRUISER (SR): The Seltorian Tribunal never needed or considered building such a ship as this, but we provide an SSD to reflect what they could have built for use in campaigns.

Status: Conjectural (campaign).
SSD and counter are in Module R9.
Design by Steven P Petrick.

(R15.34) FLEET TRANSPORT (TUG): The Seltorian Tribunal never needed or considered building such a ship as this, but we provide an SSD to reflect what they could have built for use in campaigns. They might use Klingon pods or the pods of whatever race they are allied with. See the Seltorian battle pod and Light Tactical Transport in CL#25. The pods are carried in a side-by-side configuration.

Status: Conjectural (campaign).
SSD and counter are in Module R9.

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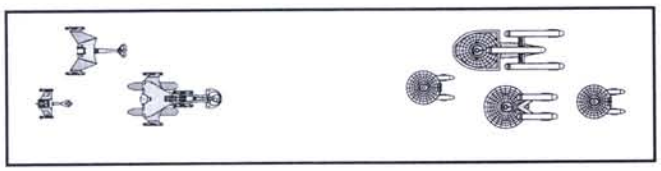
(SG81.0) THE IMPOSSIBLE DREAM



(Y184) *by John Sickels, Kansas*

During the General War, the major races studied the installation of X-technology on light dreadnought hulls, looking to develop the ultimate raiding ship. All of the races reached the same conclusion: it was impossible. No matter how many credits were spent or how many novel approaches were considered, the engineering simply would not work. Given the state of the art in space frame construction, size-2 hulls simply could not handle the power, stress, and shock of X-technology.

Engineering reality did not keep admirals and planners from dreaming, or worrying, however.

In Y183, the Threat Assessment Division of the Klingon Military High Command commissioned a series of simulator tests on "possible future threats" reported by the Galactic Research Unit. (At the time, every race still assumed that the key to building a DLX would be found sooner or later.) One of these tests involved a theoretical raid by a Federation X-squadron led by a DLX. The GRU had picked up rumors that Star Fleet might resurrect the cancelled fifth unit (*Star Lynx*) of the class of "splendid cat" light dreadnoughts. One rumor stated that the ship would be completed with a modular capability. A more disturbing report claimed that Vulcan engineers had made major breakthroughs in hull design, thus finding a way to integrate X-tech into large hulls.

While Klingon design bureaus assured the High Command that such a breakthrough was in the future, if possible at all, the leadership decided it was better to be safe than sorry. Several billion extra credits were allocated for further X-tech research, as the Klingons continued attempts to design their own C5X. This proved futile, and the High Command was eventually forced to conclude that the rumor was false (which it was). It was possible, although never proven, that the original rumor was a result of a Federation dis-information campaign.

Nevertheless, the Klingons programmed their "best estimate" of what the Federation DLX would look like into their simulators, and used it to provide a nasty opponent to test their own new designs. One particularly popular simulation (officially designated Simulation Test Y184-BTHF/DL-9A) was nicknamed "The Impossible Dream" by Command School officers. It projected a Federation X-ship attack on an important colony world, to be defended by an ad-hoc Klingon squadron led by the planned (but never finished) B10T *Invulnerable*.

(SG81.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SG81.2) INITIAL SET UP

TERRAIN: Class M planet (P2.21) in hex 2215.

FEDERATION: DLX *Star Lynx* in 4215, DDX *Prince of Wales* in 4213, FFX *Mitchell* in 4217, and FFX *Mack* in 4219, all heading E or F, speed max, WS–III.

KLINGON: B10T *Invulnerable* (2xG1s) with battle pods, HF5 *Fireraker* (2xZ-YC), D7K *Pandemonium* (2xG1), all within five hexes of 2215, heading at the Klingon player's option, speed 6, WS–III.

(SG81.3) 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 #6. Any Federation units on the map at the end of Turn #6 are considered destroyed by the arrival of overwhelming Klingon reinforcements.

(SG81.4) SPECIAL RULES

(SG81.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Federation units can only disengage through the 42xx map edge. Klingon units can only disengage through the 01xx map edge. Units which disengage in unauthorized areas are considered destroyed.

(SG81.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs. All shuttles are advanced types.

(SG81.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SG81.431).

(SG81.422) There are not enough fighters in this scenario to justify an EWF. In a variant in which enough fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.

All fighters are Mega-Fighters.

(SG81.423) The two PFs on the B10T and the two PFs on the D7K are standard combat types.

(SG81.43) COMMANDER'S OPTION ITEMS

(SG81.431) 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. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SG81.432) All drones are "fast," i.e., speed–32.

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

(SG81.433) Historically, there were no Prime Teams in the simulation. If the B10T and the DLX had actually been built, both would likely have carried a Prime Team. Both ships could purchase them as part of Commander's Options or (by mutual agreement) just add one to the forces. In that case, either player could trade their Prime Team for 25 extra points of Commander's Options.

(SG81.44) REFITS: The B10T has the Y175, B, and K refits. The Boom has the mech link refit, but does not have the SFG refit (this refit might be added as a balance factor). The Battle Pods have the K, Y175, and UIM refits. The D7K has the B, K, Y175, and mech link refits. The G1s have the shield refit.

(SG81.45) HF5 OPTIONS: In the simulation, the *Fireraker* had disruptors in its weapon options, APR in its APR* options, and labs in its non-weapon options (to facilitate identifying drones).

(SG81.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). The Federation player receives a 200-point bonus if he scores 50 points (or more) of damage on each hexside of the planet. The Klingon player receives a 200-point bonus if the Federation player is unable to do this.

(SG81.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG81.61) Allow the Klingon player to experiment with different weapons and systems outfits for the HF5 within the limits of (G33.0). Or allow the B10T to carry different pods under the conditions and limitations of (R3.150). If carrier pods are used, all fighters are Z-YC, if PFT pods are used the

PFs will be a standard flotilla of G1s including one leader and one scout. Note that the use of certain pods or pod combinations may unbalance the scenario and require the use of balance factors listed below.

(SG81.62) The Federation conducted a similar test in their own simulators. Use a Klingon X-squadron (C5X, D5X, F5X, F5X) to attack a Federation planet defended by a BB (6xF-15CM), HDW (2xF-18CM) with same options as the HF5 in (SG81.45) above, and two NCAs (to make up for the lack of PFs).

(SG81.63) Add scouts to each force. The Federation receives one SCX and the Klingons receive one DWS (1xG1 PF on mech link).

(SG81.64) Replace the B10T with another B10 variant.

(SG81.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SG81.71) Delete one or both Federation frigates. This favors the Klingons.

(SG81.72) Delete some or all of the PFs from the Klingon force. This favors the Federation.

(SG81.73) Add one or more GBDP to each planetary hexside. This favors the Klingons.

(SG81.74) Replace the B10T with a C10 heavy dreadnought. This favors the Federation.

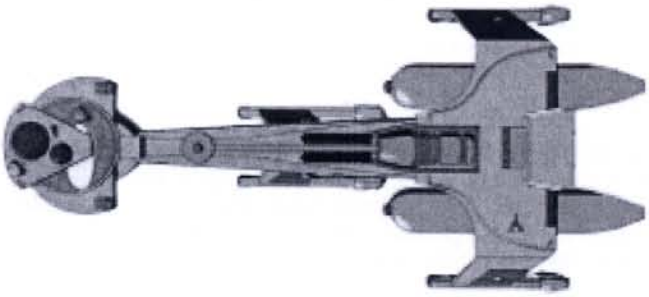
(SG81.8) TACTICS

FEDERATION: It may not be an X-ship, but the B10T is dangerous. Do not underestimate his ability to hurt you. You have major advantages in speed and electronic warfare, and you will need them. The necessity to damage the planet before the time limit expires keeps you from just pounding his ships to scrap at long range.

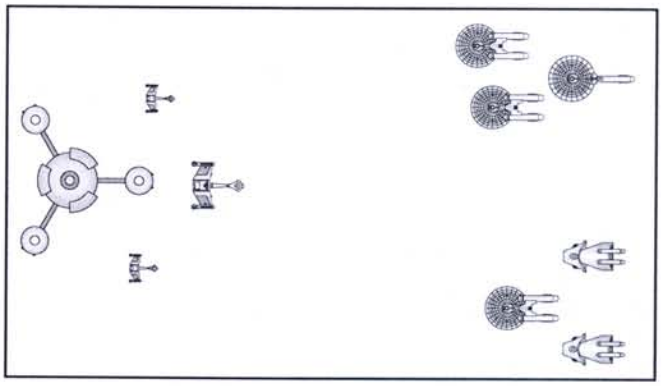
KLINGON: He is faster than you are, but he has to come to you to hit the planet. Plan accordingly. Remember that your PFs are collectively the equivalent of a heavy cruiser in terms of firepower. You will need to use them well to win.

(SG81.X) DESIGNER'S NOTES: Since neither the B10T nor the DLX existed, the only way to get them into a battle was to use the simulator.

HISTORICAL OUTCOME: This simulation, and similar tests, was used to train DSF Command School students in the use of standard technology ships in battles with X-ships. Some students felt that victory against the advanced ships was impossible, while others believed the battle could be won (or at least not lost) through the use of intelligent tactics.



(SG82.0) MAULER OR PHOTON



(Y174) *by David Kass, California*

By Y174, the Federation's desperate situation was starting to ease and long term strategic plans were starting to focus on going on the offensive. This was particularly true of the Federation Military R&D establishment whose emphasis was changing from the defensive to ultimately going on the offensive.

One of the more daunting tasks of such plans was to defeat the Coalition border defenses without taking excessive casualties. Having just experienced the effectiveness of Klingon and especially Romulan maulers in assaulting bases and other fixed defenses, one suggestion was to research the mauler cannon. Given the fear that maulers had engendered in the beleaguered Star Fleet defenders, there was significant support for the idea. A large faction of senior officers felt that the photon torpedo was a more than adequate weapon for destroying fixed defenses. They pointed to its long-range abilities on all ships and very effective proximity-fused mode.

To help determine the effectiveness of the mauler cannon, a series of simulator exercises were developed. This particular simulator test case became a popular mid-term exam at the academy. It forced cadets to cooperate, think differently, and gain some experience with mauler-armed ships.

(SG82.1) NUMBER OF PLAYERS: 3; Two Federation players (the Photon Federation player and the Mauler Federation player), and the Klingon player. See (SG82.65) (or SG82.76) for a two player variant and (SG82.66) for a solo variant.

(SG82.2) INITIAL SET UP

PHOTON FEDERATION: 2xNCL+, and 1xDD+, set up in any hex of the 01xx map edge, heading C, speed max, WS–III.

MAULER FEDERATION: CAM, and 2xCL+, set up in any hex of the 42xx map edge, heading F, speed max, WS–III.

KLINGON: BATS with 2 HBM (12xZ-V) in hex 2215, initial facing and rotation rate at the Klingon player's option, WS–III

F5B and 2xG2 within three hexes of 2215, heading at the option of the Klingon player, speed 6, WS–III.

(SG82.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side (the two Federation players are considered to be one "side") have been destroyed, captured, or have disengaged.

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(SG82.4) SPECIAL RULES

(SG82.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. All units can disengage in any direction.

(SG82.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SG82.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SG82.431).

(SG82.422) If using EW fighters, one of the Z-Vs on the BATS is a Z-VE. If not using EW fighters, it is a standard Z-V.

(SG82.423) There are no PFs in this scenario.

(SG82.43) COMMANDER'S OPTION ITEMS

(SG82.431) 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. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SG82.432) All drones are "medium," i.e., speed–20.

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

(SG82.433) No ship in this scenario normally carries a Prime Team (G32.0), but such Teams are sometimes assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor.

(SG82.44) REFITS: The Klingon BATS has the Y170 refit and the F5 has the B refit. The Federation NCLs, CLs, and the DD all have the plus and AWR refits.

(SG82.45) FEDERATION RESTRICTIONS: The goal of the simulation is to determine whether photons or a mauler are more effective against a base. As such, neither Federation player can attack the other's manned units, but targeting drones or unmanned shuttles is perfectly acceptable.

(SG82.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201) with each player calculating their victory level independently (assume all damage on their units was inflicted by a single enemy). The one with the highest victory level wins the scenario. If the two Federation players have the same (highest) victory level, the one with the larger number of Victory Points is the winner.

(SG82.51) The Federation player who scores the largest number of internals (including armor) receives all the victory points for that Klingon unit. If both players have scored exactly the same number of internals, the Victory Points for that unit are split between the two players. If a unit is destroyed during a damage resolution step when both Federation players scored damage, allocate half the damage necessary to destroy the unit (roll internals until it actually explodes) to each Federation player (up to the total damage that player scored).

(SG82.6) VARIATIONS:

(SG82.61) The Gorns also considered developing mauler-armed ships, and simulated attacks against Romulan bases. Replace the Klingon forces with equivalent Romulan forces: BATS (with cloak) + 2 HBM (12xG-SF), K5B, and 2xSNAR. Replace the Photon Federation force with a Plasma Gorn force of CS and 2xCL+, and replace the Mauler Federation force with BCM, HDD+, and BDL. (To use the Gorn forces against the original Klingon forces, give the Klingons an additional E4B. To use the Federation forces against the Romulans, downgrade the three ships to a K4B and 2xSNP.) The Gorns debated researching maulers, but felt they did not have the resources unless it was a joint project with Star Fleet.

(SG82.62) For a larger battle, assault a Klingon Starbase and defending fleet. Replace the Klingon force with a Starbase with 4xHBM (22xZ-V, 2xZ-VE), D6B, F5C, 2xF5B, E4B, and 2xG2. Replace the Photon Federation forces with CB (prototype), 3xNCL+, and 2xDD+. Replace the Mauler Federation forces with DN+, CAM, 2xCL+, DDL, and SC.

(SG82.63) Replace the Photon Federation forces with a carrier group: CVB (11xF-15, 1xF-15E), NEC, FFE+ to represent the other potential Starfleet "base busting" force. Give the Mauler Federation a DDL+ and an FFD+. Add a PAM to the BATS and add a D5, F5C and F5B to the defending force.

(SG82.64) Allow each player to buy their fleet from scratch. Each Federation player receives 390 BPV, including any desired Commander's Option Items. The Mauler Federation is required to take at least one mauler and cannot have more than six photons total in the force. The Photon Federation must have at least ten photons and one size class 3 ship in the force (no maulers or carriers allowed). The Klingon player has the BATS (no HBM or fighters) and 350 BPV (including any desired Commander's Option Items) to purchase forces (including base modules, fighters — for HBM or carriers only — and ships).

(SG82.65) Remove the restrictions in (SG82.45), allowing the Federation players to attack each other. Give the Photon Federation an FFS+ and the Mauler Federation an FFL+ to balance the scenario. The Klingon player scores Victory Points for all damage to Federation ships, regardless of the source.

(SG82.66) For a two-player game, run the Klingons as "targets." Remove both HBM (and fighters) from the BATS (replace them with a PAM and Cargo-M). Give the BATS MCIDS (E6.0). The Klingon ships "orbit" the BATS at a three-hex radius at speed four. Apart from the MCIDS system, the Klingons will not fire weapons at anything (they have been programmed in target drone mode). Each turn, the Klingon units allocate power as follows:

1) raise shields and power life support (if not crippled);

2) pay for movement (ships only);

3) pay for maximum ECM (this includes having the BATS lend itself six ECM in addition to the self-generated six ECM and having all the ships perform Erratic Maneuvers);

4) recharge batteries;

5) repair any damaged shields with (D9.2);

6) allocate all remaining power to general reinforcement (round odd or fractional points UP to the next full point of reinforcement).

All units will use their batteries to stop the first volley of shield damage they receive that turn. (If multiple volleys are scored in the same damage resolution step, first stop any internal damage, if possible, then equally split the remaining reinforcement evenly between damage from the two players.) This will be significantly more exciting if (SG82.65) is also used, but if doing so, replace the Photon Federation FFS+ with an FFG (the scout is too big of an edge with a passive Klingon). To avoid scoring problems, subtract the Victory Points the Klingon player would have received for damage to each player's forces (instead of dividing).

(SG82.67) For a solo game, use each of the Federation forces in turn and the Klingon "target" rules in (SG82.66). See which force destroys all the Klingon units the fastest (either force automatically loses if any ship suffers internal damage).

(SG82.68) The Kzintis also considered developing mauler-armed ships, and simulated attacks against Klingon and Lyran bases. Either use the Klingon forces, or replace them with equivalent Lyran forces: BATS + 2 HBM (11xZ-V, 1xZ-VE), DD, and 2xPols. Replace the Photon Federation force with a Disruptor Kzinti force of 2xCM and 2xDD, and replace the Mauler Federation force with BCM and 2xCL+. The

Kzintis debated researching maulers, but felt they did not need them as drone bombardment would do the job.

(SG82.69) The Hydrans also considered developing mauler-armed ships, and simulated attacks against Klingon and Lyran bases. Either use the Klingon forces, or replace them with equivalent Lyran forces: BATS + 2 HBM (11xZ-V, 1xZ-VE), DD, and 2xPols. Replace the Photon Federation force with a Fusion Hydran force of 2xHorseman+ (each 6xStinger-2), and 1xLancer (4xStinger-2), and replace the Mauler Federation force with CAM (2xStinger-2) and 2xTraveler+. The Hydrans debated researching maulers, but felt they did not need them as their massed fighters would do the job against stationary bases.

(SG82.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SG82.71) Give one side an extra ship: Klingon G2, E4B, or even a second F5B. Give either Federation player a POL or FFG (or FFL for the Mauler Federation). Give either Federation player an FFS for a large balancing factor.

(SG82.72) Replace one of the ships with a smaller ship: Federation DD+ or CL+ with an FFG or POL, or Klingon F5B with an E4B (or G2).

(SG82.73) Replace Federation NCL+ with NCA, CC+, or even a CB; or replace CL+ with CAR+ or CB; or replace G2 with F5B or F5B with D5 (or even G2 with D5).

(SG82.74) Give one side their Y175 refits (this is a miniscule upgrade for all but the Klingons).

(SG82.75) Allow one of the Federation players to attack the other one.

(SG82.76) Play the game with two players, one controlling the Klingons and one controlling both Federation forces (treated as a single force). This will give the Federation player a major advantage (once the two forces are consolidated).

(SG82.8) TACTICS

BOTH FEDERATION: You will have to cooperate to win the scenario; the Klingon can defeat either force individually. Combined, you can take down the BATS. On the other hand, the points for destroying the BATS will virtually guarantee victory so you have to be very careful to not give them to your "partner."

PHOTON FEDERATION: While you have a nice set of 12 photons, the Klingon has a massive electronic warfare edge. Range 25 proximity photons (the furthest you can get on the map) just will not do the job. If you score the 1-in-216 jackpot (with narrow salvoes), you will still only just remove half the BATS' armor (after its batteries reinforce the shield). And while waiting for your first jackpot, the BATS will be happily sanding away your shields turn by turn (faster than you can reinforce or repair them). You are going to have to coordinate with your "partner" to close to crack the BATS. This will probably require firing at range 12 (or if daring, full overloads at range eight or even range four), helping out with the phasers. Ideally, you will let your partner use the mauler to crack a shield and start the destruction, then unload a close range strike, scoring all the internals. Once you have opened a crack, long-range bombardment might be safe to finish things off. Kill the other Klingon units for bonus points when you get a chance (and if your opponent is extremely damaged you might even use them to win if you can avoid all internal damage).

MAULER FEDERATION: You have got a massive close range weapon and almost no long range firepower. So you are going to have to close with those six phaser-4s and even the mauler cannot survive them and fight at point blank range (although your ships are definitely in the robust category so getting fairly close should be possible). On the other hand, the mauler is mostly immune to the Klingon electronic warfare advantage. Be sure to disable or kill the small stuff before closing, otherwise you will find yourself at close range with no way to damage the BATS. Since it does not matter which order damage on the BATS is scored, do not hesitate to gut it and then pull back, allowing your "partner" the glory of killing it (while scoring all the points). The key, once close, is going to be deciding when to withdraw to recharge the batteries and when to keep pounding with what you have.

KLINGON: You have two major advantages that you will need to use to win. The first is your electronic warfare edge. Make sure all photons are firing through at least a +2 shift (if not +3 or +4). The second advantage is that you are the Kingmaker. You can, with your six phaser-4s, effectively stop either player from winning (a pair of dead ships and the player's chance of victory is effectively gone). Parlay this into deals to keep the two Federation players from cooperating. While the BATS is the core of your firepower, do not neglect your ships and fighters. They can set up impressive drone waves (time and time again due to the stockpile on the BATS) and on the fixed map, the Federation ships will eventually run out of wild weasels and be forced to disengage or die. If desperate, the light units can be used for a massed suicide run to draw fire (the targeted Fed player either uses all his firepower to kill them or he finds his drone defenses overwhelmed at point-blank range, followed by massed phasers). Do try to get any crippled units off the map to avoid giving up too many points. While the BATS will go down to a pair of well organized Federation commanders, you can still win by killing enough of their ships in the process.

HISTORICAL OUTCOME: In cases where the "Klingon" commander did not win outright (usually due to the Federation commanders not cooperating), the mauler side won slightly more frequently. Accusations of bias (on the part of the scenario design and/or "Klingon" commanders) immediately flew. These were countered by claiming that the mauler captains and crews, inexperienced with their weapons, had performed less than optimally. The pro-Photon faction also argued that while a mauler might be 5% more effective in assaulting a base, it was 80% less effective the other 95% of the time.

The discussion became politicized and was soon debated on the Senate floor. A number of hearings were conducted and a senatorial independent study of the simulator results was commissioned. (It reported back that the mauler was 20% more effective against bases and was immediately attacked as being biased.) A number of "experts" came out of the woodwork to advocate against the concept with claims of excessive cost, high risk of no results (and no known starting point), and warnings of Coalition countermeasures. After stalling the decision for over two years, the Senate finally voted against research into the mauler cannon. Three deciding factors led to the result. First, after so much debate, there was no way an alliance mauler could be a surprise. Second, the "Peace Now Faction" (still smarting from the rise of Baranov) refused to vote for a weapon with only an offensive purpose. Finally, the delay in voting had resulted in other projects being much more advanced and closer to yielding results.

The entire concept of a Federation mauler was effectively "poisoned" by the political process and was considered a taboo subject by both sides for decades. It has been argued that if Star Fleet had had a captured mauler-armed ship in Y174 (or even Y176 or later), the Federation would have rapidly fielded a fleet of them and ended the General War within a year by efficiently wiping out the coalition defenses and capturing their homeworlds. (This view was best championed by Olivette Roche, others strongly dispute this theory.)

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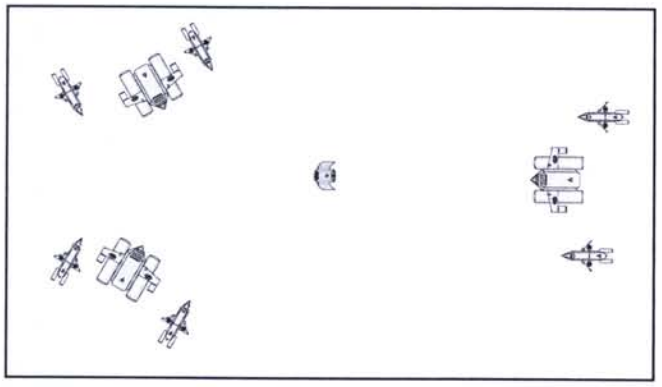
(SH229.0) A MATTER OF TRUST



(Y166) *by Olivette Roche*

As the clouds of the General War gathered, the Crime Lords of the Capital, Lion's Heart, and Daven Cartels looked for means to resolve shortages they expected to arise when the conflict began. Capital needed stockpiles of Lyran and Kzinti materials, Lion's Heart needed stockpiles of Federation and Lyran materials, and Daven needed stockpiles of Federation and Kzinti materials. Capital Cartel, as it happened, had a surfeit of Federation material in its various stockpiles, Lion's Heart's stockpiles were bulging with material taken from the Kzintis, and Daven had an excess of material taken from the Lyrans. While each was aware that the other had materials that it wanted, trust between the Cartels was low as each had tried to take over territory that the others regarded as their turf.

Jabari Kolevi, captain of the Slaver *Blade Runner* and an independent contractor operating under the aegis of the Daven Cartel, saw an opportunity to make a quick profit. While only a minor ship captain, Kolevi's reputation was known to all three Cartels. Kolevi offered to serve as a broker for a trade between the three Cartels. It is, perhaps, a sign of how desperate the three Crime Lords saw their need that they all agreed to Kolevi's offer.

While the actual event proceeded quietly over several weeks using Slavers, freighters, and other transports, Olivette Roche dramatized the event on Trivideo into a single titanic fiasco using Orion Tugs that she didn't know didn't exist.

Under the terms that Kolevi presented, the factors of the three Crime Lords agreed to send only their Cartel's tug and two escorts, both Light Raiders, to the meeting point. Only Kolevi would know the location of the meeting point, and he would provide the data in a single short-ranged transmission. The six Light Raiders would arrive at a point in space selected by Kolevi, receive the coordinates, then one Light Raider from each Cartel would be exchanged with a Light Raider from one of the other Cartels. The "trade groups" were to operate under subspace radio silence. Any transmission from any of the ships of a trade group would void the entire exercise, and by having a Light Raider from another Cartel in close company it would be impossible for the Light Raider returning to the Tug to transmit the location of the meet point. Obviously if the Light Raider from another cartel running with it transmitted a message, the trade would be voided.

When the three Tugs reached the meet point, the Light Raiders would rejoin their respective cartels. The Tugs were to be 50,000 Kilometers from Kolevi's ship, which would serve as the middle point. Each would then transport inspection teams to Kolevi's ship, and then transport opposing inspection teams from Kolevi's ship. The inspection teams would then scan random areas of the cargo pods to confirm that they held the promised trade material. Once the confirmations were received, on a common signal all three tugs would drop both their pods, reattaching one on the centerline. The tugs would then all turn and simultaneously move in a clockwise direction to pick up the pod dropped by the tug to its left, first depositing its second pod at that location. Each tug would then return to its original location, drop its new pod and then pick it back up and its new second pod. Once all the tugs had their pods attached, they would depart simultaneously.

During the trade, the Light Raider escorts of each Cartel would hold station 100,000 kilometers from Kolevi's ship. All of the involved ships, except Kolevi's, were required to maintain maximum ECM, and not to arm any heavy weapons.

It was a complicated operation designed to minimize any chance at betrayal or misunderstanding.

According to the drama, nobody knows what went wrong.

(SH229.1) NUMBER OF PLAYERS: 3; Capital Cartel player, Lion's Heart Cartel player, and Daven Cartel player.

(SH229.2) INITIAL SET UP

LION'S HEART: Tug *Hold'em* (1xcargo pod docked to the centerline) in 2210, facing D, speed 0, WS–I.
1xCargo Pod in hex 2210.
2xLR, *Scylla* and *Charybdis*, in hex 2205, facing D, speed 0, WS–I.

CAPITAL: Tug *Myear* (1xcargo pod docked to the centerline) in 2718, facing F, speed 0, WS–I.
1xCargo Pod in hex 2718.
2xLR, *Hammer* and *Tongs*, in hex 3220, facing F, speed 0, WS–I.

DAVEN: Tug *Heartstrings* (1xcargo pod docked to the centerline) in 1718, facing B, speed 0, WS–I.
1xCargo Pod in hex 2210.
2xLR, *Urim* and *Thumim*, in hex 1220, facing B, speed 0, WS–I.

INDEPENDENT: Slaver *Blade Runner* in hex 2215, facing determined randomly, speed 0, WS–0. See (SH229.65).

(SH229.3) LENGTH OF SCENARIO: The scenario continues until all units on the map have been destroyed, captured, or have disengaged.

(SH229.4) SPECIAL RULES

(SH229.41) MAP: Use a floating map. The Lion's Heart Cartel units can only disengage in directions A or F. The Capital Cartel units can only disengage in directions B or C. The Daven Cartel units can only disengage in directions D or E. Units which disengage in unauthorized directions are considered destroyed.

(SH229.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH229.421) No ship in this scenario is qualified to carry an MRS shuttle, but in a variant of the scenario where that is possible, they may be purchased [up to the limits in (J8.5)] under (SH229.431).

(SH229.422) There are no fighters in this scenario, and the date of the scenario precedes the introduction of EWFs. In a variant in which fighters are present, and the year allows the use of EWFs, use one EWF for each squadron of 8-12 fighters.

(SH229.423) There are no PFs in the basic version of this scenario. In a variation that allows the use of PFs or interceptors, they may be added on casual mech links to the ships. However, each Cartel must have the same number of PFs as this would have been coordinated as part of the arrangements for the trade meeting.

(SH229.43) COMMANDER'S OPTION ITEMS

(SH229.431) 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.

(SH229.432) All drones are "slow," i.e., speed–8. Type-II and type-V drones (speed 12) and "medium", i.e., speed-20, are available for purchase as special drones.

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

(SH229.433) No ship in this scenario normally carries a Prime Team (G32.0), but such Teams are sometimes assigned to various ships. In the drama, each Crime Lord assigned a Crime Team to his tug to perform the checks on the cargoes of the other cartels.

(SH229.44) REFITS: At the time of this incident, none of the ships involved had received any refits.

(SH229.45) EXCHANGE: On Turn #1, each tug must program to move to the location of the tug to its left. This movement cannot take it any closer to the Slaver than it is at start. Once the location is reached, the tug must drop the pod on its centerline, and pick up the pod at that location. When all three tugs have accomplished this task, they must return to their original at start location, drop the pod on the centerline, then redock to that pod and the pod left by the other tug. Once all three Tugs have accomplished this, all three tugs may move to disengage.

(SH229.46) TRUCE COLLAPSE: The three Cartel captains do not trust each other. In the drama, something caused them to start shooting at each other. Just what this was has been lost (or none of the Cartels are talking). To reflect this, at the start of each turn, after Energy Allocation, each player rolls two dice. If at any time the dice of two players match, i.e., player A rolls a "3" and a "3", and player B rolls a "3" and "3", then the third player will be the one to begin the shooting. The player who will break the truce will then re-do his Energy Allocation FOR HIS TUG ONLY on that turn. If all three players roll the same numbers, then the truce will not be broken that turn. On the turn after the truce is broken, all ships are released from the Truce Conditions (SH229.47).

Alternatively, at the start of each turn except Turn #1 roll one die after Energy Allocation. If the result of the die roll is a 6, roll the die again with a 1-2 indicating Lion's Heart, a 3-4 indicating Capital, and a 5-6 indicating Daven as the Cartel Tug which violates the truce.

(SH229.47) TRUCE CONDITIONS: Until the truce collapses (SH229.46), all ships are under the following restrictions

No heavy weapons whose energy emissions can be detected under Tactical Intelligence Level L may be armed (this applies even though none of the ships will normally be able to accomplish such detection prior to the collapse of these conditions).

No ship may use active fire control (note, this does not mean that the ship cannot allocate for fire control, only that it cannot activate its fire control until the truce collapses). Exception: tugs use low powered fire control in order to employ their tractors for docking.

Each ship must allocate six points of power to ECM.

No ship may use engine doubling or launch a shuttle.

The Light Raiders cannot leave their "at start" hexes until the truce collapses.

Reserve warp and/or reserve impulse power may be allocated to the batteries.

Note that the above restrictions do not prevent a ship from preparing a suicide shuttle or wild weasel (power and time permitting), or loading a scatter pack (assuming drones are available), or unloading his at start drone rack loads and reloading them.

(SH229.48) OPTION MOUNTS: In the drama, the option mounts of these ships were as follows:

The *Hold'em* had type-A drone racks in its option mounts, but did not have OAKDISC. The *Scylla* had a disruptor-15-FA in the centerline mount, and type-C drone racks in its wing mounts, the *Charybdis* had a type-C drone rack in its centerline option mount, and phaser-1s in its wing mounts.

The *Myear* had plasma-F-FAs in its option mounts, but did not have OAKDISC. The *Hammer* had phaser-1s in all of its option mounts, the *Tongs* had a photon torpedo in its centerline option mount, and phaser-1s in its wing option mounts.

The *Heartstrings* had disruptor-22-FAs in its option mounts. The *Urim* had a hellbore-FA in its centerline option mount, and phaser-1s in its wing mounts, the *Thumim* had phaser-1s in all of its option mounts.

The *Blade Runner* [if using the four-player option (SH229.65)] had a type-C drone rack in one mount, and a phaser-1 in the other.

(SH229.49) THE PODS: Each tug captain is trying to recover two pods, one from each of the other two tugs. The contents of the pods are vital to the Crime Lord. No tug captain will fire at a pod in space, but damage to pods attached to a ship is not considered firing on a pod. The Light Raiders are not under this prohibition, but cannot fire on their own Cartel's Pods unless they are attached to an opposing Cartel's tug, or their own tug has been destroyed.

(SH229.5) VICTORY CONDITIONS: The player whose tug survives the battle wins a marginal victory. If he also recovers one pod from each of the other two Cartels, his victory level becomes Astounding. If no tug survives the battle, everybody loses.

(SH229.6) VARIATIONS

(SH229.61) Instead of rolling randomly and moving the ships around dropping off and picking up pods, have each player throw two dice after Energy Allocation of Turn #1. The high roll is the player who breaks the truce and redoes the allocation for his tug.

(SH229.62) Allow the players' to choose their own optional weapons.

(SH229.63) Change the year of the scenario and allow each player to add one or more Interceptors or PFs to his force. Up to six might be added [two per ship on mech links (R1.R1)]. PFs (or Interceptors) cannot be launched until the Truce is broken (SH229.46). All PFs must fill out an Energy Allocation form as normal, but none can have any heavy weapon armed (not even those attached to the tug which breaks the Truce can do this) or double their engines on the turn the Truce collapses. PFs (or interceptors) on ships which have not broken the Truce can be launched on Impulse #16 of the turn the Truce is broken, this includes any PFs docked to the Light Raiders of the Tug which breaks the Truce.

(SH229.64) Allow the Tugs to replace their HTS shuttles with fighters. The *Hold'em* will have Kzinti AAS fighters, the *Myear* will have Federation F-8 fighters, and the *Heartstrings* will have Klingon Z-1 fighters. Note that these fighters can be launched without drones, but if the player wants to launch them with drones, he will have to use his casual deck crews (J4.814) using the Kzinti Weight Lifting Team rule (J4.8962) to accomplish the task.

(SH229.65) In the Drama, the *Blade Runner* stayed out of the fighting and simply moved to disengage. A fourth player might be added to the scenario controlling the *Blade Runner*. This player wins if the *Blade Runner* scores at least ten points of internal damage on each of two of the tugs (any two), and disengages by acceleration or distance. The player is free to make any "deals" with any of the players, and break them, as

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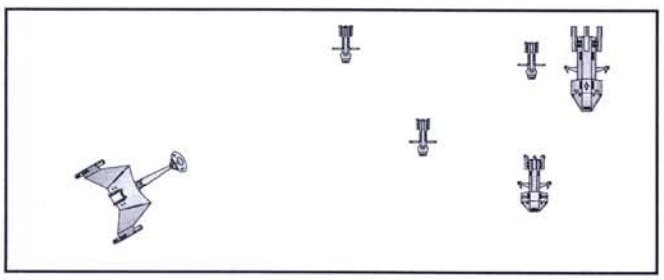
he sees fit. No one is allowed to fire on the *Blade Runner* until it first fires on another ship. Placing a T-bomb, launching a drone or other seeking weapon that is targeted on a ship (other than the *Blade Runner* itself, i.e., an ECM drone) qualifies as firing.

(SH229.7) BALANCE
(SH229.71) Change one of the Light Raiders of the best player to a Slaver, or replace one or both of the Light Raiders of a weak player with a War Destroyer.
(SH229.72) Add a Slaver or a third Light Raider to the forces of the weaker player, or simply delete a Light Raider from the forces of the strongest player.
(SH229.73) Add the plus refit to one or both of the weaker player's Light Raiders.

(SH229.8) TACTICS: This is all going to come down to who violates the truce first. You will all have phasers armed, and you can have scatter packs, or suicide shuttles, or a wild weasel or two, ready to go if there is enough time before the truce fails. Reserve power will allow the Light Raiders to at least start moving with a mid-Turn speed change, and fire control if powered can be raised to allow some drone launches. Whoever breaks the truce will have to realize that if he destroys one Cartel's tug outright, he may not be able to prevent the Light Raiders from that Cartel joining the remaining Cartel to destroy his tug. That is the fine point of balance. You need to be able to ally with someone you have just shot up to kill the other guy. All of the players need to remember that their own victory rests on their own tug not being destroyed, and that means trying to weaken the other side enough that your own forces can finish them while your tug stays out of the way.

DRAMATIC OUTCOME: The situation proved to be an unmitigated disaster for all three Cartels. The tug captains refused to leave without the pods, and (after a series of side changes and back stabs) all of their ships were destroyed. Only Kolevi in the damaged *Blade Runner* survived.

(SH230.0) IN THE BOX



(Y169) *by Stephen V. Cole, Texas*

The Kzintis were fighting a delaying action against the Klingon invasion. The old drone bombardment cruiser *Bloodstone*, acting as command ship for a small task force, was at a firing point waiting for orders to launch a bombardment mission. Firing orders were imminent and the ship could not leave "the box" as it had to launch its pre-programmed drones, and the Kzinti Fleet Command had stressed that the mission was vital to support a local counter-attack. The *Bloodstone* had already performed several such missions, and was not anticipating any difficulty this time.

(SH230.1) NUMBER OF PLAYERS: 2; the Kzinti player and the Klingon player.

(SH230.2) INITIAL SET UP
KZINTI: LCD *Bloodstone* in 2201, DF+ *57* in 2001, both heading D, speed 10, WS–III.
DD *Starduster*, POL+ *44*, and FF+ *15* set up anywhere on the map within four hexes of 2201, heading C, D, or E, speed 10, WS–III.
KLINGON: FD7 *Swiftblade*, enter map anywhere along the xx30 map edge, heading A, B, or F, speed max, WS–III.

(SH230.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH230.4) SPECIAL RULES
(SH230.41) MAP: Use a floating map. The Kzinti units can only disengage in direction F, A, or B. The Klingon units can only disengage in directions C, D, or E. Units which disengage in unauthorized directions are considered destroyed. See (SH230.45).
(SH230.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.
(SH230.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH230.431).
(SH230.422) There are no fighters in the basic version of this scenario. In a variant in which fighters are present and the year allows the use of EWFs, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.
Mega-fighters are not available in the basic version of this scenario due to the year.
(SH230.423) There are no PFs in the basic version of this scenario. PFs carried on mech links might be added in a variant of this scenario set in a later year. Any such added PFs will be standard combat variants, no leaders or scouts.
(SH230.43) COMMANDER'S OPTION ITEMS
(SH230.431) 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.
(SH230.432) All drones are "medium," i.e., speed–20.
Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.
(SH230.433) If players wish to use the optional rules for Prime Teams (G32.0), the FD7 will normally carry one such team while the Kzintis can be given 25 additional Commander's Option Points to distribute among his forces as desired, to purchase additional units, or to upgrade one of the ships to a larger one.
(SH230.44) REFITS: The *DF57* and *POL44* have received the "C-8" refit, the *FF15* has received the "C-10" refit. The *Swiftblade* has the UIM refit.
(SH230.45) MANEUVER RESTRICTION: The map floats, except that the *Bloodstone* and *DF57* cannot leave the confines of the at start map. The *Starduster*, *POL44*, *FF15*, and the *Swiftblade* can maneuver anywhere, i.e., enter "adjacent mapsheets", or even "mapsheets adjacent to mapsheets" and so on. The *Bloodstone* and *DF57* can maneuver anywhere on the at start map. For this purpose, dragging a bombardment ship off the at start map in a tractor beam renders the ship unable to continue the bombardment mission even if it reenters the at start map.
(SH230.46) BOMBARDMENT: The *Bloodstone* and *DF57* are performing a bombardment mission. Their drone racks and reload storage are completely filled with type-IIIXX drones. To successfully accomplish their mission, the two ships must

launch at least sixty type-IIIXX drones (total for the two ships) that exit the mapsheet they begin on in direction D by the end of Turn #10. The *Swiftblade* cannot fire at any of these drones unless it determines that they are targeted on it as its mission is to destroy the launching units to prevent them from performing other bombardment missions. Note, the Kzinti ships do have their normal drone loads available, and these drones must be paid for normally even though they are not in the drone racks. They could be used for scatter packs.

(SH230.47) DISENGAGEMENT: The mission is critical, and the Kzinti drone bombardment units will not disengage until they are crippled, or the bombardment mission is completed, i.e., they can disengage as early as Turn #8 (after launching drones on that turn).

(SH230.5) VICTORY CONDITIONS: The Kzintis win if their two bombardment units succeed in launching 60 type-IIIXX drones that exit the map by the end of Turn #10 and the *Bloodstone* is not destroyed. The Klingons win if they prevent this by destroying, damaging, or driving off (forcing them off the at start map) the bombardment ships and the *Swiftblade* is not crippled. If the *Swiftblade* is crippled, the Klingons lose unless they have destroyed both bombardment ships. If the *Swiftblade* is destroyed, the Klingons can only win if they have destroyed the *Bloodstone*, the DD, and at least one of the FFs.

(SH230.6) VARIATIONS

(SH230.61) Replace the LCD with a Large Auxiliary Drone Bombardment Freighter.

(SH230.62) Replace the FD7 with F5C, F5B, and F5D.

(SH230.63) Move the action to the Lyran front, replace the Klingon FD7 with a Lyran CF.

(SH230.7) BALANCE

(SH230.71) Change the FD7 to a D7C.

(SH230.72) Replace the Kzinti DD with an FF.

(SH230.73) Delete the POL from the Kzintis or add a POL to the Kzintis.

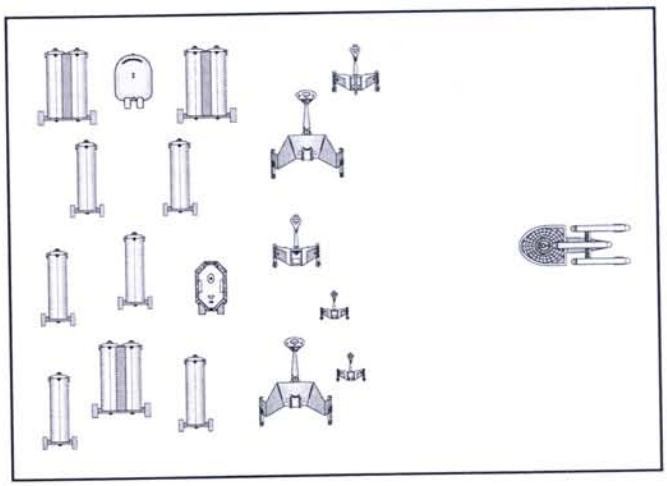
(SH230.8) TACTICS

KZINTI: The obvious solution is to abandon the drone bombardment mission, but if you do you have lost the battle. All you can do is try to keep your drone bombardment platforms away from the FD7, and try to keep him away with your smaller ships. Eight turns (or even ten) does not seem like much, but it will be a long time in this battle. Remember that each of your drone launch platforms meeting the launch requirement for two turns and then will have to reload, so you need both. Look at using a special sensor on the LCD to lend the FD7 Offensive Electronic Warfare, and at least at the start have your supporting ships try to give your bombardment platforms some ECM drones. Also, you might want to load the shuttles on the bombardment platforms as scatter-packs as a means of fending off the FD7 at least once by putting a wall of drones between you and it. Track your drone launches, and once you only need one ship to do the job, send the other to help hold off the FD7.

KLINGON: Do not get carried away. You may be a cruiser, but there are a lot of drones out there, and the possible jamming of ECM drones and that LCD's special sensors. Use your speed to maneuver, try to draw the defending ships away from the bombardment units, and then sweep around them and hammer your primary objective.

HISTORICAL OUTCOME: The *Swiftblade* destroyed the *Bloodstone* and badly damaged the rest of the Kzinti ships before being forced to retire with damage. The bombardment was disrupted, causing the Kzinti counter-attack to fail.

(SH231.0) CONVOY GUNBOATS



(Y182) *by Stephen V. Cole, Texas*

This historical incident is typical of many late-war convoy battles. Supplies for the front became increasingly important as the tempo of the action determined the victory. The first side to resupply its battered fleets had the ability to make an unopposed strike, and the constant fighting had left the front lines very porous to raiders.

This particular convoy was taking spare drones, spare parts, fuel, marines, and other expendable items to the Klingon Northeast Fleet. As convoys were increasingly targeted, the Klingons had beefed up the escorts by using naval reserve and police forces.

(SH231.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SH231.2) INITIAL SET UP

FEDERATION: DNL *Star Lion*, enter anywhere along the xx30 map edge, heading E or F, speed max, WS–III.

KLINGON: CONVOY: Two Large Freighters, six Small Freighters, Free Trader, Large Troop Freighter, Armed Priority Escort within two hexes of 0722, heading B, speed 8, WS–I. See (SH231.45).

ESCORT: LD4 *Final Valor**, LD4P *Kolonel Kirithik* (6xG1), E4V *Stingers Nest* (6xZ-YB), G6 *Korest**, E3 *Damien*, and G2 *Kurikov*, set up anywhere within four hexes of 0722, heading B or C, speed 10, WS–II.

*These ships are in Module R8, if you do not have Module R8, replace the LD4 with an F5L, and the G6 with an E4B.

(SH231.3) 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 #12.

(SH231.4) SPECIAL RULES

(SH231.41) MAP: Use a floating map. The Klingon units can disengage by distance or acceleration in any direction. The Federation units can only disengage by acceleration in direction B. Units which disengage in unauthorized directions are considered destroyed.

(SH231.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs, all shuttles are advanced types.

(SH231.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH231.431).

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(SH231.422) No ship in the basic version of this scenario carries enough fighters to have an EWF. In a variation where there are enough fighters to qualify for an EWF (eight), one fighter may be an EWF.

Mega-fighters are not used in the basic scenario due to the low priority of police carriers, but some of the fighters might have Mega-fighter packs added by Commander's Option Points, or they might be added as a balance factor.

(SH231.423) The six PFs carried by the *Kolonel Kirithik* are a standard flotilla including one leader and one scout.

(SH231.43) COMMANDER'S OPTION ITEMS

(SH231.431) 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.

(SH231.432) All drones are "fast," i.e., speed–32.

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

(SH231.433) If players wish to use the optional rules for Prime Teams (G32.0), the Federation DNL will normally carry one such team while the Klingons can be given 25 additional Commander's Option Points to distribute among his forces as desired or to purchase additional units, or to upgrade one of the escorts to a larger ship.

(SH231.44) REFITS: Units eligible for the Y175 refit have received the refit. There are no other refits available to any units in this scenario.

(SH231.45) CONVOY INTEGRITY: The convoy must stay together, moving at a minimum of speed 8 in direction B. No uncrippled convoy ship (this does not include the escorts) can move to a point that is more than six hexes from all other uncrippled convoy ships; if it does, it counts as destroyed for victory purposes. Note that an undamaged convoy ship that is tractored and dragged more than six hexes from all other uncrippled convoy ships counts as destroyed under this rule. Crippled convoy ships are not under any movement restrictions, and are not destroyed if they are more than six hexes from other ships of the convoy. Freighters that use sublight disengagement are considered to have been destroyed.

(SH231.46) DISENGAGEMENT: The Federation DNL must disengage by acceleration in direction B by the end of Turn #12 or it is considered to have been destroyed by Klingon ships moving to cut it off from Federation lines.

(SH231.5) VICTORY CONDITIONS: The DNL wins the scenario if it destroys four of the Convoy ships (large freighter hulls count as two ships) and disengages by the end of Turn #12, otherwise it loses.

The Klingons win if the Federation fails in its mission.

The Klingons win a Substantive victory if the Federation DNL destroys four Convoy ships, but is destroyed itself.

The Klingons win a Decisive Victory if the Federation DNL fails to destroy four Convoy ships and is destroyed.

The Klingons win an astounding victory if the Federation DNL is captured irrespective of the number of freighters lost.

(SH231.6) VARIATIONS

(SH231.61) Replace the Federation DNL with a Kzinti DNL.

(SH231.62) Replace the Federation DNL with a Federation CX, or a Kzinti CCX.

(SH231.63) Replace some of the Klingon escort ships with Auxiliaries. Use a Small Aux PFT in place of the D4P, Large Auxiliary Cruiser in place of the LD4, and a Small Auxiliary Carrier in place of the E4V. Do not replace the G6, E3, or G2; the Auxiliary carrier will have 12 Z-YBs.

(SH231.64) Use a DLX as the raiding ship, but add a Klingon DX to the Convoy Escort.

(SH231.7) BALANCE: Change one or more of the following:

(SH231.71) Change the LD4 to a D6K.

(SH231.72) Replace the E4V with an F5V with two more fighters.

(SH231.73) Delete the G2 or add another G2.

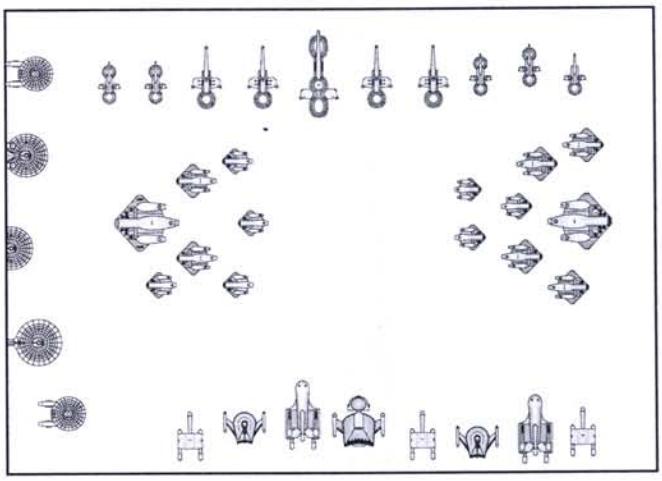
(SH231.8) TACTICS

FEDERATION: Time is not on your side. Get in, get the kills, and get out. Watch out for massed scatter packs, and expect them to try to make a hedgehog of mines. Probably best to load all of your type-G drone racks with nothing but ADDs as the Klingons have a lot of offensive drone capability, and a pretty good drone defense capability.

KLINGON: You cannot outrun this thing. While it may seem like a good idea to try to turn the freighters while running your escorts into his face, that will only divide your firepower. Circle the wagons and let him come to you. Tactical Maneuvers to keep reinforced shields facing him and the maximum number of weapons. Remember, he has to leave by the end of Turn #12, and enough drones in flight can deter his use of phasers to damage anything.

HISTORICAL OUTCOME: The *Star Lion* savaged the convoy, destroying four ships while ignoring the impotent escorts.

(SH232.0) BATTLE OF THE FIVE FLEETS



(Y188) *by Sargasso Storm, Zeta Eta Theta*

The ISC forces were strung out over a long but thin cease-fire line across the Alpha Octant. The attacks of the Andromedans (not to mention pressure from the races they were supposedly keeping apart) had broken that long continuous line into separate ISC enclaves. The ISC had attempted to evacuate the farthest of these enclaves (in the Hydran-Lyran neutral zone), but when the first of these ships reached the Federation-Gorn-Romulan triple-border point, both the Gorns and Romulans refused to allow them to pass. They feared that if the ISC were all allowed to return home under flag of truce, the ISC would be so powerful that the Andromedans would leave them alone (for a few years) while devouring the rest of the area. Even if the Andromedans were defeated, the exhausted and battered Gorns and Romulans would then have as their neighbor a foreign power even more powerful (relatively speaking) than it was at the end of the General War. The Gorns and Romulans believed that if the ISC forces remained isolated from home, the ISC home areas

would be weak and vulnerable to Andromedan attacks, causing as much damage to the ISC economy as two decades of war had caused to everyone else.

To make things worse for the ISC commanders, the Federation would not allow the withdrawing ISC force to stop in Federation space until diplomacy could resolve the matter.

With Gorn and Romulan fleets blocking their advance, and a Federation fleet with massive firepower dogging their heels, the ISC fleet command had no choice but call on the Enclave forces between Romulan and ISC space for help.

The ISC planned for the operation very carefully, allowing them to bring the maximum possible force to bear.

(SH232.1) NUMBER OF PLAYERS: 4; the Eastern ISC player, the Western ISC player, the Romulan player and the Gorn player.

(SH232.2) INITIAL SET UP

GORN: DNH *Thunder Dragon*, HDP *Fleshwing* (6xPF), HDD+ *Freedom*, HDD+ *Golitho*, BDD+ *Kalessin*, BDD+ *Rajath*, HDX *Stormbreaker*, and BDX *Strikeforce*, set up within five hexes of 2105 on the west map, heading E or F, speed 10, WS–III.

BFF *Mortal Strike**, and FF+ *Proven Slayer* set up in hex 2105 of the east map, heading E or F, speed 10, WS–III. (* In Module R8; substitute DD.)

ROMULAN: PHX *Gemini* (6xG-IIIK, 6xGladiator-D, 6xStarhawk), SPM *Eternal Guardian*, SKEA *Defender*, SKEA *Keeper*, SPX *Redhawk*, and SKX *Battleaxe*, set up within five hexes of 2125 on the west map, heading E or F, speed 10, WS–III.

SNIPE-PR *Eqqus*, and SNIPE-PR *Grus* set up in hex 2105 of the east map, heading E or F, speed 10, WS–III.

ISC WESTERN FORCE: SCS *Indefatigable* (12xFDF, 6xPF), CEA *Destiny*, DEA *Invaluable*, DEA *Premium*, CS *Pulserider*, DD *Recalcitrant*, and CDD *Sergeant Qank*, enter the map on Turn #1 anywhere along the 01xx map edge of the West map within five hexes of 0115, heading B or C, speed 10, WS–III.

ISC EASTERN FORCE: DN *Presidium*, CS *Scorpion*, CW *Fastburn*, DW *Smash*, CLX *Novaball*, DDX *Vindicator*, PFT *Amalgamation* (6xPF), and HSC *Awareness* enter the map on Turn #2 anywhere along the 42xx map edge of the East map within five hexes of 4215, heading E or F, speed 10, WS–III.

(SH232.3) LENGTH OF SCENARIO: The scenario continues until all ISC ships are destroyed, captured, or have disengaged.

(SH232.4) SPECIAL RULES

(SH232.41) MAP: The map is fixed; it does not float. The map consists of two standard maps, with the 42xx edge of the West Map abutting the 01xx edge of the East Map. Any unit leaving the map has disengaged and cannot return. The Romulan units can only disengage from xx30 map edge. The Gorn units can only disengage from xx01 map edge. The ISC units can only disengage from 42xx edge of the East Map. Units which disengage in unauthorized areas are considered destroyed.

(SH232.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs. All shuttles are "advanced shuttles".

(SH232.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH232.431).

(SH232.422) If using EW fighters, one of the G-IIIKs on the Romulan PHX is a G-III-EK, and one of the FDFs on the ISC SCS is an FEK. If not using EW fighters, these will all be standard fighters of their respective squadron. All fighters are Mega-Fighters.

(SH232.423) The six PFs on the ISC SCS, and the ISC PFT are standard flotillas including one leader and one scout. The six Starhawks carried by the Romulan PHX include one Starhawk with a Leader Pallet, one Starhawk with a Scout Pallet, two Starhawks with type-A Pallets, and two Starhawks with type-B Pallets at start.

(SH232.43) COMMANDER'S OPTION ITEMS

(SH232.431) 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.

(SH232.432) The races that are involved in this scenario do not use drones. In a variation where a drone-armed race is used, all drones are "fast," i.e., speed–32.

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

(SH232.433) If players wish to use the optional rules for Prime Teams (G32.0), each force can have two such teams.

(SH232.44) REFITS: All of the units involved in this incident were fully refitted, including the Mech Link refit (R1.R1) (although no ship begins the scenario carrying any casual PFs).

(SH232.45) FEDERATION FIREPOWER: There is a Federation fleet off map behind the ISC Western Force. This fleet will never enter the map, its sole purpose being to 'encourage' the ISC to depart from, and not return to, Federation space. This fleet will continually advance behind the ISC Western Force, applying firepower judiciously to provide the 'encouragement'. This is done as follows:

(SH232.451) Any ISC ship within seven hexes of the 01xx map edge of the Western map on Turn #2 will be attacked by four proximity fused photons with 12 points of ECCM (reflects a scout lending ECCM to the firing ship(s). The photons are assumed to have been fired from a range of 30 hexes. This fire will strike the shield of the ISC ship that is facing in direction E if the hex the ship is in ends in 15 or less. If the hex the ship is in ends in 16 or greater the fire will strike the ship as if fired from direction F.

(SH232.452) At the start of each subsequent turn, add eight hexes to the range from the map edge which will result in the ISC ship being fired on. This means that on Turn #3 any ISC ship within 15 hexes of the map edge will be fired on. On Turn #4, any ISC ship within 23 hexes of the map edge will be fired on. This continues until the end of the scenario. Note specifically that this progression means that at the start of Turn #12 every ISC ship still on the map will be fired at as the Federation's fire zone will cover the entirety of both mapsheets.

(SH232.453) Any ISC ship which is outside of the range at which the Federation will fire at the start of the turn, but subsequently enters that range during the turn will be fired on under the above conditions at that point. This means that an ISC ship that was eight hexes from the 01xx edge of the map at the start of Turn #2 that moves to a range of seven hexes from the map edge on Impulse #16 will be fired on by the Federation on that impulse. Note that if an ISC ship moved into a range of seven hexes from the map edge on Impulse #32 of Turn #2, it would be fired on by the Federation on Impulse #32, AND on Impulse #1 of Turn #3. This would apply to similar circumstances on any subsequent turn, e.g., Impulse #32 of Turn #4 and Impulse #1 of Turn #5.

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(SH232.454) The Federation will never fire on the Gorns or Romulans.

(SH232.455) Note that technically the Federation "fleet" will advance onto the map (and more than halfway across it), but no counters are used as no one will fire on, or attack, a Federation ship. The three races involved in this fight have their own problems right now, and do not need to make them worse by antagonizing the Federation.

(SH232.46) ROMULAN AND GORN COOPERATION: The Romulans and Gorns are "cooperating" but are not "allied". Romulan ships cannot provide guidance to Gorn plasma torpedoes and vice versa. Gorn PFs cannot dock to Romulan ships, and vice versa. In short, for all purposes the two fleets are separate entities, and they can fire on each other.

(SH232.5) VICTORY CONDITIONS: The ISC wins if more than 75% of the Combat BPV for non-scout units, and not counting Commander's Option Points, of their combined forces exits the map through the 42xx map edge of the Eastern Map, otherwise they lose. For this purpose, use the unadjusted fully refitted BPV of the ISC ships, fighters, and PFs. Scouts are treated under their economic BPV for this purpose. It does not matter how badly damaged the unit is, so long as it exits the map. For purposes of this calculation, the ISC forces' (including megapacks) BPV is 3,138.

The Gorns and Romulans win if less than 50% of the BPV value of the ISC forces as given above is exited through the 42xx map edge.

If the Gorns and Romulans win, then victory between them is determined by which lost the least BPV in accomplishing the victory. The Gorn BPV is 1,567. The Romulan BPV is 1,624.

(SH232.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH232.61) The ISC withdrawal had to pass between the territories of many different races. Most took the attitude of "good riddance" since they were far from ISC space, but it could have been different. Replace the Gorns and Romulans with any two other races with an adjacent border. Use similar BPVs.

(SH232.62) Add a War Cruiser Scout to the Gorn and Romulan forces. Alternatively, replace the ISC Heavy Scout with a War Cruiser scout by taking a war cruiser and replacing all plasma torpedoes with special sensors.

(SH232.63) For a somewhat faster battle, have one player control all of the ISC ships.

(SH232.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH232.71) Delete some refits from the Gorn and/or Romulan ships that have them.

(SH232.72) Allow the ISC to replace one small ship with a larger ship.

(SH232.73) Delete or add a war cruiser to, or from, the Gorn or Romulan forces, or delete a war cruiser or strike cruiser from the ISC forces.

(SH232.8) TACTICS

ISC WESTERN FORCE: You are going to have to push through. There is nothing else for it. Keep an eye out for Romulan NSMs, they are sure to take as many as they can get and sprinkle them in your path. You gain nothing by damaging the Gorns or Romulans, so just keep your head down and bull through, holding your phasers for plasma defense. Use your plasmas to try as best you can to dissuade them from getting too close to you where their own phaser firepower will matter.

ISC EASTERN FORCE: You cannot win by just letting the Gorns and Romulans pound on the Western Force. You are going to have to attack to get them to pay attention to you and divide their effort. Try to force the Romulans to cloak as doing so will take power and at least slow them down so that the Western Force can get by.

GORN: If the Romulan was a true ally, this would be a cake walk. Unfortunately, the Romulan wants you to take the lion's share of the damage (to be fair, you want him to). It does not matter which of you kills the most ISC ships, just make sure you kill enough and the Romulan gets his share of the licks (well, maybe more than his share).

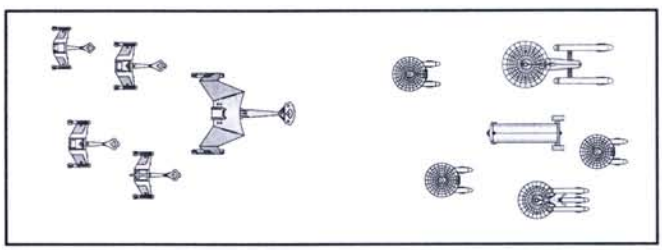
ROMULAN: This is going to seem long, but is also going to be very short. The cloak might be used to duck damage, but you do not want the ISC to simply pass you by while you are cloaked out. They are probably going to move just as fast as they can, and you do not want to be left behind. Keep an eye on the Gorns. They are helping out here, but they are not your friends. Remember, the Republic is better served if the Gorns take the most damage.

HISTORICAL OUTCOME: Badgered by the Federation bombardment, the ISC forces managed to link up and fight their way through. All the major ships survived, but none of the fighters or PFs made it through and less than half of the size class 4 hulls did.

The Gorns lost both their police ships, and most of their fighters and PFs. All of their ships sustained considerable damage.

The Romulan Police ships were destroyed, as were the Starhawks and most of the Gladiators. The ability to cloak out spared the other Romulan ships much damage.

(SH233.0) HOLD THE LINE



(Y183) *by Scott Tenhoff, California*

In the aftermath of the duel between the Federation's *USS Napoleon* and the Klingon Empire's *IKV Vindicator*, which ended with the latter's destruction, the Federation was forced to re-deploy many ships to protect the crippled *Napoleon* as it withdrew.

The NDS *Pompeii*, which was protecting the core-ward flank of the Federation effort was moved to cover the *Napoleon* directly. The CVB *Nelson*, protecting the rim-ward flank, was itself heavily engaged and unable to lend assistance.

The Federation was forced to marshal a force to protect the core-ward flank long enough to consolidate its forces, and used any ships it could muster. The flank had to be held for fear that a Klingon raid might catch the vulnerable *Napoleon* and the now over-extended *Pompeii*.

The Klingons probed the area with the few forces they could muster, led by D7W *Demonstalker*.

(SH233.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SH233.2) INITIAL SET UP

FEDERATION: DWC *Tudjman*, FFGa *Von Manstein*, GVH *Monaco* (6xF-111), FFA *Barry*, SAV *Raven* (11xF-18B, 1xF-18BE), FCR *Moonshine*, enter map on Turn #1 anywhere along the 42xx map edge, heading E or F, speed max, WS–III.

KLINGON: D7W *Demonstalker* (1xG-1, 1xG-1B), E6 *Korgal*, F5K *Fire Cry*, F5V *Storm Carrier* (8xZ-YB), E4A *Obstinate*, enter the map on Turn #1 anywhere along the 01xx map edge, heading B or C, speed max, WS–III.

(SH233.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH233.4) SPECIAL RULES

(SH233.41) MAP: Use a floating map. The Federation units can only disengage in directions A, B, or C. The Klingon units can only disengage in direction D, E, or F. Units which disengage in unauthorized directions are considered destroyed.

(SH233.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs. All shuttles are advanced types.

(SH233.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH233.431).

(SH233.422) If using EW fighters, use the EW fighters as listed in (SH233.2) above. If not using EW fighters, treat these as standard fighters of their respective squadrons.

Mega-fighter packs can be purchased as Commander's Options.

(SH233.423) The PFs are as listed in (SH233.2) above.

(SH233.43) COMMANDER'S OPTION ITEMS

(SH233.431) 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. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SH233.432) All drones are "fast," i.e., speed–32.

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

(SH233.433) Prime Teams (G32.0) are not available in this scenario.

(SH233.44) REFITS are as listed in (SH233.2) except that all units have received the Y175 refit if one is available for that ship.

(SH233.45) FEDERATION LIMITATIONS: The *Monaco* had been relegated to transferring F-111s to combat units close to the front in high threat areas. (Which, during this offensive was the entire front.) As it was not expected to see combat, outside of a Fast Raider (before things went bad for the *Napoleon*) it had been looted of many of its special drones by the front-line combat ships. It losses its "D%" bonus for special drones, both for its F-111s and its own drone racks.

The *Moonshine* has already transferred all of its stores and replacement crew to other Federation carriers. It only has its own drone reloads for its own rack available.

(SH233.46) HOLDING THE LINE: Beginning on Turn #7 the Federation player receives 10 victory points per size class 4 ship, and 25 victory points per size class 3 ship that has not disengaged or been destroyed at the end of the turn. He receives this bonus every turn until the scenario ends.

(SH233.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). See (SH233.46) for Federation bonuses.

The Klingons receive a 50 point bonus if, at the end of the scenario, the *Demonstalker* is not crippled (or destroyed) and has not disengaged.

(SH233.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH233.61) Replace the Klingon ships with an allied Lyran task force of a CCH with 2xPF, DW, DD, DWV (8xZ-YB), and FFA.

(SH233.62) Add an F5S to the Klingon force and a DWS to the Federation force.

(SH233.63) For a smaller battle, delete the Federation SAV and its fighters from the Federation force, and the F5V and its fighters and the E4A from the Klingon force.

(SH233.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH233.71) Change the Federation FFG to a DW, or the Klingon E6 to an F5W.

(SH233.72) Replace the Klingon D7W with a D5W.

(SH233.73) Delete or add a small ship from/to one side.

(SH233.8) TACTICS

FEDERATION: You cannot outrun him because the SAV and the GVH are too slow. Try to keep enough drones out to keep him tied up. This will mean timing the launch and recovery of your fighters very carefully with your few drone racks. You need to have enough that he cannot force his way through without risking major damage, but not so much that you cannot repeat the process on subsequent turns. Any time you fail to have a good wall of drones will be a time when you get really hurt. Otherwise, you can expect his disruptors to gradually wear your ships down to the point where you will have to run.

KLINGON: Decide what you want. You can have the slow ships just by pressing forward and waiting until there is a break in the drone swarm. But if you choose that option, the other Federation ships are sure to disengage and escape. Wear down the ships so that they cannot run, then sweep them all up.

HISTORICAL OUTCOME: The Klingons closed with the slower Federation force, but were caught off guard by the F-111s which slowed their drive. Unfortunately, the *Monaco* could not re-arm them fast enough, and it and the SAV were just too slow to stay ahead of the charging Klingons. The SAV was destroyed in a final rear-guard action (at least that was how the Federation described it) while the remaining Federation ships disengaged. Only two of the F-111s were recovered before the retreat.

The Klingons lost all of their attrition units, but suffered no severe damage to their ships. Still, with drone stores depleted the Klingon commander decided to preserve his ships and turned away from pursuing the Federation ships deeper into Federation held territory and possible ambush.

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ANNEX #3 MASTER SHIP CHART

See Pages #47 and #48.

ANNEX #3A: MOVEMENT COST AND TURN MODES FOR TUGS AND LTTs

TUG CLASS	0 PODS	1 POD	2 PODS	3 PODS
Klingon B10T	2E	2E	2E	2.5E
Romulan FHT	1C	1C	1D	1.5D
Romulan SPT	0.67B	1C	1.33D	NA
Tholian ATG	0.67B	1B	1.33C	1.75D
Neo-Tholian NTG	1B	1B	1.5C	2D
Orion	0.67B	1C	1.33D	1.67D
Seltorian TUG	1D	1D	1E	1.5E

*These tugs are fitted with special linkages enabling them to dock to any unit for purposes of towing, but their movement cost is always the combined movement costs of the tug and the object being towed, see Annex #7L.

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. To previously published lists, Module R9 adds the following:
GRAVITY: Orion DNH, DNL, BRM, TUG.
AERODYNAMIC: The following ships can use the Aerodynamic Landing System: All able to use gravity landing.
ENGINE: All ships capable of aerodynamic landing.
BONUS: All ships that can land under engine power and Federation saucers receive the 1-5 bonus for crash landing (P2.431).

ANNEX #7F NIMBLE UNITS

None in Module R9.

ANNEX #7G: CARRIER INFORMATION

Race	CV	Ftrs	Admin	Bays	Store	DC
Fed	NSV	6H	4	1	200	12
	ACS	12+6H	4	2(+1M)	300	24
	GVH	6H	2	1(+1M)	200	12
	VDB	6H	4	1(+1M)	200	12
Klingon	DWB	6H	2	1	200	12
Romulan	FHU	12+6H	2	3	100¥	24
	P-V	6	0	1	60¥	6
	P-VA	12	0	1	125¥	12
Kzinti	NSV	6H	4	1	200	12
Gorn	MSV	6H	2	1	100¥	12
Tholian	NRV	6	4	1(+6E)	—	6
	P-HV	6H	2	3	—	12
	P-VA	24	0	2	—	24
Hydran	DNW	12	4	2	—	12
	DNM	12	2	3	—	12
	DLX	12	2	3	—	12
	CAM	2	2	1	—	2
Lyran	NSV	6H	4	2	200	12
	DCS	12	4	2	200	12

¥ These are type-D torpedoes.
† This assumes drone using fighters are present. If fighters that use plasma-Ds are present, drone storage represents plasma-Ds.
+M indicates mechlinks for heavy fighters carried outside the normal bay, all are counted as a single bay.
+E indicates Tholian external fighter bays.
The "H" in the Fighters column indicates heavy fighters.

ANNEX #7N: DRONE RELOADS

RULE	SHIP	TYPE	STORAGE
R2.130	VDB	Bombardment*	200
R3.149	DDP	Bombardment	200
R5.99	DNW	Reload	200
R5.100	DNM	Reload	300
R5.101	DLX	Reload	300
R5.103	LCD	Bombardment	200

* Federation VDB has 200 drones stored for bombardment and 200 more stored for carrier use (400 total); see Annex #7G. Klingon DDP has an additional 150 spaces (K2.651) for its PFs.

ANNEX #7S SHIPS SUBJECT TO SHOCK

RULE	SHIP	WEAPON	RATING
R2.127	CAM	Mauler	17
R2.128	MCL	Mauler	13
R3.147	MB10	Mauler	27
R3.148	MC8	Mauler	21
R4.123	CNM	Mauler	21
R5.104	BCM	Mauler	17
R5.105	CMM	Mauler	13
R6.89	BCM	Mauler	17
R6.90	HDM	Mauler	13
R6.91	DDW	Plasma	21
R8.51	BRM	Mauler	13
R9.113	CAM	Mauler	17
R9.114	CMM	Mauler	13
R10.63	DSC	Mauler	17
R10.64	SHV	Mauler	21
R13.78	CAM	Mauler	17
R13.79	CLM	Mauler	13

Klingon Officers by Dale Mckee.

ANNEX #10 TACTICAL INTELLIGENCE HULL TYPE CLASSIFICATIONS

GENERAL SHIPS AND UNITS

MON ..... MNF.

FEDERATION OF PLANETS SHIPS

CA ..... CA, CC, CAD, CF, CX, CB§, CV‡, BC‡, GS‡, CAM§.
CS ..... CS.
CV‡ ..... CVS, CVB, CVH, ACS, VDB.
DNL ..... DNL, DVL, DLX.
DNM ..... DNM.
DNW ..... DNW.
GCA ..... GCA, GVM§, GVH§.
NCL ..... MCL§.
NCV‡ ..... NSV, NCV, NHV, NDS.

KLINGON EMPIRE SHIPS

B10 ..... MB10§.
B10T ..... Unique.
C5 ..... C5X.
C5M C5M
C8 ..... MC8§.
D5W ..... DWB.
D6 ..... DDP.
LD4 ..... LD4, LDV‡, D4P, D4J; Romulan KD4.
WD5 ..... WD5.

ROMULAN STAR EMPIRE SHIPS

CON ..... CNM§.
FH ..... FHU, FHT
Pod ..... Pod
SHR ..... SHX
SP ..... SPT

KZINTI HEGEMONY SHIPS

BC ..... BCM§.
CM ..... CMM§.
DNL ..... DNL, DNX.
DNM ..... DNM.
DNW ..... DNW.
LCS ..... LCS, LCV, LCD, LPF.
NCA ..... NSV§.

GORN CONFEDERATION SHIPS

BC ..... BCM§.
CM ..... MSV.
DD ..... DDW§.
DNL ..... DLX, DLF.
DNM ..... DNM.
HDD ..... HDM§.
LCL ..... LCL, LCV, LPF.

THOLIAN HOLDFAST SHIPS

CA ..... ATG.
NCA ..... NTG, NSR, NCH§,
NCL ..... NCM§.
NDD ..... NDH§.
NFF ..... NFH§.

ORION MERCHANT'S ASSOCIATION SHIPS

BR ..... BRM.
DN ..... DNH.
DNL ..... DNL.
SAL ..... TUG.

HYDRAN KINGDOM SHIPS

CA ..... CAM§.
CM ..... CMM§.
DNL ..... DLX.
DNM ..... DNM.
DNW ..... DNW.
LCA ..... LPF, LCV, LCA.
PG ..... PGC, PGG, PGR, PGF, PFT, PGS.

ANDROMEDAN INVADERS' SHIPS

CONQ ..... DSC.
INT ..... SHV.

LYRAN STAR EMPIRE SHIPS

CA ..... DCS.
CAL ..... CAL.
DNL ..... DLX.
DNM ..... DNM.
DNW ..... DNW.
NCA ..... NSV.
LDR ships ..... Distinguished from Lyran ships at Level "I" when their phaser-Gs are discernable (assuming that they have phaser-Gs) or when other changes are noted.

WYN DEFENSE SHIPS

DN ..... DN, DNH.
DNL ..... DNL

INTERSTELLAR CONCORDIUM SHIPS

CA ..... CAM§.
CA ..... CAT
CL ..... CLM§.
CW ..... CW
DNL ..... DNL, DLX.
DNM ..... DNM.
DNW ..... DNW.
DW ..... DW

LYRAN DEMOCRATIC REPUBLIC SHIPS

LDR ships are included in the Lyran section. FP and FDD are unique.

SELTORIAN SHIPS

CA ..... SR, TG.

TACTICAL INTELLIGENCE NOTES

‡ 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.

4. Each type of base is a separate hull type, with the exception that SAMS and ComPlats are of a ‡ Group.

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Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Rating	Notes
GENERIC UNITS; MONITORS														
MNF	40	20	200	2-6	0.50	2	3	D	1.71	170‡	6	18	6	UNV
UNITED FEDERATION OF PLANETS														
ACS	46	10	157/110	5-6	1.00	2+2+1H	3	D	2.129	177‡	8	15	9	◆V H CNJ D%
CAM	43	10	137	5-6	1.00	0	3	D	2.127	175‡	8	29	8	✚, CNJ, S
CS	40	10	125	5-6	0.83	2	3	D	2.131	165	7	19	8	L
DLX	58	24	400	3-6	1.25	2	2	D	2.125	182‡	11	34	10	IMP, X
DNM	54	16	264	3-6	1.50	2	2	D	2.124	180‡	11	33	10	UNV
DNW	54	16	236	3-6	1.50	2	2	E	2.123	178‡	13	30	10	UNV, Y1
GVH	41	10	105	5-6	1.00	2+1H	3	D	2.126	177	8	13	8	V H L Y1
MCL	36	8	128	4-6	0.67	0	3	C	2.128	175‡	6	20	6	✚, CNJ, S
NSV	46	10	162/130	5-6	1.00	2+1H	3	D	2.122	180	8	18	8	◆ V Y1 D% L H
VDB	46	10	170/160	5-6	1.00	2+1H	3	D	2.130	180‡	8	17	8	◆UNV H V D%
KLINGON EMPIRE														
B10T	49	24	333	2-6	2.00	4	2	E	3.150	Y183‡	40	42	10	UNV, TG
B10TA	49	24	357	2-6	2.00	4	2	E	3.150	Y183‡	40	42	10	UNV, TG
C5M	58	20	250	3-6	1.50	2	2	D	3.144	Y180‡	12	34	10	UNV
C5X	64	30	400	3-6	1.25	2	2	D	3.145	Y182‡	13	35	10	IMP X
LD4J	38	14	94/70	5-6	1.00	2	3	B	3.151	Y122	7	15	7	L, Penal
LD4P	39	8	95/60	5-6	1.00	2	3	B	3.146	Y180	7	12	8	◆, P, L
DWB	49	10	165/133	5-6	1.00	2+1H	3	B	3.142	Y176‡	7	17	8	◆ UNV V H D%
DDP	46	6	123	5-6	1.00	2	3	B	3.149	Y180‡	7	16	8	◆ P DB UNV
MB10	81	22	340	2-6	2.00	2	2	E	3.147	Y184‡	36	53	10	✚ CNJ S
MB10A	81	22	364	2-6	2.00	2	2	E	3.147	Y184‡	36	53	10	✚ CNJ S
MC8	60	14	230	3-6	1.50	1	2	D	3.148	Y175‡	12	36	10	✚, UNV, S
WD5	60	24	240	2-6	1.50	2	2	E	3.143	Y177‡	14	48	9	UNV, LA
ROMULAN STAR EMPIRE														
CNM	50	14	246	5-6	1.50	2	2	E	4.123	175‡	12	40	9	✚ CNJ S
FHT	40	12	173/145	5-6	1.00†	2	3	C†	4.125	170‡	8	17	8	TG CNJ
FHU	40	8	186/120	5-6	1.00	1+4+1H	3	C	4.121	177‡	8	17	9	◆ V H UNV
SHX	52	30	350	5-6	1.25	2	2	E	4.122	182‡	13	33	10	IMP X
SPT	34	8	124/100	5-6	0.67†	1	3	C†	4.124	172‡	7(8)	14	6	TG, CNJ
P-B	10	6	34	–	■	1	4	–	4.126A	164‡	3	+3	+2	CNJ
P-SC	10	4	30/15	–	■	0	4	–	4.126B	165‡	3	+3	+0	◆ CNJ
P-SD	3	1	28/15	–	■	0	4	–	4.126C	163‡	3	+4	+0	CNJ
P-V	10	3	14/12	–	■	0+2	4	–	4.126D	168‡	3	+2	+1	V CNJ
P-VA	14	4	25	–	■	0+4	4	–	4.126E	168‡	4	+1	+1	V CNJ
P-HV	4+6	0	30/10	–	■	0	4	–	4.126F	168‡	3	+0	+0	CNJ
P-TT	27	48	32/22	–	▲	0	4	–	4.126G	162‡	3	+1	+0	CNJ T
P-PF	10	2	20/12	–	■	0	4	–	4.126H	182‡	3	+1	+0	◆ P CNJ
P-PK	10	2	20/10	–	■	0	4	–	4.126H	182‡	3	+1	+0	◆ P CNJ
P-PT	4+10	0	30/12	–	■	0	4	–	4.126I	182‡	3	+0	+0	CNJ
P-R	10	2	34/18	–	■	0	4	–	4.126J	162‡	3	+2	+0	CNJ
KZINTI HEGEMONY														
BCM	40	16	140	5-6	1.00	0	3	C	5.104	175‡	7	26	8	✚ CNJ S
CMM	33	12	122	5-6	0.67	0	3	B	5.105	175‡	6	20	6	✚ CNJ S
DLX	70	28	360	4-6	1.25	2	2	E	5.101	182‡	13	33	10	IMP X
DNM	58	20	240	4-6	1.50	2	2	E	5.100	180‡	13	34	10	UNV
DNW	62	20	220	3-6	1.50	2	2	E	5.99	177‡	9	31	10	UNV
LCD	34	12	100/90	5-6	1.00	2	3	C	5.103	160	7	14	8	◆ L DB
LPF	39	12	100/85	5-6	1.00	2	3	C	5.102	181	7	13	8	◆ L P
NSV	41	16	152/122	5-6	1.00	2+1H	3	C	5.98	180	7	17	8	◆ V H
CONFEDERATION OF THE GORN														
BCM	48	16	172	5-6	1.00	3	3	D	6.89	175‡	8	28	8	✚ CNJ S
DDW	26	6	119	4-6	0.50	1	4	C	6.91	164	5	13	4	L S
DLF	60	30	219	4-6	1.25	4	2	E	6.92	180‡	12	29	9	UNV
DLX	75	40	360	4-6	1.25	4	2	E	6.87	183‡	13	31	10	IMP, X
DNM	67	30	240	4-6	1.50	4	2	E	6.86	180‡	12	30	10	UNV
HDM	32	12	123	5-6	0.67	1	3	C	6.90	175‡	6	20	6	✚ CNJ S
LPF	18	4	60/37	4-6	0.50	1	4	C	6.88	179	4	6	4	◆ P L
MSV	42	12	170/130	5-6	1.00	1+1H	3	D	6.85	180	8	17	8	◆ V H L

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Rating	Notes
THOLIAN HOLDFAST														
NSR	48	15	180/140	5-6	1.00	2	3	B	7.79	178‡	8-6	11+4	8	◆ CNJ
NRV	45	15	192/152	5-6	1.00	2	3	B	7.79A	178‡	8-6	11+4	8	◆ CNJ V
NTG	38	10	170/125	5-6	1.00†	2	3	B†	7.78	170‡	8-6	13+4	8	TG CNJ
ATG	34	10	134/116	4-6	0.67†	1	3	B†	7.54	170‡	7	15	8	TG CNJ
P-B	28	8	108/65	—	▲	—	4	—	7.55A	170‡	4	+11	+2	CNJ
P-VA	24	4	74/34	—	■	0+4	4	—	7.55B	172‡	4	+5	+1	CNJ V
P-SC	12	4	65/30	—	■	—	4	—	7.55C	170‡	4	+5	+1	◆ CNJ
P-R	20	4	44/22	—	■	—	4	—	7.55D	170‡	4	+2	—	CNJ
P-SD	6	2	28/10	—	■	—	4	—	7.55E	170‡	4	+2	—	CNJ
P-SL	4+30	2	48/20	—	▲	—	4	—	7.55F	170‡	4	+3	—	CNJ
P-HVL	16	2	48/36	—	▲	—	4	—	7.55G	178‡	4	+3	—	◆ CNJ V H
P-FCF	8+6	4	36	—	▲	—	4	—	7.55H	178‡	4	+3	—	CNJ
P-PFT	20	2	38/24	—	■	—	4	—	7.55I	181‡	4	+1	—	◆ CNJ P
P-T	5+32	66	43/27	—	▲	1	4	—	7.55J	170‡	4	+3	—	CNJ T
ORION MERCHANTS' ASSOCIATION														
BRM	26	10	127	6	0.67	0	3	A	8.51	175‡	6	29	6	✚ CNJ S
DNH	50	26	300	4-6	1.50	3	2	D	8.49	180‡	12	41	10	CNJ
DNL	47	24	265	4-6	1.25	2	2	D	8.50	170‡	11	35	9	CNJ
TUG	48	20	120/90	4-6	0.67†	1+1H	3	B†	8.52	150‡	8	25	8	CNJ TG
HYDRAN KINGDOM														
CAM	36	14	142	5-6	1.00	1+1	3	C	9.113	175‡	9	25	8	✚ CNJ S V
CMM	31	12	129	5-6	0.67	1	3	B	9.114	175‡	8	20	6	✚ CNJ S
DNM	58	20	206	4-6	1.50	3+4	2	D	9.110	180‡	12	29	10	UNV V
DLX	67	28	260	4-6	1.25	2+3	2	D	9.111	183‡	12	31	10	IMP X V
DNW	58	12	186	4-6	1.50	3+4	2	C	9.109	178	11	27	10	L V
LPF	34	10	107/76	5-6	1.00	1	3	C	9.112	180	9	11	8	◆ P L
ANDROMEDAN INVADERS														
DSC	20	8	212	6	0.67	—	3	B	10.63	185‡	12	24	8	✚ CNJ S
SHV	24	10	500	6	1.00	—	3	C	10.64	185‡	36	33	6	✚ CNJ S
LYRAN STAR EMPIRE														
CAL	48	12	153	5-6	1.00	1	3	C	11.90	175	8	20	9	L
DCS	44	10	150/100	5-6	1.00	2+4	3	C	11.89	180	7	19	9	◆ L V P D%
DLX	66	30	400	3-6	1.25	2	2	D	11.88	182‡	15	34	10	IMP X P
DNM	60	20	242	3-6	1.50	2	2	D	11.87	177‡	14	31	10	UNV P
DNW	56	16	230	3-6	1.50	2	2	D	11.86	177	13	29	10	L P
NSV	46	12	166/136	5-6	1.00	2+2H	2	C	11.85	180‡	8	18	9	◆ V H UNV D%
WYN STAR CLUSTER														
DNH	59	26	270	3-6	1.50	2+1	2	D	12.50	188‡	14	34	10	CNJ
DNL	55	26	236	3-6	1.25	2+1	2	D	12.49	188‡	14	29	9	CNJ
INTERSTELLAR CONCORDIUM														
CAM	46	14	197	5-6	1.00	3	3	D	13.78	175‡	10	31	8	✚ CNJ S
CAT	46	14	175	5-6	1.00	3	3	D	13.82	165	10	22	8	L
CLM	36	12	157	5-6	0.67	2	3	C	13.79	175‡	6	22	6	✚ CNJ S
CW	39	12	151	5-6	0.67	2	3	C	13.80	187	7	19	6	UNV:Y170‡
DLX	68	32	400	3-6	1.25	4	2	E	13.77	183‡	14	32	10	IMP X
DNM	62	24	292	3-6	1.50	4	2	E	13.76	183	16	34	10	L
DNW	62	24	285	3-6	1.50	4	2	E	13.75	180‡	16	31	10	UNV
DW	24	8	93	6	0.50	1	4	B	13.81	187	6	10	4	UNV:Y170‡
LYRAN DEMOCRATIC REPUBLIC														
FP	30	6	120	5-6	0.67	1	4	B	14.44	177	6	17	4	
FDD	37	10	130	5-6	0.67	1	3	B	14.45	177	7	19	6	
SELTORIAN TRIBUNAL														
SR	59	24	162/112	4-6	1.00	1+1G	3	D	15.33	182‡	8	19	8	◆ CNJ
TUG	50	20	155/125	4-6	1.00†	1+1G	3	D†	15.34	184‡	8	19	8	CNJ TG

NOTE: Listing of spare shuttles is: Shuttles + Fighters.
Year in Service dates marked with ‡ indicate the *earliest* year in which a ship of an un-built type might have entered service.

R9 RULES — 5628

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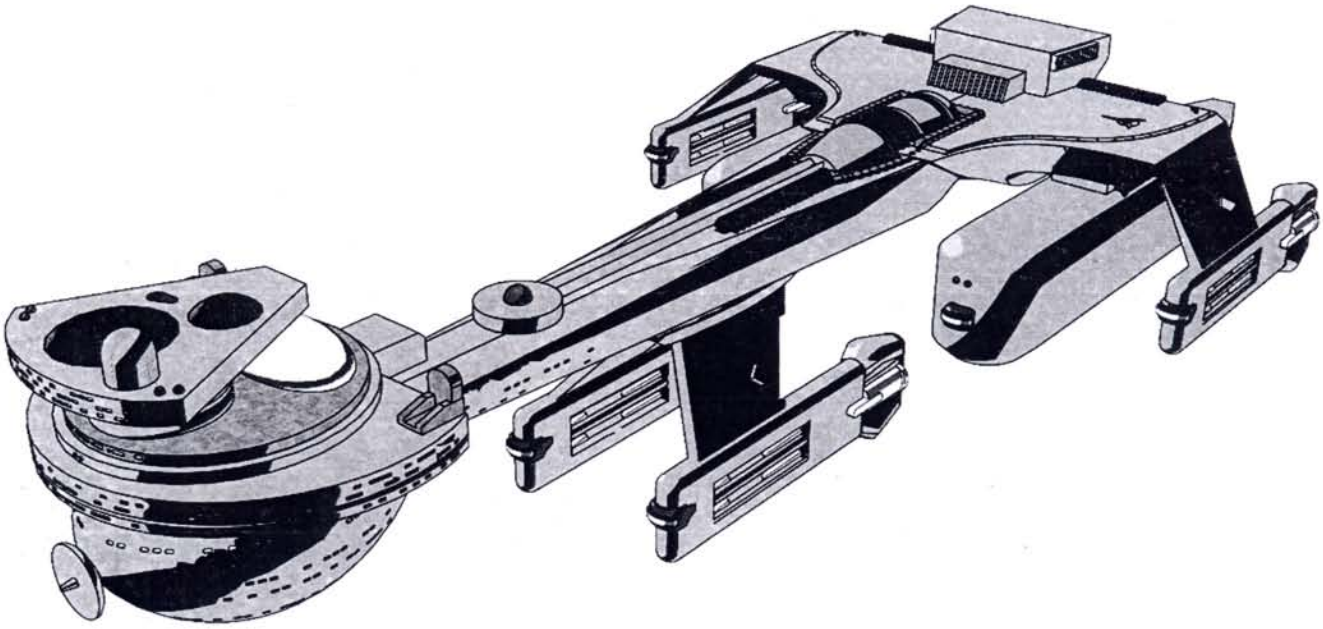


MODULE R9 RULEBOOK 5628

STAR FLEET BATTLES
MODULE R9
THE SHIPS THAT NEVER WERE
SSD BOOK

CREW UNITS

			*							10
										20

BOARDING PARTIES

					6

PROBES

			5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (J1.59).

TRANSPORTER BOMBS

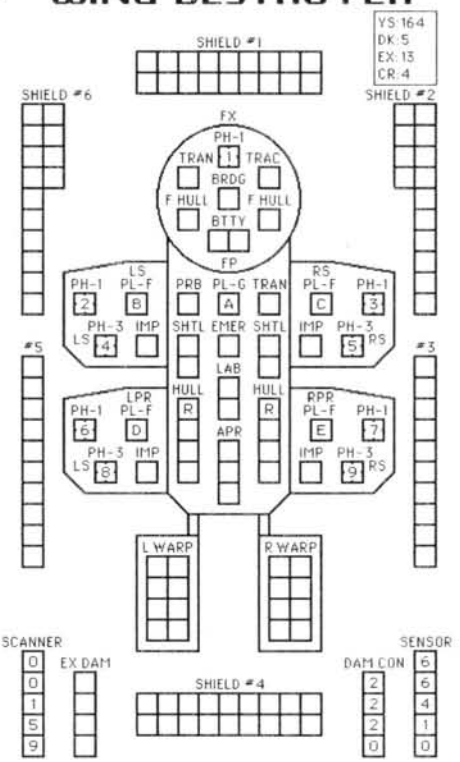
		D	D

SHIP DATA TABLE		
TYPE	=	DDW
POINT VALUE	=	119
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R6.91

CNTR

GORN DOUBLE-WING DESTROYER

YS:164
DK:5
EX:13
CR:4



TYPE I OFFENSIVE PHASER TABLE

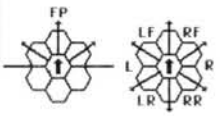
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

SHOCK 21		
PLASMA		
T/I	D#	RT

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
BD	5	21-27
	6	28+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



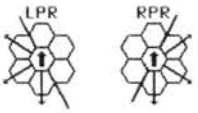
PSEUDO-PLASMA TORPEDOES

A	G	B	F	C	F	D	F	E	F				

LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20
TYPE G	20	20	15	15	15	10	5	1
TYPE F	20	15	10	5	1	0	0	0
BOLT	1-4	1-3	1-2					



WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST (6) = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	(6)	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

★ STAR FLEET BATTLES ★
THE SHIPS THAT NEVER WERE
MODULE R9 — SSD BOOK

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GENERAL UNITS
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FEDERATION UNITS
R2.122 ..... Heavy Scout Carrier 3
R2.123 ..... New Dreadnought 4
R2.124 ..... Medium Dreadnought 5
R2.125 ..... Light X-Dreadnought 6
R2.126 ..... National Guard F111 Carrier 7
R2.127 ..... Heavy Mauler Cruiser 8
R2.128 ..... New Mauler Cruiser 9
R2.129 ..... Area Control Ship 10
R2.130 ..... Bombardment Carrier 11
R2.131 ..... Strike Cruiser 12

KLINGON UNITS
R3.142 ..... DWB Heavy Scout Carrier 13
R3.143 ..... WD5 War Dreadnought 14
R3.144 ..... C5M Medium Dreadnought 15
R3.145 ..... C5X Light X-Dreadnought 16
R3.146 ..... LD4P Naval Reserve PF Tender 17
R3.147 ..... MB10 Mauler Battleship 18
R3.148 ..... MC8 Mauler Dreadnought 19
R3.149 ..... D6DP Bombardment Tender 20
R3.150 ..... B10T Emergency Battleship 21
R3.151 ..... LD4J Naval Reserve Penal Ship 22

ROMULAN UNITS
R4.121 ..... FireHawk-U Area Control Ship 23
R4.122 ..... Shrike Light X-Dreadnought 24
R4.123 ..... Condor Mauler 25
R4.124 ..... SparrowHawk-T Light Tactical Transport 26
R4.125 ..... FireHawk-T Heavy Fleet Transport 27
R4.126 ..... Pods 28

KZINTI UNITS
R5.98 ..... Heavy Scout Carrier 29
R5.99 ..... War Dreadnought 30
R5.100 ..... Medium Dreadnought 31
R5.101 ..... Light X-Dreadnought 32
R5.102 ..... Local Defense PF Tender 33
R5.103 ..... Local Defense Drone Bombardment Cruiser ... 34
R5.104 ..... Heavy Mauler Cruiser 35
R5.105 ..... Medium Mauler Cruiser 36

GORN UNITS
R6.85 ..... Medium Scout Carrier 37
R6.86 ..... Medium Dreadnought 38
R6.87 ..... Light X-Dreadnought 39
R6.88 ..... Local Defense PF Tender 40
R6.89 ..... Battle Cruiser Mauler 41
R6.90 ..... Heavy Destroyer Mauler 42
R6.91 ..... Double-Wing Destroyer 43
R6.92 ..... Light Raiding Dreadnought 44

THOLIAN UNITS
R7.54 ..... Tug 46
R7.55 ..... Tug Pods 47
R7.78 ..... Neo-Tholian Tug 45
R7.79 ..... Neo-Tholian Survey Ship 48

ORION UNITS
R8.49 ..... Heavy Dreadnought 49
R8.50 ..... Light Dreadnought 50
R8.51 ..... Battle Raider Mauler 51
R8.52 ..... Fleet Transport 52

HYDRAN UNITS
R9.109 ..... War Dreadnought 53
R9.110 ..... Medium Dreadnought 54
R9.111 ..... Light X-Dreadnought 55
R9.112 ..... Local Defense PF Tender 56
R9.113 ..... Heavy Mauler Cruiser 57
R9.114 ..... Medium Mauler Cruiser 58

ANDROMEDAN UNITS
R10.63 ..... Destructor Mauler 59
R10.64 ..... Shiva Mauler 60

LYRAN UNITS
R11.85 ..... Heavy Scout Carrier 61
R11.86 ..... War Dreadnought 62
R11.87 ..... Medium Dreadnought 63
R11.88 ..... Light X-Dreadnought 64
R11.89 ..... Division Control Ship 65
R11.90 ..... Lioness Heavy Cruiser 66

WYN UNITS
R12.49 ..... Light Dreadnought 67
R12.50 ..... Heavy Dreadnought 68

ISC UNITS
R13.75 ..... War Dreadnought 69
R13.76 ..... Medium Dreadnought 70
R13.77 ..... Light X-Dreadnought 71
R13.78 ..... Heavy Mauler Cruiser 72
R13.79 ..... Light Mauler Cruiser 73
R13.80 ..... War Cruiser 74
R13.81 ..... War Destroyer 75
R13.82 ..... Independent Patrol Cruiser 76

LDR UNITS
R14.44 ..... Fleet Police Ship 77
R14.45 ..... Fleet Destroyer 78

SELTORIAN UNITS
R15.33 ..... Survey Cruiser 79
R15.34 ..... Fleet Transport 80

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FAST MONITOR

YS:170 I
DK:6
EX:18
CR:6

CREW UNITS

		*						10
								20
								30
								40

BOARDING PARTIES

								10
								20

TRANSPORTER BOMBS

				D	D	D	D

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	MNF
POINT VALUE	=	200
BREAKDOWN	=	2-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R1.71

CNTR

SHIELD #6

SHIELD #1

SHIELD #2

SHIELD #5

SHIELD #3

SHIELD #4

BRIDGE
TRAN
TRAN
PH-3-LS
1 2 3 4
WPN A
PH-3-RS
5 6 7 8
APR
HULL F
HULL R
AUX
EMER
BTTY
BTTY
LS C
WRP C
WPN B
SHUTTLE
RS D
WRP C
TRAC
TRAC
IMPULSE

SENSOR 6 6 1 0

SCANNER 0 0 5 9

DAM CON 4 2 2 0

EX DAM

FP

LF RF L R LR RR

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR
FX = L + LF + RF + R

SEE (R1.22B) FOR MANEUVER LIMITATIONS.

SEE (R1.22D) FOR RACIAL MODIFICATIONS.

TURN MODE	SPEED
D 1	2 - 4
2	5 - 8
3	9 - 12
HET 4	13 - 17
5	18 - 24
BD 6	25+

INSERT PHASER-1 OR PHASER-2 TABLE

INSERT HEAVY WEAPONS TABLE, DRONE RACK CHARTS, OR OTHER ITEMS REQUIRED FOR THE SPECIFIC MONITOR SELECTED. SEE (R1.22C).

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

INSERT HEAVY WEAPONS TABLE, DRONE RACK CHARTS, OR OTHER ITEMS REQUIRED FOR THE SPECIFIC MONITOR SELECTED. SEE (R1.22C).

PALLET

HULL	TRAN	LAB
C		
	FLAG	
WRP C	WRP C	WRP C

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST (6) = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	(6)	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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FEDERATION HEAVY SCOUT CARRIER

CNTR

YS:180
DK:8
EX:18
CR:8

CREW UNITS

			*						10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	NSV
POINT VALUE	=	162/130
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.122

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

DECK CREWS

									10

PROBES

				5

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

TYPE II PHASER (FTR)

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	6	5	5	4	3	2
2	6	5	4	4	2	1
3	6	4	4	4	1	1
4	5	4	4	3	1	0
5	5	4	3	3	0	0
6	5	3	3	3	0	0

TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

SCOUT FUNCTIONS SUMMARY

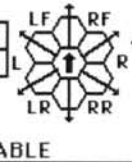
21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

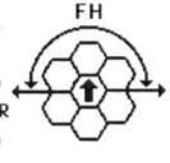
SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

DRONE RACKS

1									G
2									G

RACKS HAD THREE RELOADS.
ONE RELOAD IS ENTIRELY ADDs.



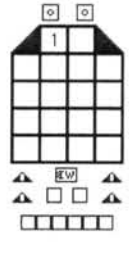


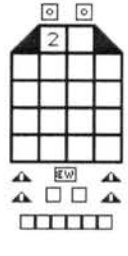
ANTI-DRONE TABLE

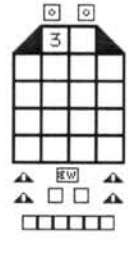
RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

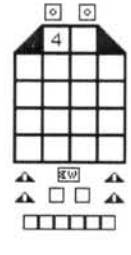
A-20 PHOTON TORPEDO TABLE

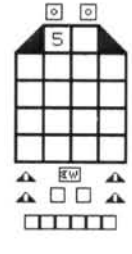
RANGE	0-1	2	3-4	5-8	9-12
HIT, STD	NA	1-5	1-4	1-3	1-2
HIT, PROX	NA	NA	NA	NA	1-4
DAMAGE, STD	NA	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4

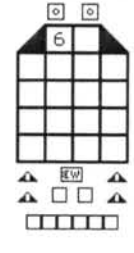












A-20F FIGHTERS
1xPh-2-FX
1xPh-3-RX
DFR = 0
CRIPPLED = 12
SPEED = 15
BPV = 18

SHIELD #1

SHIELD #6

SHIELD #2

SENSOR 1 2 3 4

PH-3 LS 3 | BTTY | PH-1-FH 1 2 | TRAN | 4 PH-3 RS

PH-1 5 LS 6 | LAB | BRIDGE | AWR | PH-1 7 8 RS

SHUTTLE

F HULL | F HULL

SHIELD #5

TRAC | TRAC

IMPULSE

SHIELD #3

L WARP | R WARP

EMER | PRB

AUX | PH-1 9 10 360° | BTTY

HULL R | DRN 1 2 | HULL R

SENSOR 6 6 5 3 1 0

DAM CON 4 4 2 2 2 0

SCANNER 0 0 1 3 5 9

EX DAM

C WARP

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

LS = LF + L + LR
RS = RF + R + RR

SHIELD #4

FEDERATION NEW DREADNOUGHT

CREW UNITS

			*						10
									20
									30
									40
									50

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

						D	D	D	D	D	D

BOARDING PARTIES

									10

PROBES

				5

SHIP DATA TABLE

TYPE	=	DNW
POINT VALUE	=	236
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R2.123

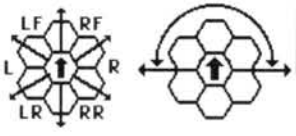
TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE		SPEED
E	1	2 - 3
	2	4 - 6
	3	7 - 10
HET	4	11-14
	5	15-20
BD	6	21-29
	7	30+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DMGE, OVERLOAD	------VARIES------				NA	NA

DRONE RACKS

1					G
2					G
3					G
4					G
5					G

G RACKS ALWAYS HAD THREE RELOADS. ONE RELOAD IS ENTIRELY ADDs.

SENSOR: 6 6 6 6 5 4 3 2 1 0

SCANNER: 0 0 0 0 1 2 3 4 5 9

DAM CON: 6 6 4 4 4 2 2 2 0

EX DAM

CNTR

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

YS:178 I
DK:13
EX:30
CR:10

PHOT-FA A B C D
PH-3 LS 3
BTTY
PH-1-FH 1 2
TRAN
PH-3 RS 4
PH-1 5 LS 6
LAB
BRIDGE
AWR
PH-1 7 8 RS
F HULL
AUX
EMER
F HULL
SHUTTLE
TRAC
TRAC
IMPULSE
C WARP
C WARP
DRONE 1
PRB
TRAN PHOT-FA TRAC
E F
BTTY AWR BTTY
DRN PH-1-360 DRN
2 9 10 4
3 11 12 5
AFT HULL
L WARP
R WARP
FLAG
TRAN PH-1-RA TRAC
13 14

WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX 5 = HET COST 6 = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

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FEDERATION MEDIUM DREADNOUGHT

CREW UNITS

			*							10
										20
										30
										40
										50

BOARDING PARTIES

										10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D	D	D	D	D	D	D

SHIP DATA TABLE

TYPE	=	DNM
POINT VALUE	=	264
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R2.124

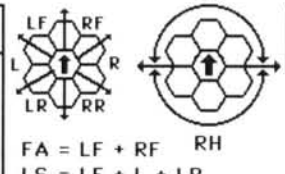
TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DMGE, OVERLOAD	------VARIES------				NA	NA

DRONE RACKS

1										G
2										G
3										G
4										G
5										G
6										G
7										G

G RACKS ALWAYS HAD THREE RELOADS. ONE RELOAD IS ENTIRELY ADDs.

SENSOR

6	6	6	6	5	4	3	2	1	0

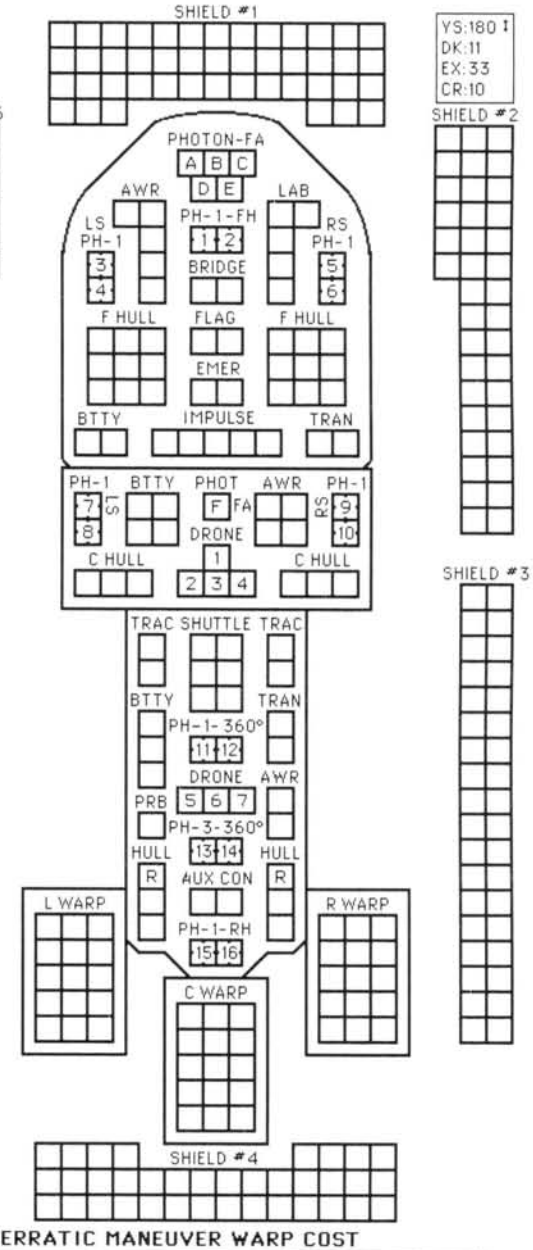
SCANNER

0	0	0	0	1	2	3	4	5	9

DAM CON

6	6	4	4	4	2	2	2	0	

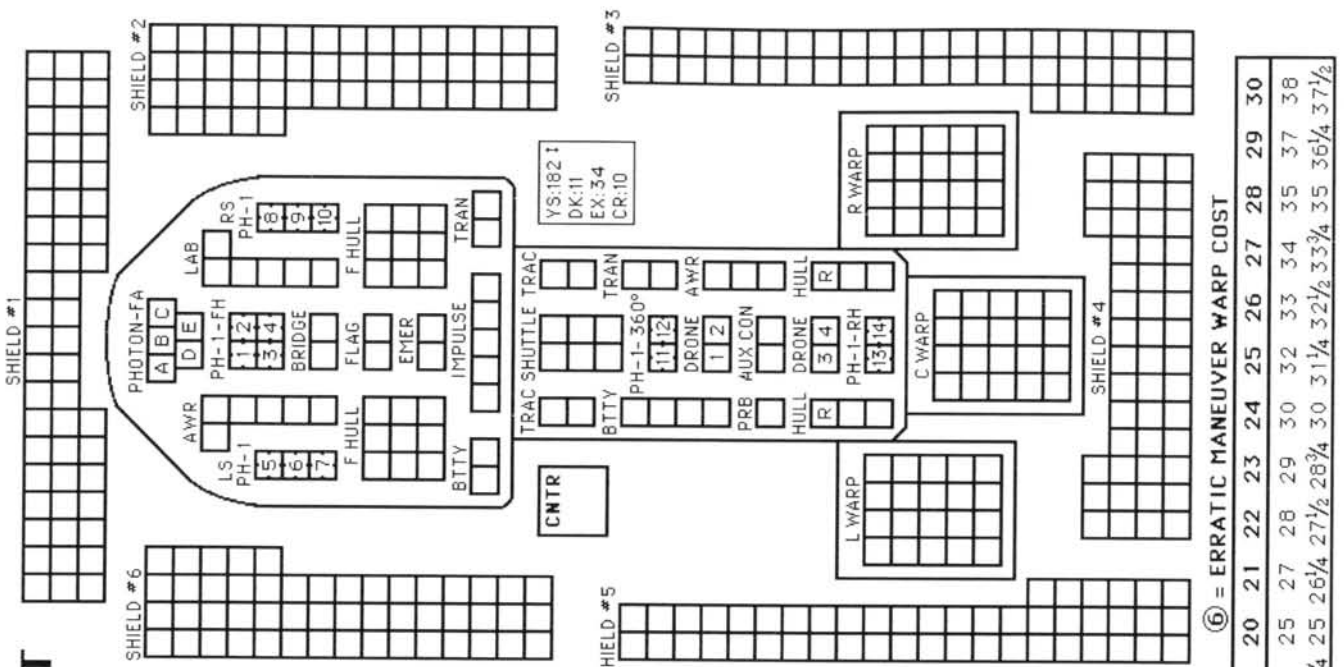
EX DAM



WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX 5 = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard		2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

FEDERATION DLX LIGHT X-DREADNOUGHT



SENSOR: 6 6 6 6 5 4 3 2 1 0

SCANNER: 0 0 0 0 1 2 3 4 5 9

DAM CON: 8 6 6 4 4 4 2 2 2 0

EX DAM

CREW UNITS

FEDERATION NATIONAL GUARD F-111 CARRIER

CNTR

CREW UNITS

			*					10
								20
								30
								40

BOARDING PARTIES

								10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

				D	D	D	D

DECK CREWS

									10

SHIP DATA TABLE

TYPE	=	GVH
POINT VALUE	=	105
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.126

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+

TYPE III DEFENSE PHASER

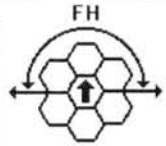
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

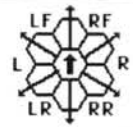
PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DMGE, OVERLOAD	------VARIES------				NA	NA

TYPE II PHASER (FTR)

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	6	5	5	4	3	2
2	6	5	4	4	2	1
3	6	4	4	4	1	1
4	5	4	4	3	1	0
5	5	4	3	3	0	0
6	5	3	3	3	0	0





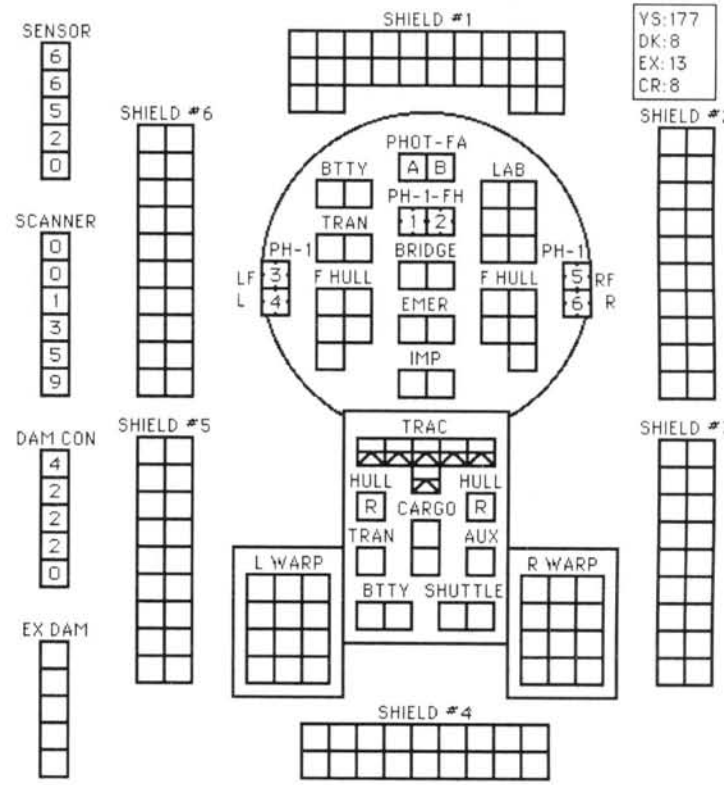
FA = LF + RF

ANTI-DRONE TABLE (FTR)

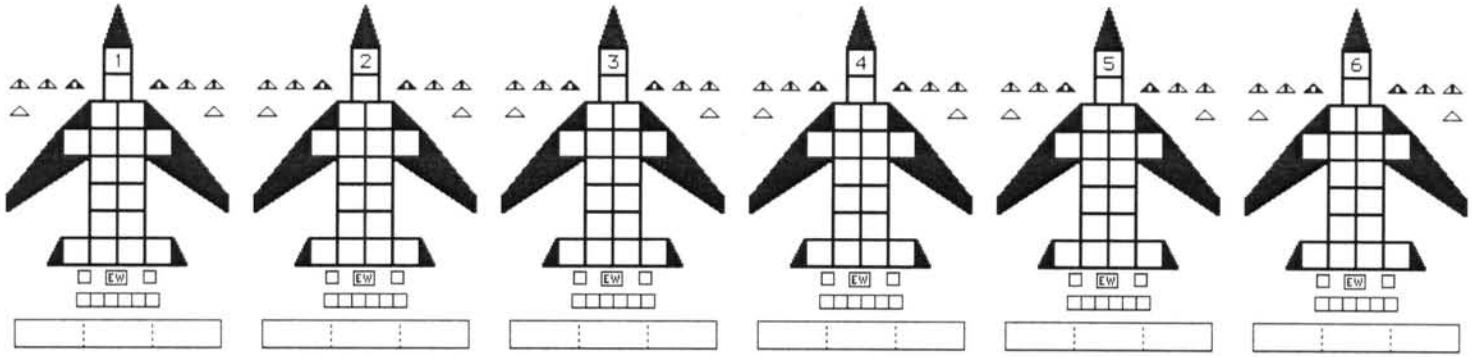
RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

THIS SHIP CAN USE (R2.R5) TO FILL ITS CARGO BOXES.

MOVEMENT COST = 1
HET COST = 5
EM COST = 6



THE RIGHT AND LEFT PHASERS CAN FIRE DOWN THE ROW OF HEXES DIRECTLY TO THE REAR OF THE SHIP.



F-111 FIGHTER DATA
1xPH-G-FX
1xPH-2-FA
1xPH-3-RA
DOGFIGHT RATING = 0
CRIPPLED RATING = 12
SPEED = 15
BPV = 19

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FEDERATION HEAVY MAULER CRUISER

YS: 1751
DK: 8
EX: 29
CR: 8

CREW UNITS

			*						10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	CAM
POINT VALUE	=	137
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.127
Y175 REFIT	=	+0

CNTR

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+

SENSOR

6
6
5
3
1
0

SCANNER

0
0
1
3
5
9

DAM CON

4
4
2
2
2
0

EX DAM

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

BATTERY 1
LAB
TRAN
PH-1 LF 1 L 2
BATTERY 2
PH-1 3 4 RF R
F HULL
BATTERY 3
BRIDGE
EMER
F HULL
IMPULSE
AUX
APR
TRAC
BATTERY 4
PRB
TRAN
L WARP
R WARP
HULL R
SHTTL
HULL R
PH-3 5
DRONE 1 2
PH-3 6
360°
360°

THE RIGHT AND LEFT PHASERS CAN FIRE DOWN THE ROW OF HEXES DIRECTLY TO THE REAR OF THE SHIP.

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

DRONE RACK

1								G
2								G

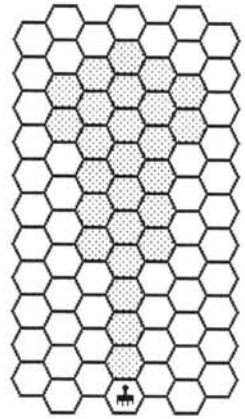
RACK HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER.
ONE RELOAD IS ENTIRELY ADDs.

MAULER RANGE ADJUSTMENT CHART

RANGE	DAMAGE SCORED
0-1	Double the energy discharged
2-5	Equal to energy discharged
6-10	One-half of energy discharged

ANY POWER SYSTEM CONNECTED TO THE MAULER CAN BE DESTROYED ON "ANY WEAPON" HITS.
SEE (D23.0) FOR SHOCK DAMAGE.
SEE (E8.27) FOR ALTERNATE FIRING ARCS.

SHOCK 17		
MAULER		
T/I	D#	RT



MOVEMENT COST = 1
HET COST = 5
EM COST = 6

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FEDERATION (NEW) MAULER CRUISER

CNTR

YS:175 I
DK:6
EX:20
CR:6

CREW UNITS

			*					10
								20
								30

BOARDING PARTIES

							8

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	MCL
POINT VALUE	=	128
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.128

PLUS REFIT(Y165)+4

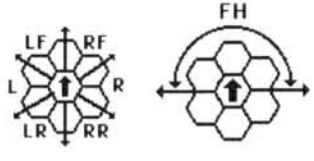
TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

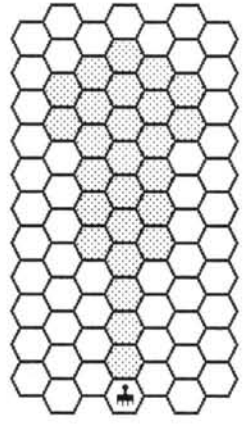
TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

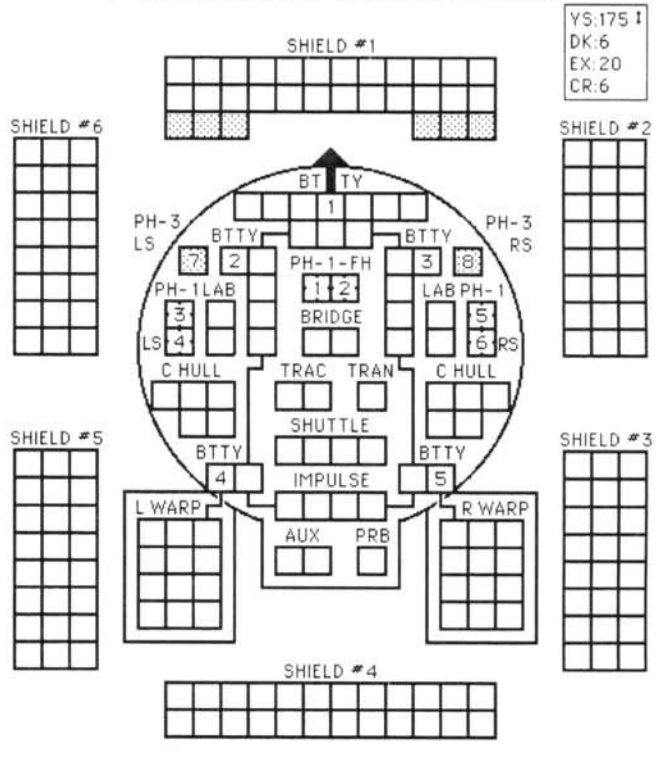
TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



LS = LF + L + LR
RS = RF + R + RR





MAULER RANGE ADJUSTMENT CHART

RANGE	DAMAGE SCORED
0-1	Double the energy discharged
2-5	Equal to energy discharged
6-10	One-half of energy discharged

ANY POWER SYSTEM CONNECTED TO THE MAULER CAN BE DESTROYED ON "ANY WEAPON" HITS.
SEE (D23.0) FOR SHOCK DAMAGE.
SEE (E8.27) FOR ALTERNATE FIRING ARCS.

SHOCK 13		
MAULER		
T/I	D#	RT

SENSOR

6	6	5	3	1	0

SCANNER

0	0	1	3	5	9

DAM CON

4	4	2	2	2	0

EX DAM

SHADED BOXES ARE THE "PLUS" REFIT.

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST (6) = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	(6)	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20

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FEDERATION AREA CONTROL SHIP

CREW UNITS

			*					10
								20
								30
								40

BOARDING PARTIES

								10

DECK CREWS

								10
								20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

NO MINES FROM FTR BAY (M2.113).
TWO BAYS, NO TRANSFERS.

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	ACS
POINT VALUE	=	157/110
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.129

CNTR

YS:177 I
DK:8
EX:15
CR:9

SHIELD #1

SENSOR: 6 6 5 3 1 0

SCANNER: 0 0 1 3 5 9

DAM CON: 4 4 2 2 2 0

EX DAM

SHIELD #6

SHIELD #5

SHIELD #2

SHIELD #3

SHIELD #4

SENSOR 1 2
LAB LAB
BTTY
PH-1 SHUTTLE PH-1
LF 1 1 3 RF
L 2 2 4 R
BRIDGE
F HULL F HULL
FLAG TRAN EMER
DRN 1 DRN 2
IMPULSE

BTTY TRAC AUX
PRB TRAN
CARGO
HULL R HULL R
SHTTL
PH-3 5 PH-3 6

L WARP R WARP

LF RF L R LR RR

PH-3s ARE 360°.

THE RIGHT AND LEFT PHASERS CAN FIRE DOWN THE ROW OF HEXES DIRECTLY TO THE REAR OF THE SHIP.

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
BD	5	18-24
	6	25+

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

A-20F FIGHTERS
1xPH-2-FX
1xPH-3-RX
DOGFIGHT RATING = 0
CRIPPLE RATING = 12
SPEED = 15
BPV = 18

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

DRONE RACKS

1																		G
2																		G

DRONE RACKS ALWAYS HAD THREE RELOADS. THIRD RELOAD IS ENTIRELY ADDs.

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

A-20 PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12
HIT, STD	NA	1-5	1-4	1-3	1-2
HIT, PROX	NA	NA	NA	NA	1-4
DAMAGE, STD	NA	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4

THIS SHIP CAN USE (R2.R5) TO FILL ITS CARGO BOXES.

TYPE II PHASER (FTR)

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	6	5	5	4	3	2
2	6	5	4	4	2	1
3	6	4	4	4	1	1
4	5	4	4	3	1	0
5	5	4	3	3	0	0
6	5	3	3	3	0	0

F-18C FIGHTERS
2XPH-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15
BPV = 12

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FEDERATION VDB BOMBARDMENT CARRIER

CREW UNITS

		*						10
								20
								30
								40

BOARDING PARTIES

								10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

DECK CREWS

								10

SHIP DATA TABLE

TYPE	=	VDB
POINT VALUE	=	170/160
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.130

CNTR

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TRANS-PORTER BOMBS

D	D	D	D

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

TYPE II PHASER (FTR)

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	6	5	5	4	3	2
2	6	5	4	4	2	1
3	6	4	4	4	1	1
4	5	4	4	3	1	0
5	5	4	3	3	0	0
6	5	3	3	3	0	0

DRONE RACKS

1								B
2								B
3								B
4								B
5								B
6								B

DRONE RACKS ALWAYS HAD TWO RELOADS.

TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

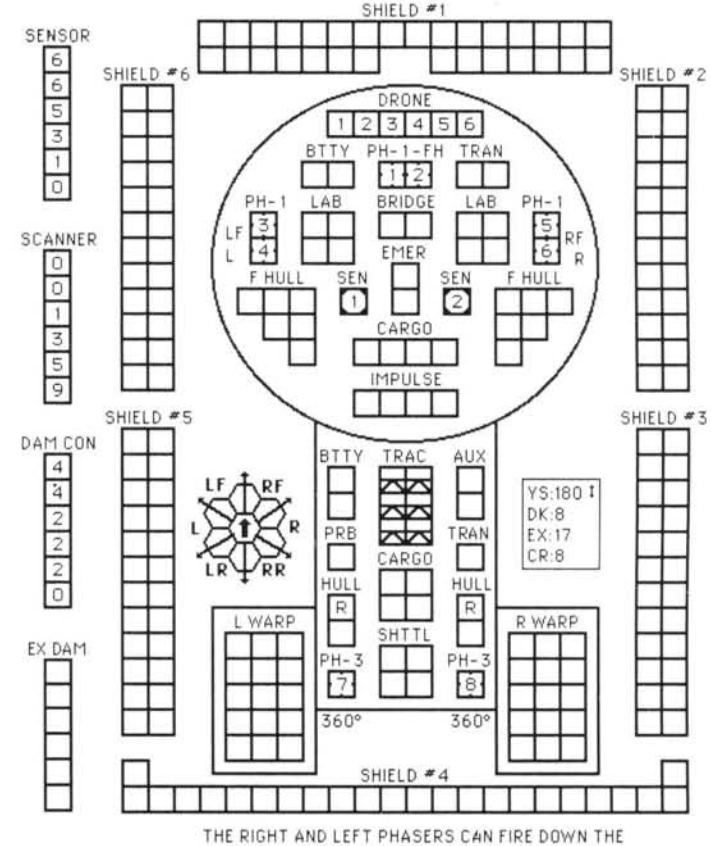
THIS SHIP CAN USE (R2.R5) FOR THE CARGO BOXES IN THE REAR HULL. THE FOUR CARGO BOXES IN THE SAUCER HOLD 200 SPACES OF EXTRA DRONES (50/BOX).

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

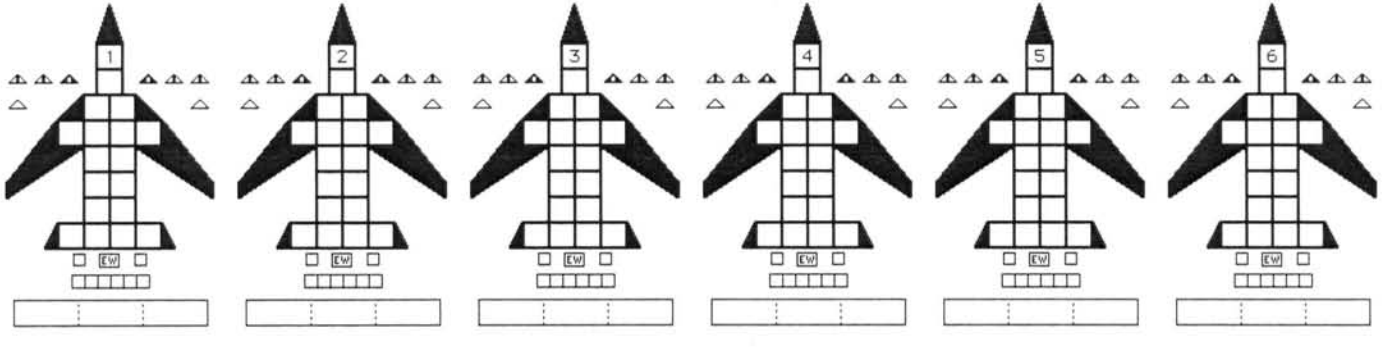
THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

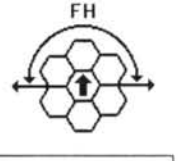
ANTI-DRONE TABLE (FTR)

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-



THE RIGHT AND LEFT PHASERS CAN FIRE DOWN THE ROW OF HEXES DIRECTLY TO THE REAR OF THE SHIP.





F-111 FIGHTER DATA
1xPH-G-FX
1xPH-2-FA
1xPH-3-RA
DOGFIGHT RATING = 0
CRIPPLED RATING = 12
SPEED = 15
BPV = 19

FEDERATION STRIKE CRUISER

YS: 165
DK: 7
EX: 19
CR: 8

CREW UNITS: * 10 20 30 40

BOARDING PARTIES: 10

PROBES: 5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS: D D D D

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

SHIP DATA TABLE

TYPE	=	CS
POINT VALUE	=	125
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.131
PLUS REFIT (Y165)	+	16
AWR REFIT (Y170)	+	2
Y175 REFIT	=	+ 0

CNTR

SENSOR: 6 6 5 3 1 0

SCANNER: 0 0 1 3 5 9

DAM CON: 4 4 2 2 2 0

EX DAM

SHIELD #1

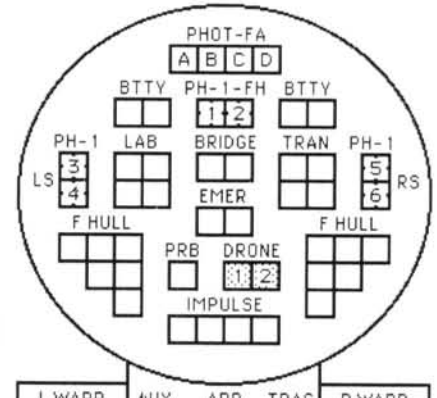
SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

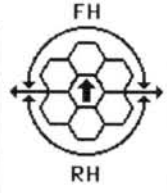


SHADED BOXES ARE THE CS+ REFIT.

APR CONVERTED TO AWR BY THE AWR REFIT.

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0



TURN MODE		SPEED
D	1	2 - 4
	2	5 - 8
	3	9 - 12
HET	4	13 - 17
	5	18 - 24
BD	6	25+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DMGE, OVERLOAD	------VARIES------				NA	NA

DRONE RACK

1						G
2						G

RACKS HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER.
ONE RELOAD IS ENTIRELY ADDs.

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

WARP ENERGY MOVEMENT COST = 5/6 ENERGY POINT PER HEX (S) = HET COST (E) = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	(S)	(E)	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	3	4	5	5	6	7	8	9	10	10	11	12	13	14	15	15	16	17	18	19	20	20	21	22	23	24	25	25
Fract.	5/6	1 2/3	2 1/2	3 1/3	4 1/6	5	5 5/6	6 2/3	7 1/2	8 1/3	9 1/6	10	10 5/6	11 2/3	12 1/2	13 1/3	14 1/6	15	15 5/6	16 2/3	17 1/2	18 1/3	19 1/6	20	20 5/6	21 2/3	22 1/2	23 1/3	24 1/6	25

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KLINGON DWB HEAVY SCOUT CARRIER

CREW UNITS

			*						10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D D D D

BOARDING PARTIES

10

DECK CREWS

10

PROBES

5

SHIP DATA TABLE		
TYPE	=	DWB
POINT VALUE	=	165/133
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.142

CNTR

YS:176 I
DK:7
EX:17
CR:8

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

LIMITED AEGIS CONTROLS THE PHASER-3s.
THE FORWARD PHASER-1s CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY TO THE REAR OF THE SHIP. SEE (D2.33). WING PHASERS HAVE CROSS-DECK ARCS; SEE (D2.32).

TYPE II PHASER (FTR)

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	6	5	5	4	3	2
2	6	5	4	4	2	1
3	6	4	4	4	1	1
4	5	4	4	3	1	0
5	5	4	3	3	0	0
6	5	3	3	3	0	0

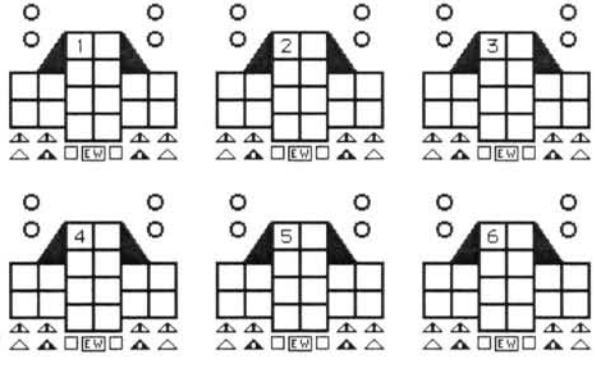
SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

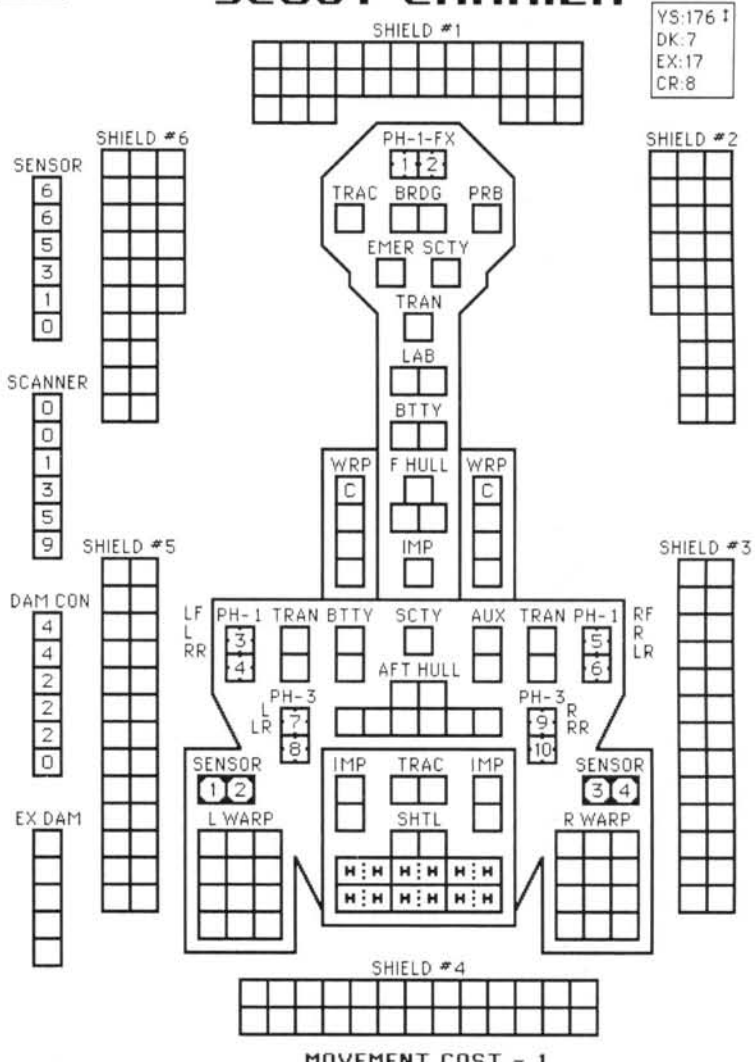
FIGHTER DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-10
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
DAMAGE, STD	0	5	4	4	3	3



Z-HB FIGHTERS
1xPh-2-FX
1xPh-3-RX
DFR = 0
CRIPPLED = 11
SPEED = 15
BPV = 18

FX = L + LF + RF + R



LIMITED AEGIS SYSTEM CONTROLS PH-3s.

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

KLINGON WD5 WAR DREADNOUGHT

CREW UNITS

			*					10
								20
								30
								40
								50
								60

BOARDING PARTIES

								10
								20

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

						D	D	D	D	D	D

ANTI-DRONES

1												
2												

THE ANTI-DRONE RACKS ALWAYS HAD 12 ROUNDS.

SHIP DATA TABLE

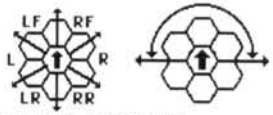
TYPE	=	WD5
POINT VALUE	=	240
BREAKDOWN	=	2-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R3.143
2 X UIM STANDARD		

LIMITED AEGIS CONTROLS PH-3S, PH-2S, AND ADDs.

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

FA = LF + RF
RA = LR + RR
FX = L + LF + RF + R



WING PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32).

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

DRONE RACKS

1												B
2												B
3												B
4												B
5												B
6												B

THIS SHIP INCLUDED TYPE-B DRONE RACKS WITH DOUBLE RELOADS IN ITS DESIGN. IT CAN LAUNCH ONE DRONE FROM EACH RACK EACH TURN.

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TURN MODE		SPEED
E	1	2 - 3
	2	4 - 6
	3	7 - 10
HET	4	11-14
	5	15-20
BD	6	21-29
	7	30+

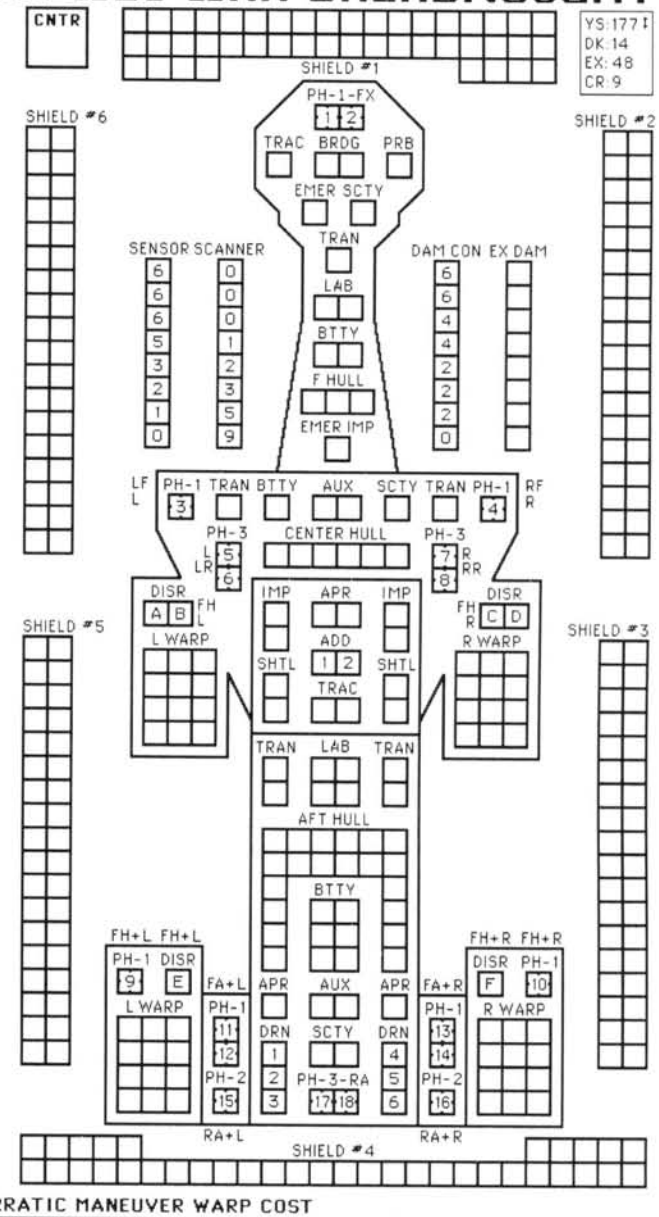
TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2	1
DAMAGE,OVLD	10	10	8	8	6	0	0	0	0

UIM
DERFACS
H&R



WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX 5 = HET COST 6 = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

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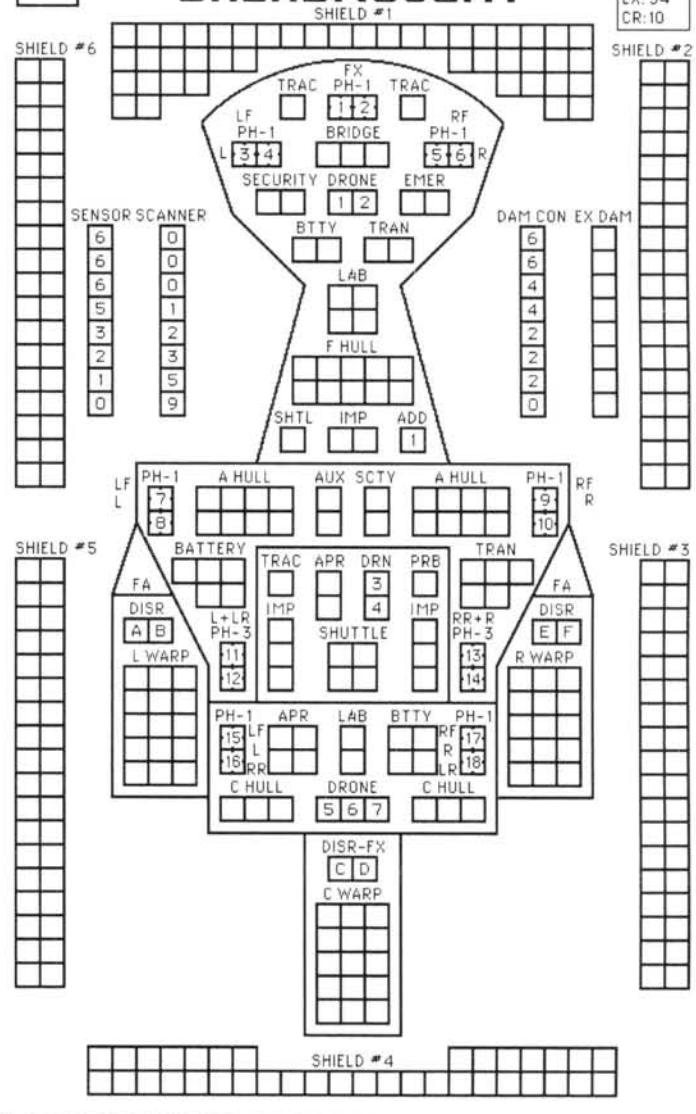
KLINGON C5M MEDIUM DREADNOUGHT

YS:180 ‡
DK:12
EX:34
CR:10



CREW UNITS

			*						10
									20
									30
									40
									50

BOARDING PARTIES

									10
									20

PROBES

			5

DRONE RACKS

1								B
2								B
3								B
4								B
5								B
6								B
7								B

RACKS ALWAYS HAD TWO RELOADS.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS; NO (J1.59) TRANSFERS.

TRANSPORTER BOMBS

						D	D	D	D	D	D

MINES MAY NOT BE LAID FROM THE BOOM SHUTTLE BAY (M2.113).

FA = LF + RF
FX = L + LF + RF + R

SHIP DATA TABLE

TYPE	=	C5M
POINT VALUE	=	250
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R3.144

2 X UIM STANDARD

TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2	1
DAMAGE, OVLD	10	10	8	8	6	0	0	0	0

UIM

DERFACS
H&R

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

ANTI-DRONES

1												

ANTI-DRONE RACK ALWAYS HAD 12 ROUNDS.

WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX [5] = HET COST (6) = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	(6)	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

KLINGON C5X LIGHT RAIDING DREADNOUGHT

CNTR

CREW UNITS

								10
								20
								30
								40
								50
								60

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS; NO (J1.59) TRANSFERS.

MINES MAY NOT BE LAID FROM THE BOOM SHUTTLE BAY (M2.113).

SHIP DATA TABLE

TYPE	=	C5X
POINT VALUE	=	400
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R3.145

4 X UIM STANDARD

FIRST GENERATION X-SHIP

BOARDING PARTIES

								10
								20
								30

PROBES

				5

TRANSPORTER BOMBS

									D	D	D	D	D	D	D	D	D

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

FA = LF + RF
FX = L + LF + RF + R

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

DRONE RACKS

1								GX
2								GX
3								GX
4								GX

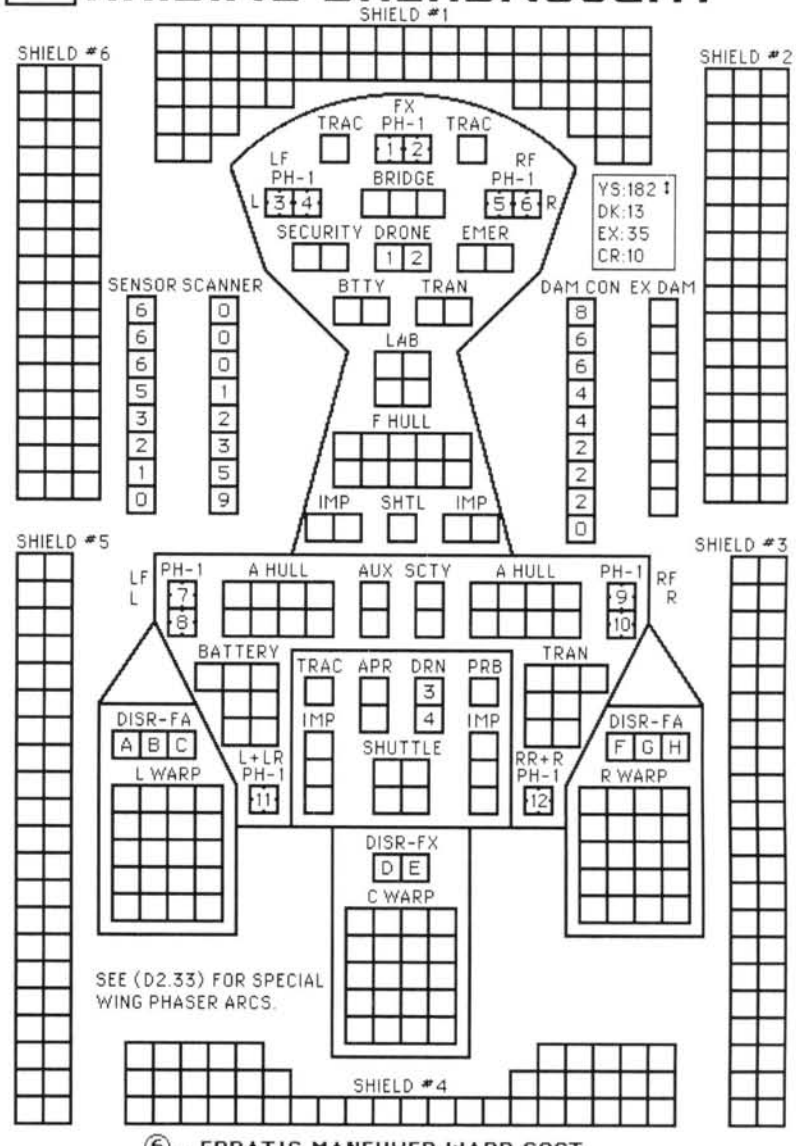
THREE RELOADS; THIRD RELOAD IS ENTIRELY ADDs.

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2	1
DAMAGE, OVLD	10	10	8	8	6	0	0	0	0

UIM

DERFACS
H&R



WARP ENERGY MOVEMENT COST = 1 + 1/4 ENERGY POINT PER HEX 5 = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	4	5	7	8	9	10	12	13	14	15	17	18	19	20	22	23	24	25	27	28	29	30	32	33	34	35	37	38
Fract.	1¼	2½	3¾	5	6¼	7½	8¾	10	11¼	12½	13¾	15	16¼	17½	18¾	20	21¼	22½	23¾	25	26¼	27½	28¾	30	31¼	32½	33¾	35	36¼	37½

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KLINGON LD4P NAVAL RESERVE PF TENDER

CREW UNITS

			*					10
								20
								30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

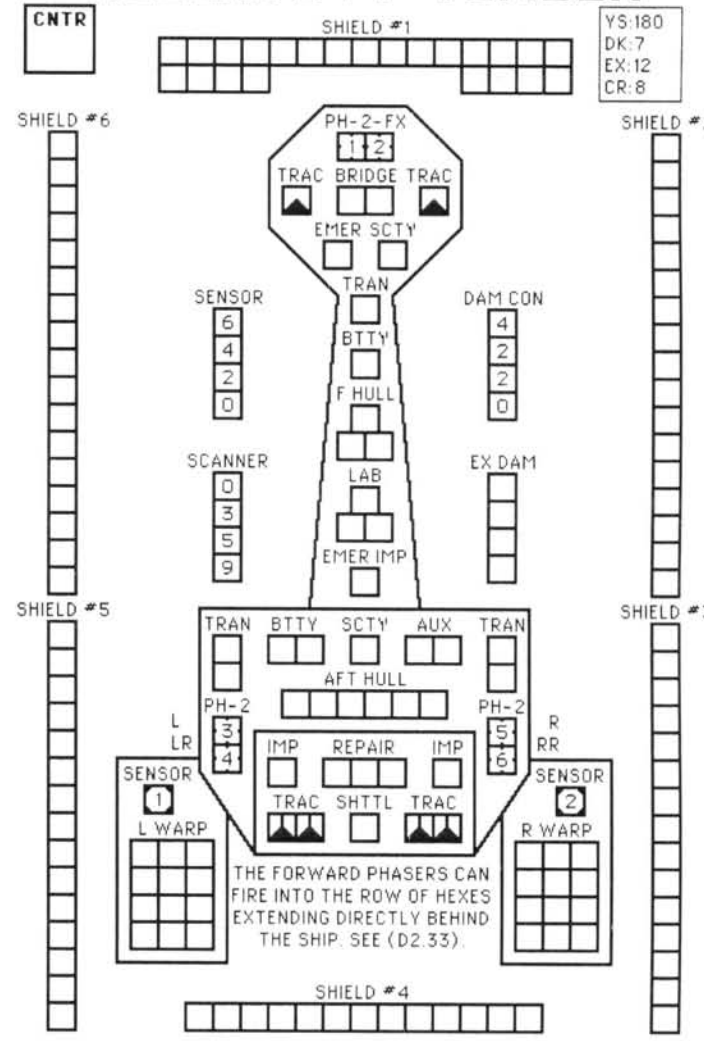
TYPE	=	LD4P
POINT VALUE	=	95/60
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.146

BOARDING PARTIES

							8

TRANSPORTER BOMBS

				D	D	D	D



MOVEMENT COST = 1
HET COST = 5
EM COST = 6

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

FX = L + LF + RF + R

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

REPAIR IS DESTROYED ON "CARGO" OR "EXCESS DAMAGE" DAMAGE POINTS.

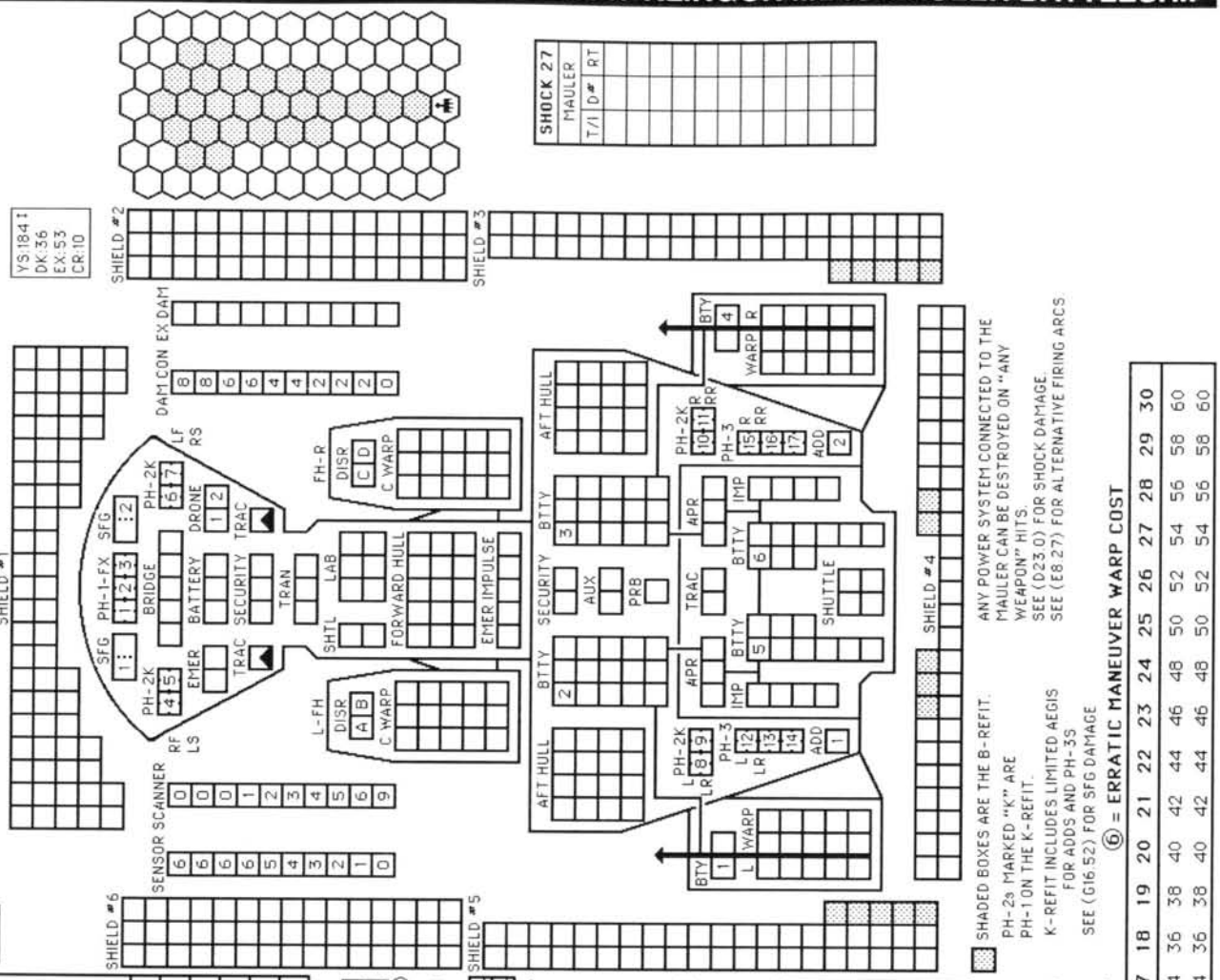
THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

KLINGON MB10 MAULER BATTLESHIP



SHIP DATA TABLE

TYPE	MB10
POINT VALUE	340
BREAKDOWN	2-6
SHIELD COST	1+3
LIFE SUPPORT	1+1/2
SIZE CLASS	2
REFERENCE	R3.147
B REFIT (Y165)	+11
K REFIT (Y169)	+21
Y175 REFIT	+2
MECH LINKS (Y180)	+2
SFG REFIT (Y165)	+24
3X UIM STANDARD	

DRONE RACKS

1			A		B
2			A		B

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-B DRONE RACKS (2 RELOADS)

ANTI-DRONES

1	
2	

ADDs HAD 6 ROUNDS PRIOR TO K-REFIT, 12 THEREAFTER.

CAN CONTROL SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING. CAN FIRE ONE DRONE EACH TURN. B-REFIT CAN FIRE ONE DRONE FROM EACH RACK EACH TURN.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS

CREW UNITS

							10
							20
							30
							40
							50
							60
							70
							80

TRANSPORTER BOMBS

D D D D D D

PROBES

5

MINES MAY NOT BE LAID FROM THE BOOM SHUTTLE BAY (M2.113)

BOARDING PARTIES

10 20

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

HIT & RUN

UIM DERFACS

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	1-4	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	3	2	2	1
DAMAGE,OVLD	10	10	8	8	6	6	0	0	0	0

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

TURN MODE SPEED

E	1
	2
	3
HET	4
	5
BD	6
	7

2 - 3
4 - 6
7 - 10
11 - 14
15 - 20
21 - 29
30+

MAULER RANGE ADJUSTMENT CHART

RANGE	DAMAGE SCORED
0-1	Double the energy discharged
2-5	Equal to energy discharged
6-10	One-half of energy discharged

WARP ENERGY MOVEMENT COST = 2 ENERGY POINT PER HEX

SPEED	1	2	3	4	5	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60
Fract.	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60

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KLINGON MC8 MAULER DREADNOUGHT

CREW UNITS

		*							10
									20
									30
									40
									50
									60

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS; NO (J1.59) TRANSFERS.

BOARDING PARTIES

									10

TRANSPORTER BOMBS

D	D	D	D	D	D

PROBES

				5

LF RF L R LR RR

ANTI-DRONES

1												

ADD HAS SIX ROUNDS PRIOR TO Y175.

SHIP DATA TABLE

TYPE	=	MC8
POINT VALUE	=	230
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R3.148
B REFIT (Y165)		+7
K REFIT (Y169)		+4
Y175 REFIT	=	+4
2 X UIM STANDARD		

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2	1
DAMAGE,OVLD	10	10	8	8	6	0	0	0	0

UIM

DERFACS

H&R

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

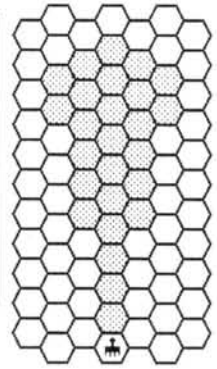
TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+

SHOCK 21

MAULER		
T/I	D#	RT



MAULER RANGE ADJUSTMENT CHART

RANGE	DAMAGE SCORED
0-1	Double the energy discharged
2-5	Equal to energy discharged
6-10	One-half of energy discharged

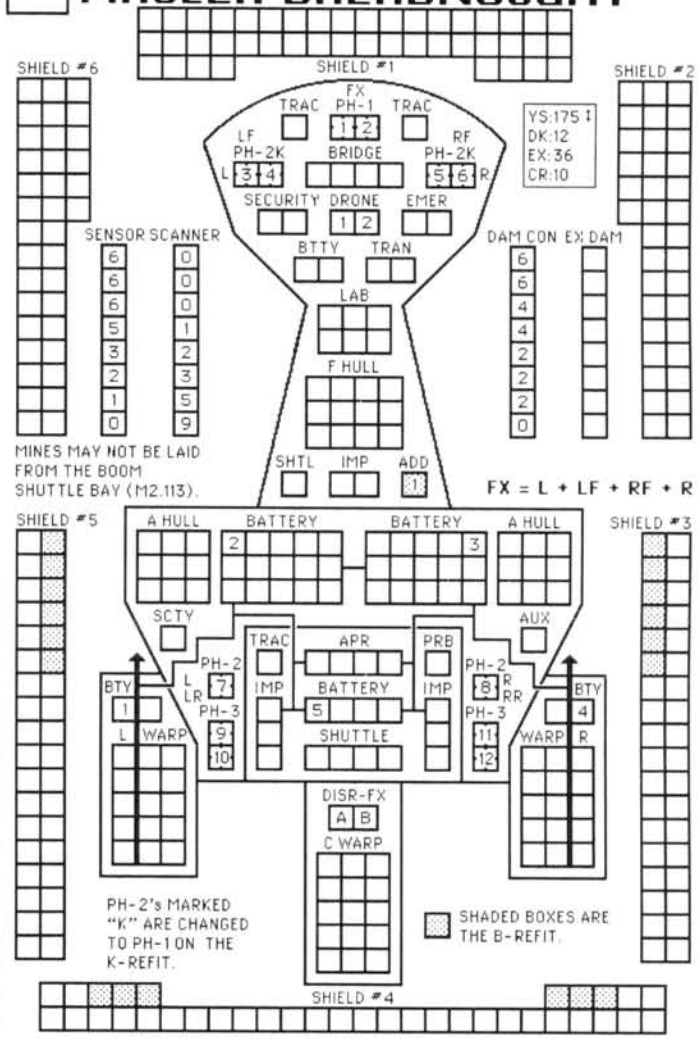
CAN LAUNCH ONE DRONE EACH TURN. B-REFIT CAN LAUNCH ONE DRONE FROM EACH RACK EACH TURN.

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

DRONE RACKS

1							A					B
2							A					B



MINES MAY NOT BE LAID FROM THE BOOM SHUTTLE BAY (M2.113).

FX = L + LF + RF + R

PH-2's MARKED "K" ARE CHANGED TO PH-1 ON THE K-REFIT.

SHADED BOXES ARE THE B-REFIT.

ANY POWER SYSTEM CONNECTED TO THE MAULER CAN BE DESTROYED ON "ANY WEAPON" HITS.
SEE (D23.0) FOR SHOCK DAMAGE.
SEE (E8.27) FOR ALTERNATIVE FIRING ARCS.

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-B DRONE RACKS (2 RELOADS).

WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX 5 = HET COST 6 = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

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KLINGON D6DP DRONE BOMBARDMENT PF TENDER

CREW UNITS

			*						10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

				D	D	D	D

BOARDING PARTIES

					6

PROBES

				5

SHIP DATA TABLE

TYPE	=	DDP
POINT VALUE	=	123
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.149

DRONE RACKS

1								B
2								B
3								B
4								B
5								B
6								B

SHIP CAN LAUNCH ONE DRONE FROM EACH RACK EACH TURN. SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE THE SENSOR RATING.

RACKS ALWAYS HAD TWO RELOADS (PLUS CARGO STORAGE).
THIS SHIP HAS 200 SPACES OF EXTRA DRONES IN ITS CARGO BOXES (50/BOX).

TURN MODE		SPEED
B	1	2-5
	2	6-10
HET	3	11-15
	4	16-21
BD	5	22-28
	6	29+

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

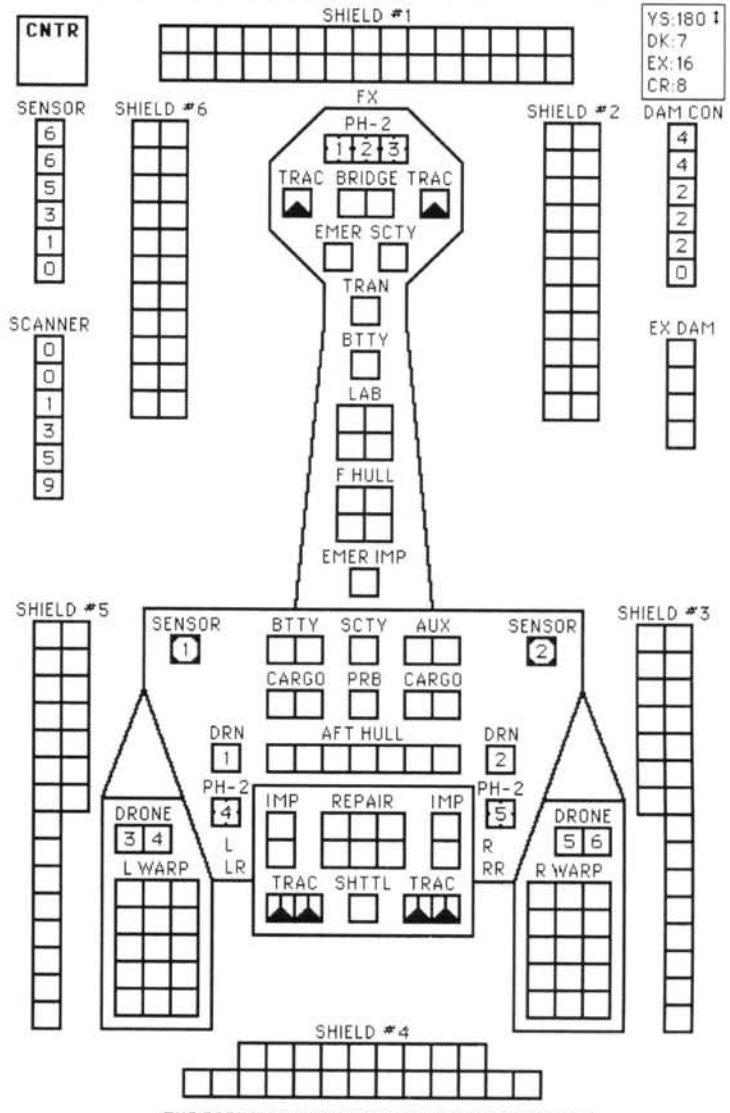
SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENTIFIC INFORMATION
28 SELF-PROTECTION
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

FX = L + LF + RF + R

MOVEMENT COST = 1
HET COST = 5
EM COST = 6



THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33).

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KLINGON B10T EMERGENCY BATTLESHIP

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

									10
									20

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

FOUR BAYS, NO TRANSFERS.

TRANSPORTER BOMBS

						D	D	D	D	D	D

MINES MAY NOT BE LAID FROM THE BOOM SHUTTLE BAY (M2.113).

SHIP DATA TABLE

TYPE	=	B10T
POINT VALUE	=	333
BREAKDOWN	=	2-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R3.150
B REFIT	=	+11
K REFIT	=	+8
Y175 REFIT	=	+10
MECH LINKS	=	+2
SFG REFIT	=	+24
5x UIM STANDARD		

CNTR

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

HIT & RUN: BOOM

UIM	DERFACS

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-B DRONE RACKS (TWO RELOADS).

DRONE RACKS

1										A							B
2										A							B
3										A							B
4										A							B
5										A							B
6										A							B
7										A							B
8										A							B

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	TUG LIMIT 16-22	PODS LIMIT 23-30	BOOM ONLY 31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2	1
DAMAGE, OVLD	10	10	8	8	6	0	0	0	0

CAN CONTROL SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING. CAN FIRE FOUR DRONES EACH TURN. B-REFIT CAN FIRE ONE DRONE FROM EACH RACK EACH TURN.

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

TURN MODE SPEED

E	1	2-3
	2	4-6
	3	7-10
HET	4	11-14
	5	15-20
BD	6	21-29
	7	30+

ANTI-DRONES

1												

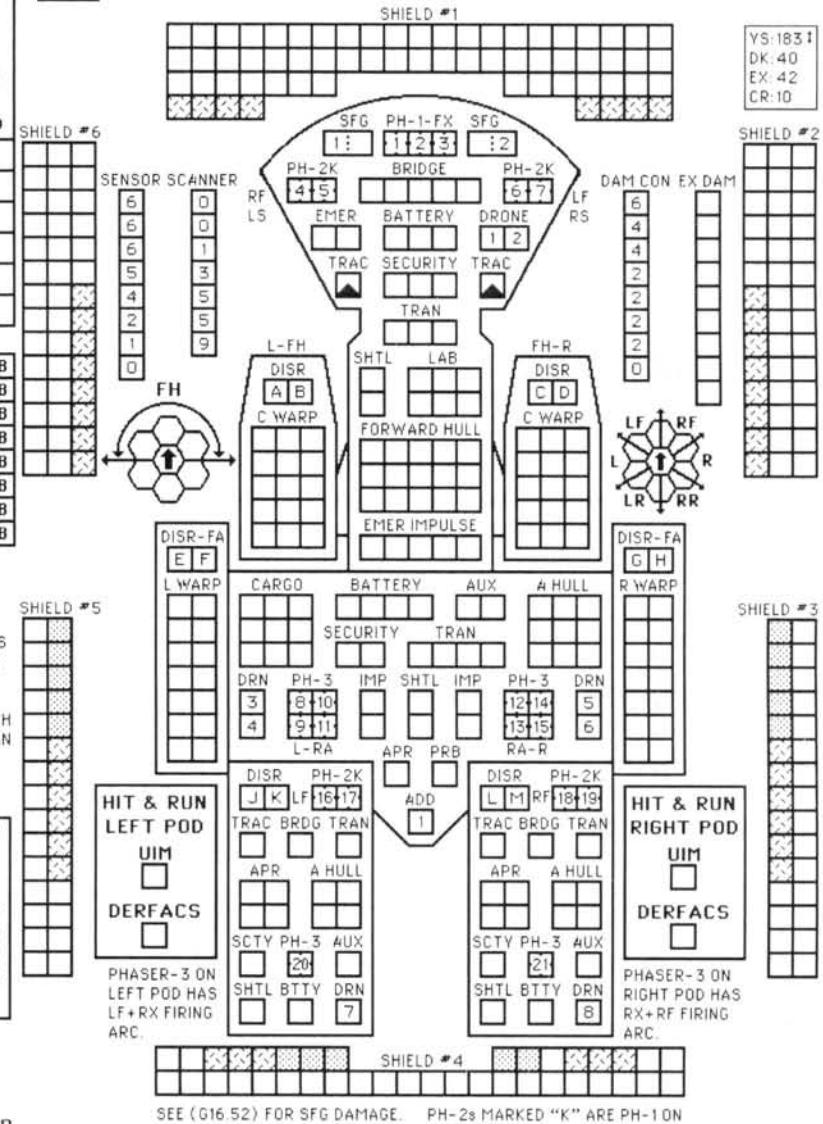
PRIOR TO Y175 REFIT, ADD HAD 6 ROUNDS.

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

FA = LF + RF
RA = LR + RR
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R
RX = L + LR + RR + R

SHADED BOXES ARE THE B-REFIT. SHIELD BOXES OF THE BATTLE PODS, COMBINED WITH TUG SHIELDS.



SEE (G16.52) FOR SFG DAMAGE. PH-2s MARKED "K" ARE PH-1 ON THE K-REFIT.

WARP ENERGY MOVEMENT COST = 2 ENERGY POINT PER HEX

[5] = HET COST

⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60
Fract.	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60

KLINGON LD4J NAVAL RESERVE PENAL CRUISER

CREW UNITS

			*					10
								20
								30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	LD4J
POINT VALUE	=	94/70
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.151

SEE (R3.R5) FOR SPECIAL RULES PERTAINING TO THIS SHIP.

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

		3

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

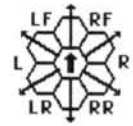
DRONE RACKS

1						F
2						F

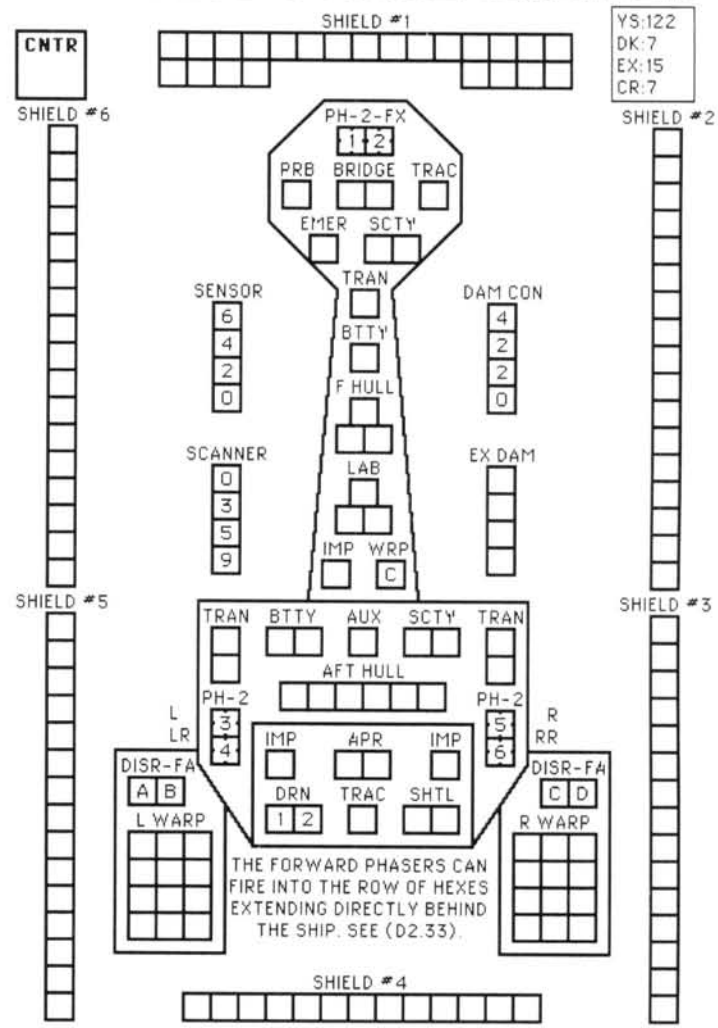
CAN LAUNCH ONE DRONE FROM ONE RACK EACH TURN. NOTE THAT IT CAN LAUNCH A DRONE FROM ONE RACK ON IMPULSE #32 OF ONE TURN, AND THEN LAUNCH ANOTHER FROM THE OTHER RACK ON IMPULSE #1 OF THE VERY NEXT TURN.

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2
DAMAGE,OVLD	10	10	8	8	6	0	0



FA = LF + RF
FX = L + LF + RF + R



MOVEMENT COST = 1
HET COST = 5
EM COST = 6

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ROMULAN FARHAWK-U AREA CONTROL SHIP

CNTR

YS: 177
DK: 8
EX: 17
CR: 9

CREW UNITS

			*					10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THREE BAYS, NO TRANSFERS.

BOARDING PARTIES

								8

TRANSPORTER BOMBS

				D	D	D	D

DECK CREWS

								10
								20

PROBES

				5

SHIP DATA TABLE

TYPE	=	FH-U
POINT VALUE	=	186/120
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	18/4
REFERENCE	=	R4.121

BPV INCLUDES CLOAK

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1		

HIT & RUN CLOAK

TYPE II PHASER (FTR)

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	6	5	5	4	3	2
2	6	5	4	4	2	1
3	6	4	4	4	1	1
4	5	4	4	3	1	0
5	5	4	3	3	0	0
6	5	3	3	3	0	0

PLASMA-K COMBAT TABLE

RANGE	0-5	6-7	8-9	10	11+
SIZE 5+	5	4	2	1	0
BOLT	1-4	1-3	1-3	1-3	NA
SIZE 6-7	10	8	4	2	0

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR
FX = L + LF + RF + R
RX = L + LR + RR + R

PSEUDO-PLASMA TORPEDOES

[A] S [B] S [C] F [D] F

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

SENSOR: 6 6 5 3 1 0
SCANNER: 0 0 1 3 5 9
DAM CON: 4 4 2 2 2 0
EX DAM

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

FP
PH-1-FX
PH-3 [3] LS
[1] [2] BRIDGE
PH-3 [4] RS
LF RF L R LR RR
HULL EMER
F
APR
BATTERY
LP
RP
SEN [1] [2]
SEN [3] [4]
F HULL
SHTL
A HULL
TRAN
LAB PRB
SHUTTLE
AUX TRAC
IMP
TRAC
PH-3 [5] L-RA
PH-1 [7] RX
PH-3 [6] RA-R
PL-F LP [C] L WARP
PL-S FP [A] C WARP
PL-S [B] FP C WARP
PL-F [D] RP R WARP

GLADIATOR-D
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15
BPV = 12

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

TRIBUNE-F FIGHTERS
1xPh-2-FX
1xPh-3-LS
1xPh-3-RS
DFR = 0
CRIPPLED = 11
SPEED = 15
BPV = 20

GLADIATOR-III-K
1xPh-3-FA
DFR = 2
CRIPPLED = 8
SPEED = 15
BPV = 10

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ROMULAN SHRIKE-X LIGHT RAIDING DREADNOUGHT

CREW UNITS

									10
									20
									30
									40
									50
									50

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	SHX
POINT VALUE	=	350
BREAKDOWN	=	5-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
CLOAK COST	=	36/5
REFERENCE	=	R4.122

BPV INCLUDES CLOAK

FIRST GENERATION X-SHIP

BOARDING PARTIES

									10
									20
									30

PROBES

				5

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

TRANSPORTER BOMBS

								D	D	D	D	D	D	D	D

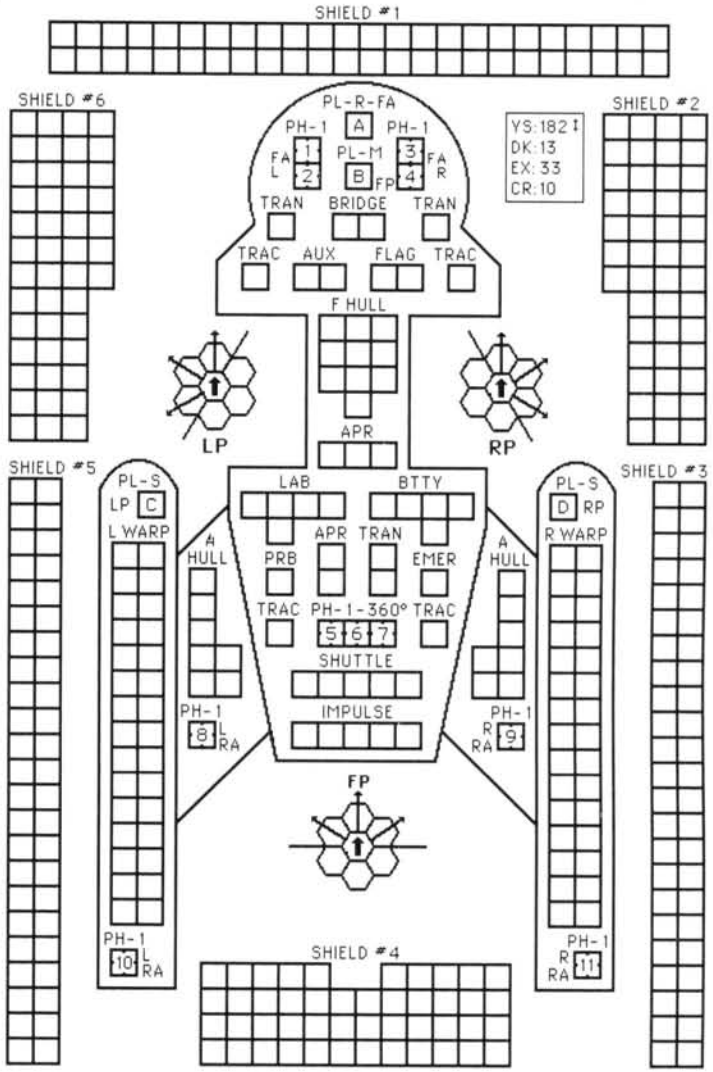
CNTR

SENSOR: 6 6 6 6 5 4 3 2 1 0

SCANNER: 0 0 0 0 1 3 6 9

DAM CON: 6 6 4 4 2 2 2 0

EX DAM



TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

LF RF L R LR RR

FA = LF + RF
RA = LR + RR

TURN MODE		SPEED
E	1	2 - 3
	2	4 - 6
	3	7 - 10
HET	4	11-14
	5	15-20
BD	6	21-29
	7	30+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PSEUDO-PLASMA TORPEDOES

A R B M C S D S
A R B M C S D S

HIT & RUN CLOAK

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE M	40	40	30	30	30	20	20	20	15	15	15	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G L	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

WARP ENERGY MOVEMENT COST = 1 + 1/4 ENERGY POINT PER HEX 5 = HET COST 6 = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	4	5	7	8	9	10	12	13	14	15	17	18	19	20	22	23	24	25	27	28	29	30	32	33	34	35	37	38
Fract.	1¼	2½	3¾	5	6¼	7½	8¾	10	11¼	12½	13¾	15	16¼	17½	18¾	20	21¼	22½	23¾	25	26¼	27½	28¾	30	31¼	32½	33¾	35	36¼	37½

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ROMULAN CONDOR-M MAULER DREADNOUGHT

CREW UNITS

		*						10
								20
								30
								40
								50

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	CNM
POINT VALUE	=	246
BREAKDOWN	=	5-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
CLOAK COST	=	30/6
REFERENCE	=	R4.123

BPV INCLUDES CLOAK

BOARDING PARTIES

									10

TRANSPORTER BOMBS

D	D	D	D	D	D

PROBES

				5

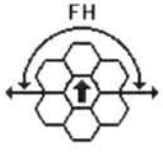
TYPE I OFFENSIVE PHASER TABLE

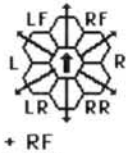
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE		SPEED
E	1	2 - 3
	2	4 - 6
	3	7 - 10
HET	4	11-14
	5	15-20
BD	6	21-29
	7	30+

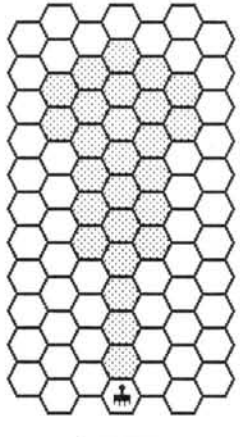
TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0





FA = LF + RF
RA = LR + RR



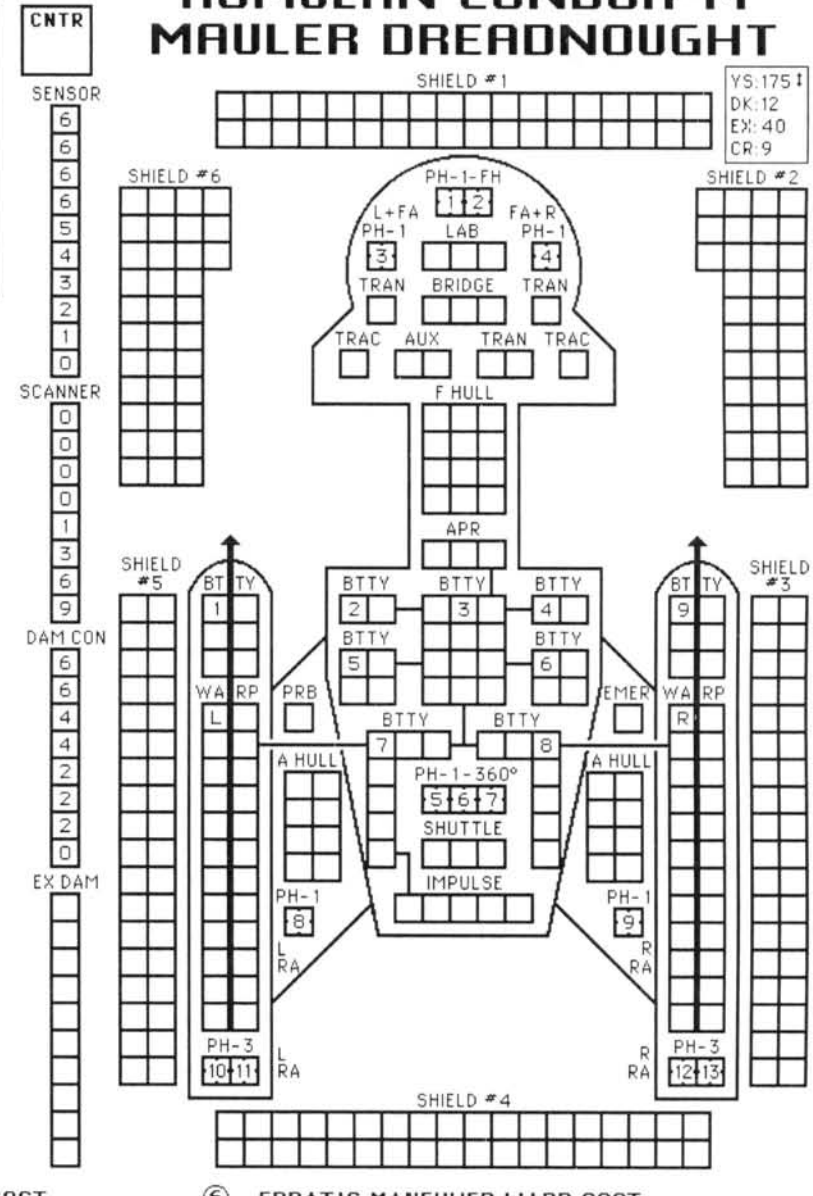
MAULER RANGE ADJUSTMENT CHART

RANGE	DAMAGE SCORED
0-1	Double the energy discharged
2-5	Equal to energy discharged
6-10	One-half of energy discharged

ANY POWER SYSTEM CONNECTED TO THE MAULER CAN BE DESTROYED ON "ANY WEAPON" HITS.
SEE (D23.0) FOR SHOCK DAMAGE.
SEE (E8.27) FOR ALTERNATIVE FIRING ARCS.

SHOCK 21		
MAULER		
T/I	D#	RT

HIT & RUN CLOAK



WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX 5 = HET COST 6 = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

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ROMULAN SPARROWHAWK-T LIGHT TACTICAL TRANSPORT

CREW UNITS

		*						10
								20
								30

BOARDING PARTIES

							8

PROBES

			5

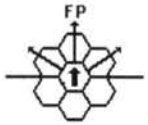
TRANSPORTER BOMBS

				D	D	D	D

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

FA = LF + RF
RA = LR + RR
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R
RX = L + LR + RR + R



SHIP DATA TABLE

TYPE	=	SPT
POINT VALUE	=	124/100
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	15/4
REFERENCE	=	R4.124

PLUS REFIT (Y174) +10

BPV INCLUDES CLOAK

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1		

PSEUDO-PLASMA TORPEDOES

[A] G S [B] F [C] F

POD WT	MOVE COST	HET COST	EM COST
0	.67	3.33	4
1	1	5	6
2	1.33	6.67	8

HIT & RUN CLOAK

[ ]

WITH NO PODS

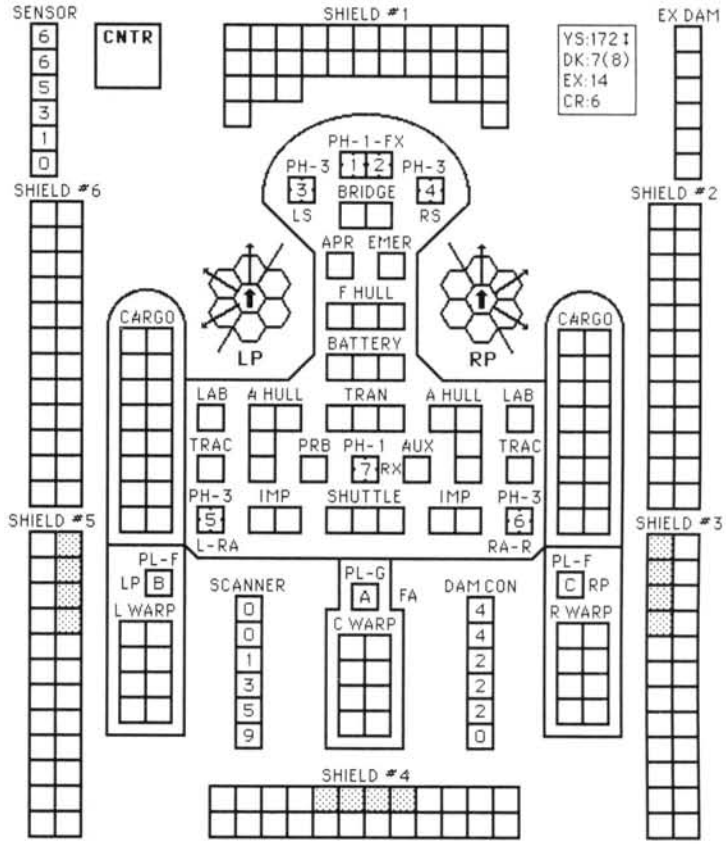
TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

SINGLE WEIGHT POD

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TWO SINGLE WEIGHT PODS OR ONE DOUBLE WEIGHT POD

TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+



TO CONVERT THIS SHIP TO THE SPT+, ADD THE SHADED BOXES AND CHANGE THE TYPE-G PLASMA TORPEDO TO TYPE-S (FP).

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20

WARP ENERGY MOVEMENT COST = 1+1/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	4	6	7	8	10	11	12	14	15	16	18	19	20	22	23	24	26	27	28	30	31	32	34	35	36	38	39	40
Fract.	1 1/3	2 2/3	4	5 1/3	6 2/3	8	9 1/3	10 2/3	12	13 1/3	14 2/3	16	17 1/3	18 2/3	20	21 1/3	22 2/3	24	25 1/3	26 2/3	28	29 1/3	30 2/3	32	33 1/3	34 2/3	36	37 1/3	38 2/3	40

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ROMULAN FIREHAWK-T FLEET TUG

CREW UNITS

			*						10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	FH-T
POINT VALUE	=	173/145
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	18/4
REFERENCE	=	R4.125

BPV INCLUDES CLOAK

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

HIT & RUN CLOAK

0 OR 1 POD WEIGHT

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR
FX = L + LF + RF + R
RX = L + LR + RR + R

2 PODS OR 3 POD WEIGHTS

TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+

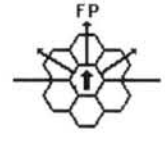
PODS	MOVE COST	HET COST	EM COST
0-2	1.0	5	6
3	1.5	7.5	9

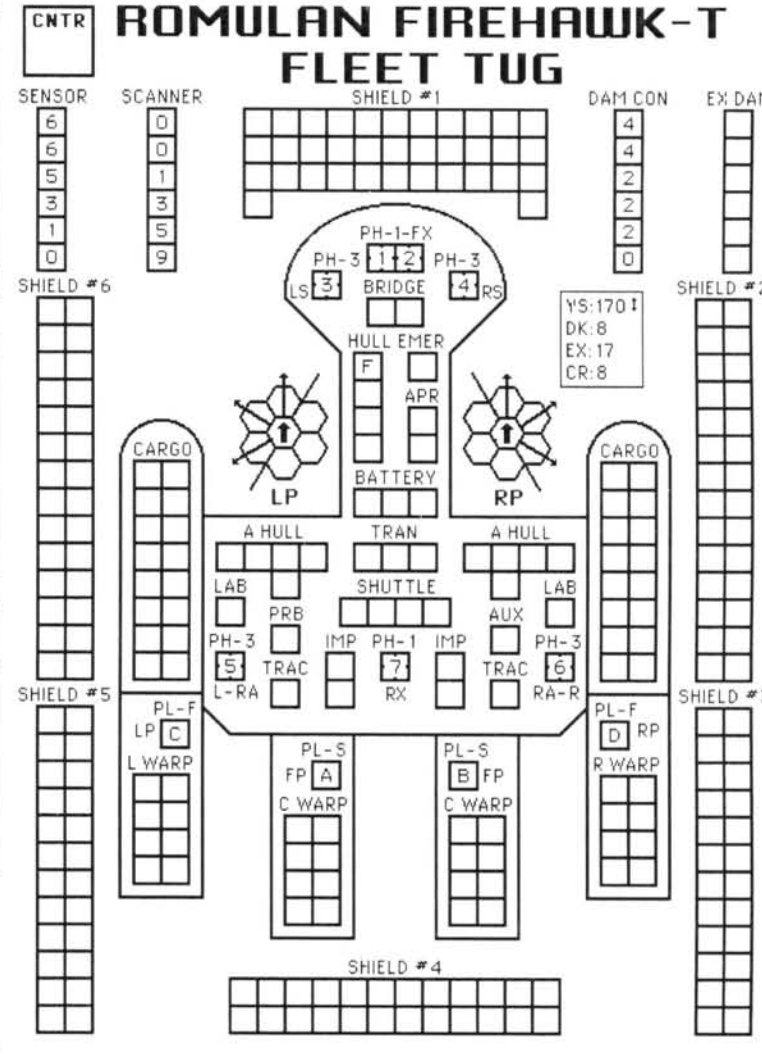
PSEUDO-PLASMA TORPEDOES

A S	B S	C F	D F

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1		





WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX 5 = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

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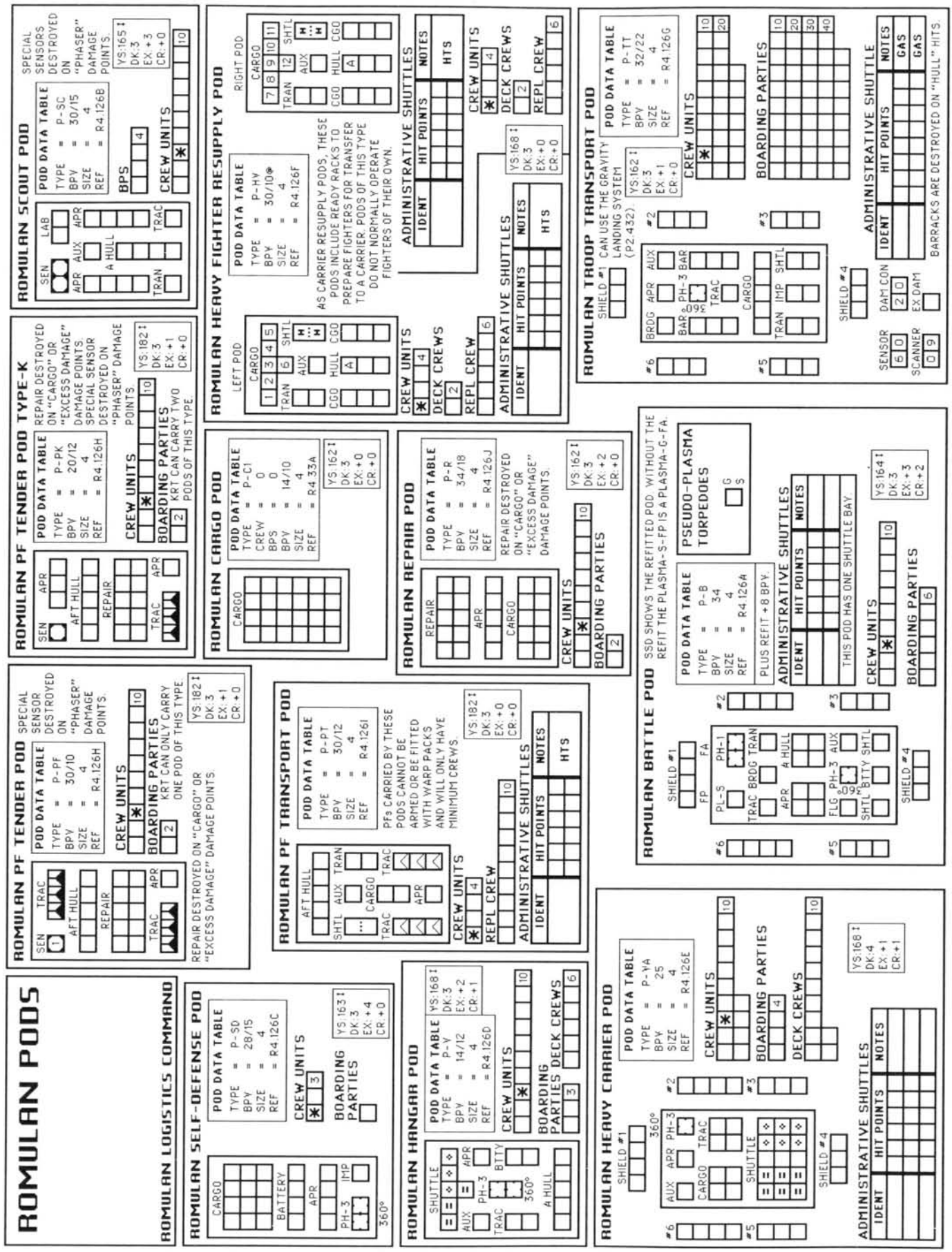

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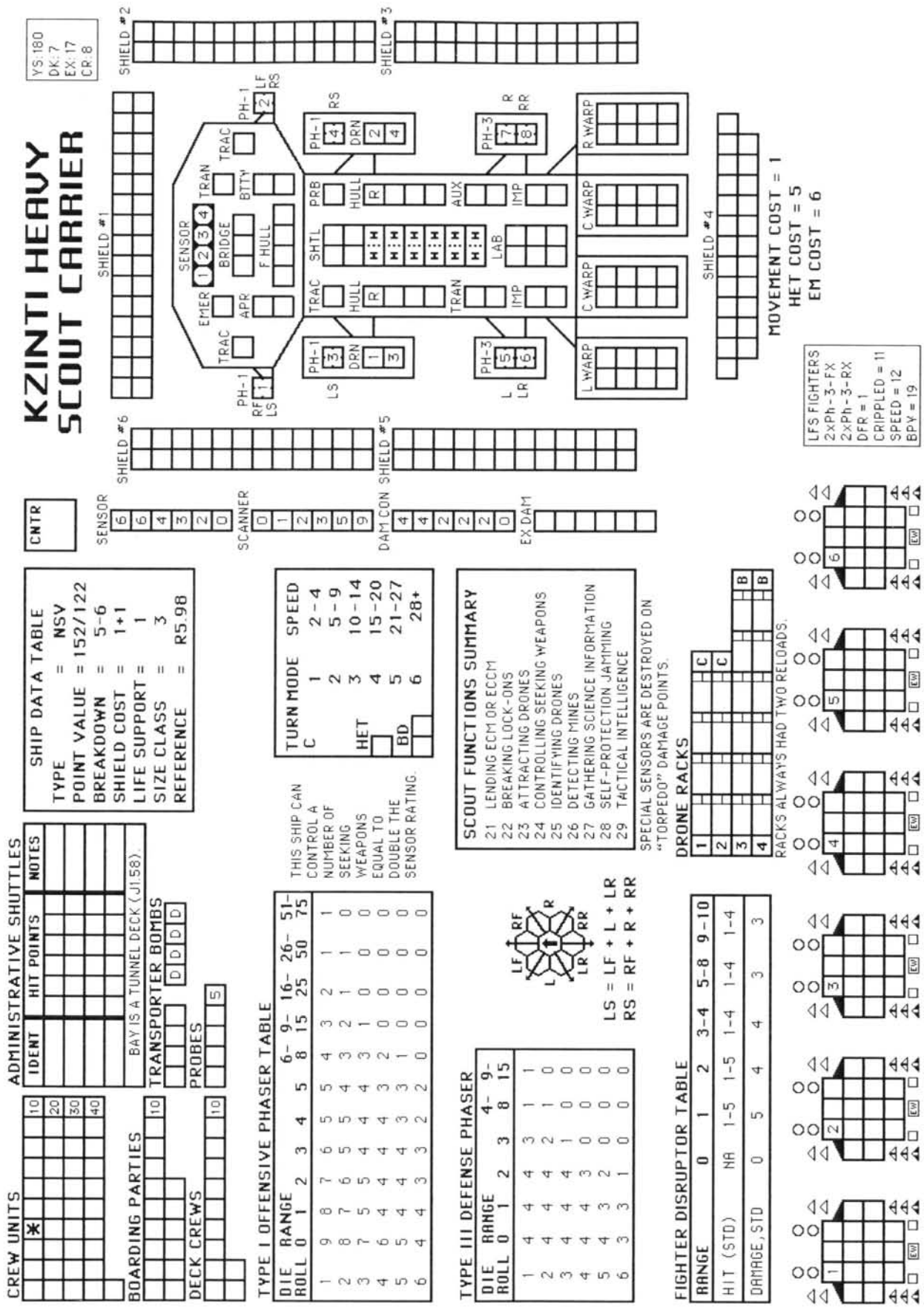
KZINTI HEAVY SCOUT CARRIER
YS:180
DK:7
EX:17
CR:8
SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6
SENSOR
BRIDGE
F HULL
APR
EMER
TRAC
TRAN
BTTY
PRB
SHTL
HULL
DRN
AUX
IMP
LAB
PH-1
PH-3
LS
RS
LF
RF
L
R
LR
RR
L WARP
C WARP
R WARP
CNTR
SENSOR
SCANNER
DAM CON
EX DAM
MOVEMENT COST = 1
HET COST = 5
EM COST = 6
LFS FIGHTERS
2xPh-3-FX
2xPh-3-RX
DFR = 1
CRIPPLED = 11
SPEED = 12
BPV = 19
SHIP DATA TABLE
TYPE = NSV
POINT VALUE = 152/122
BREAKDOWN = 5-6
SHIELD COST = 1+1
LIFE SUPPORT = 1
SIZE CLASS = 3
REFERENCE = R5.98
TURN MODE SPEED
C 1 2-4
2 5-9
3 10-14
HET 4 15-20
5 21-27
BD 6 28+
THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE THE SENSOR RATING.
SCOUT FUNCTIONS SUMMARY
21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE
SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.
DRONE RACKS
RACKS ALWAYS HAD TWO RELOADS.
ADMINISTRATIVE SHUTTLES
IDENT
HIT POINTS
NOTES
BAY IS A TUNNEL DECK (J1.58).
TRANSPORTER BOMBS
PROBES
CREW UNITS
BOARDING PARTIES
DECK CREWS
TYPE I OFFENSIVE PHASER TABLE
DIE ROLL
RANGE 0 1 2 3 4 5 6-8 9-15 16-25 26-50 51-75
1 9 8 7 6 5 5 4 3 2 1 1
2 8 7 6 5 5 4 3 2 1 1 0
3 7 5 5 4 4 4 3 1 0 0 0
4 6 4 4 4 4 3 2 0 0 0 0
5 5 4 4 4 3 3 1 0 0 0 0
6 4 4 3 3 2 2 0 0 0 0 0
LS = LF + L + LR
RS = RF + R + RR
TYPE III DEFENSE PHASER
DIE ROLL
RANGE 0 1 2 3 4-8 9-15
1 4 4 4 3 1 1
2 4 4 4 2 1 0
3 4 4 4 1 0 0
4 4 4 3 0 0 0
5 4 3 2 0 0 0
6 3 3 1 0 0 0
FIGHTER DISRUPTOR TABLE
RANGE 0 1 2 3-4 5-8 9-10
HIT (STD) NA 1-5 1-5 1-4 1-4 1-4
DAMAGE,STD 0 5 4 4 3 3

KZINTI WAR DREADNOUGHT

YS:177‡
DK:9
EX:31
CR:10

CNTR

CREW UNITS

10 20 30 40 50 60

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D D D D D D

BOARDING PARTIES

10 20

PROBES

5

LF RF L R LR RR

TURN MODE	SPEED
E 1	2 - 3
2	4 - 6
3	7 - 10
HET 4	11 - 14
5	15 - 20
BD 6	21 - 29
7	30+

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2	1
DAMAGE,OVLD	10	10	8	8	6	0	0	0	0

DRONE RACKS

1 C
2 C
3 C
4 C
5 B
6 B

RACKS ALWAYS HAD TWO RELOADS.

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

HIT & RUN DERFACS

SHIP DATA TABLE

TYPE	=	DNW
POINT VALUE	=	220
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R5.99

THIS SHIP HAS 200 SPACES OF EXTRA DRONES IN ITS CARGO BOXES (50/BOX).

ANTI-DRONES

1 2 3 4 5 6

RACKS ALWAYS HAD 12 ROUNDS.

FA = LF + RF
RA = LR + RR
LS = LF + L + LR
RS = RF + R + RR

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

SHIELD #1 SHIELD #2 SHIELD #3 SHIELD #4 SHIELD #5 SHIELD #6

DISR-FA A B C
EMER TRAN
FA L PH-1 1 BRIDGE PH-1 2 FA R
APR BTTY
TRAC F HULL TRAC

RF LS: PH-1 3; DRN 1 3
L+LF: PH-1 5 6; FA D; TRAN; BTTY; ADD 1 2; A HULL
DISR; FLG; CGO
TRAC; HULL C; TRAN; IMP
SHTL; AUX; PH-3-360 9 10; LAB; ADD 3 4
PRB; HULL C; APR; IMP
RF+R: DISR E; FA F; PH-1 7 8; LAB; TRAN; BTTY; CGO; ADD 5 6; A HULL
LF RS: PH-1 4; DRN 2 4
L+RA: PH-3 11 12 13 14 15; DRN 5
RA+R: PH-3 16 17 18 19 20; DRN 6

L WARP C WARP R WARP

SENSOR	SCANNER	DAM CON	EX DAM
6	0	6	
6	0	6	
6	0	4	
6	0	4	
5	1	4	
4	2	2	
3	3	2	
2	4	2	
1	5	0	
0	9		

WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX 5 = HET COST 6 = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

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KZINTI MEDIUM DREADNOUGHT

CREW UNITS

			*					10
								20
								30
								40
								50

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

						D	D	D	D	D	D

BOARDING PARTIES

									10
									20

PROBES

				5

SHIP DATA TABLE

TYPE	=	DNM
POINT VALUE	=	240
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R5.100

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

TURN MODE		SPEED
E	1	2 - 3
	2	4 - 6
	3	7 - 10
HET	4	11-14
	5	15-20
BD	6	21-29
	7	30+

DRONE RACKS

1								C	
2								C	
3									B
4									B
5									B
6									B
7									B
8									B

DRONE RACKS ALWAYS HAD TWO RELOADS.

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

THIS SHIP HAS 300 SPACES OF EXTRA DRONES IN ITS CARGO BOXES (50/BOX).

ANTI-DRONES

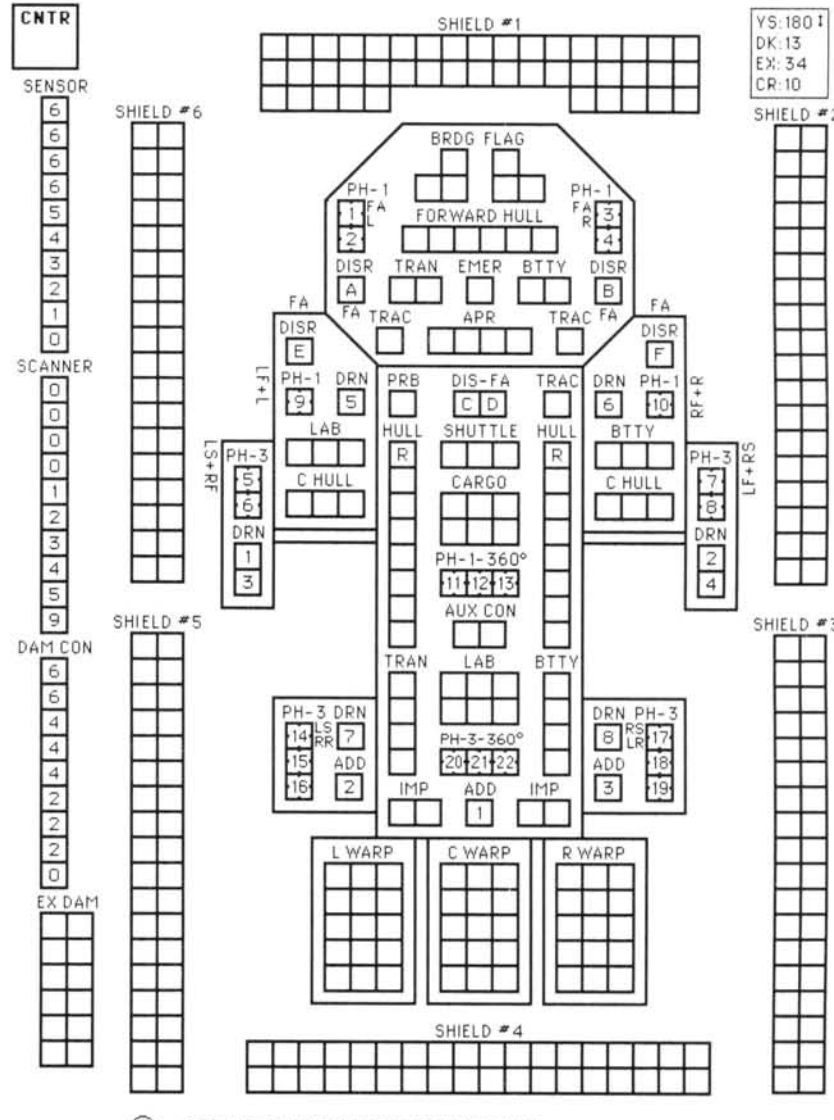
1												
2												
3												

ADD RACKS ALWAYS HAD 12 ROUNDS.

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2	1
DAMAGE, OVLD	10	10	8	8	6	0	0	0	0

HIT & RUN DERFACS



WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX 5 = HET COST 6 = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

KZINTI LIGHT X-DREADNOUGHT

CREW UNITS

								10
								20
								30
								40
								50
								60
								70

BOARDING PARTIES

								10
								20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D	D	D	D	D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	DLX
POINT VALUE	=	360
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R5.101

4 X UIM STANDARD

FIRST GENERATION X-SHIP

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

TURN MODE		SPEED
E	1	2 - 3
	2	4 - 6
	3	7 - 10
HET	4	11-14
	5	15-20
BD	6	21-29
	7	30+

DRONE RACKS

1							CX	
2							CX	
3								GX
4								GX
5								GX
6								GX
7								GX
8								GX

RACKS HAD THREE RELOADS; THIRD RELOAD FOR GX RACKS IS ENTIRELY ADDs.
THIS SHIP HAS 300 SPACES OF EXTRA DRONES IN ITS CARGO BOXES (50/BOX).

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

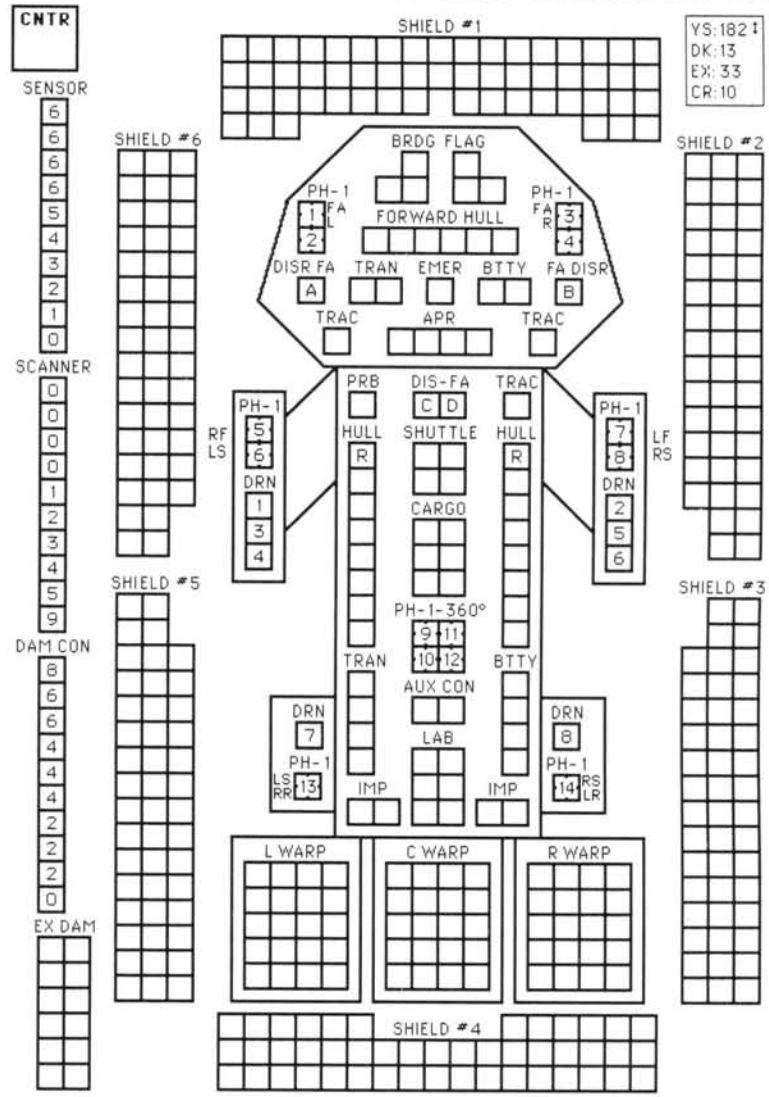
DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2	1
DAMAGE,OVLD	10	10	8	8	6	0	0	0	0

UIM

DERFACS

H&R



WARP ENERGY MOVEMENT COST = 1 + 1/4 ENERGY POINT PER HEX 5 = HET COST 6 = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	4	5	7	8	9	10	12	13	14	15	17	18	19	20	22	23	24	25	27	28	29	30	32	33	34	35	37	38
Fract.	1¼	2½	3¾	5	6¼	7½	8¾	10	11¼	12½	13¾	15	16¼	17½	18¾	20	21¼	22½	23¾	25	26¼	27½	28¾	30	31¼	32½	33¾	35	36¼	37½

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KZINTI LOCAL DEFENSE PF TENDER

YS:181
DK:7
EX:13
CR:8

CREW UNITS

			*					10
								20
								30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	LPF
POINT VALUE	=	100/85
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.102

CNTR

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

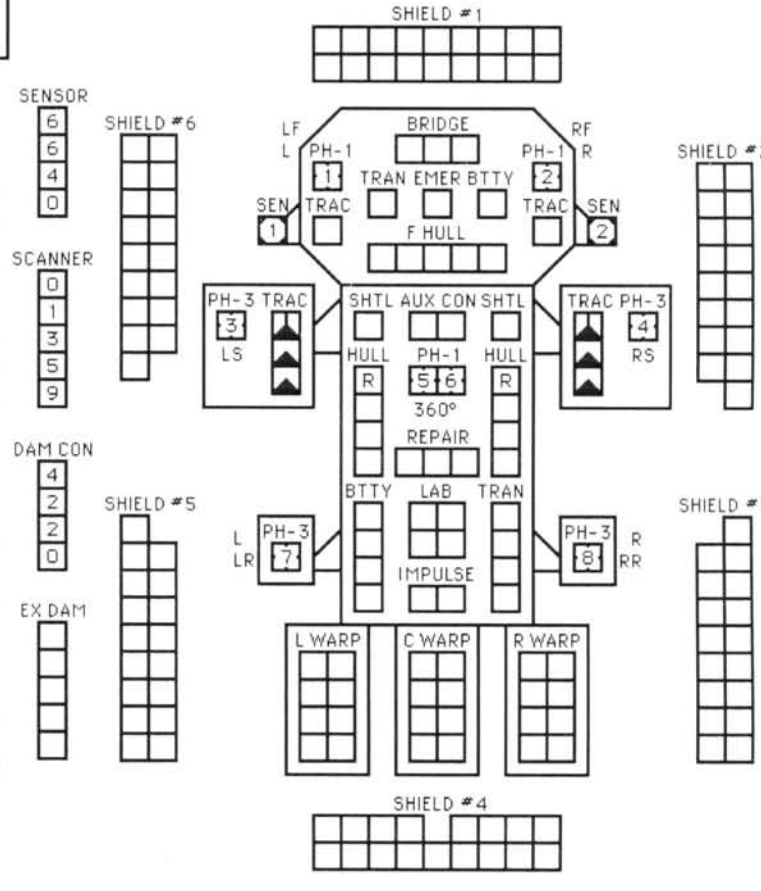
TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

SENSOR: 6 6 4 0

SCANNER: 0 1 3 5 9

DAM CON: 4 2 2 0

EX DAM



TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

REPAIR IS DESTROYED ON "CARGO" OR "EXCESS DAMAGE" DAMAGE POINTS.

LS = LF + L + LR
RS = RF + R + RF

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

KZINTI LOCAL DEFENSE DRONE BOMBARDMENT CRUISER

YS:160
DK:7
EX:14
CR:8

CREW UNITS

			*						10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	LCD
POINT VALUE	=	100/90
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R5.103

CNTR

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

LS = LF + L + LR
RS = RF + R + RF

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

DRONE RACKS

1					A
2					A
3					A
4					A
5					A
6					A

THIS SHIP HAS 200 SPACES OF EXTRA DRONES IN ITS CARGO BOXES (50/BOX).

SENSOR: 6 6 4 0

SCANNER: 0 1 3 5 9

DAM CON: 4 2 2 0

EX DAM

SHIELD #1

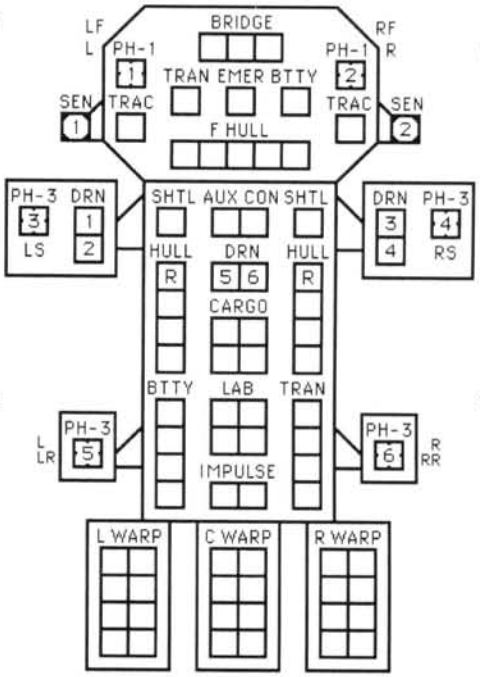
SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6



MOVEMENT COST = 1
HET COST = 5
EM COST = 6

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

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KZINTI MAULER BATTLECRUISER

YS:175 ↕
DK:7
EX:26
CR:8

CREW UNITS

			*					10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	BCM
POINT VALUE	=	140
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R5.104

CNTR

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

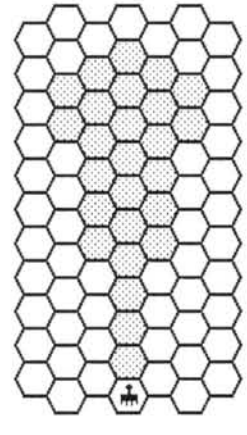
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

MAULER RANGE ADJUSTMENT CHART

RANGE	DAMAGE SCORED
0-1	Double the energy discharged
2-5	Equal to energy discharged
6-10	One-half of energy discharged

ANY POWER SYSTEM CONNECTED TO THE MAULER CAN BE DESTROYED ON "ANY WEAPON" HITS.
SEE (D23.0) FOR SHOCK DAMAGE.
SEE (E8.27) FOR ALTERNATE FIRING ARCS.

SHOCK 17		
MAULER		
T/I	D#	RT

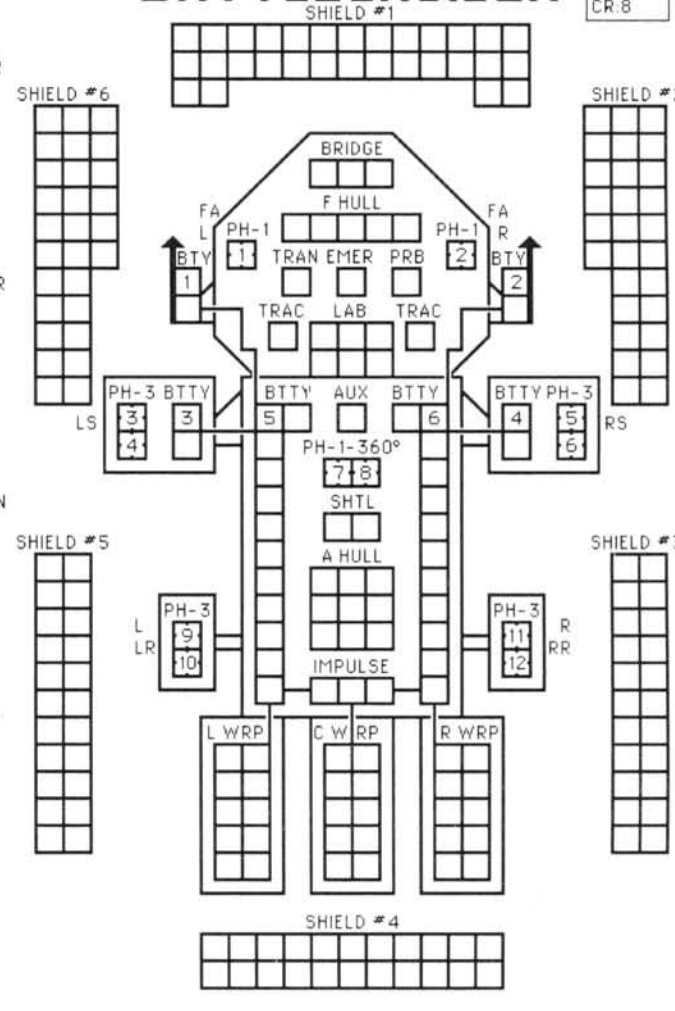


SENSOR: 6 6 6 4 1 0

SCANNER: 0 1 2 3 5 9

DAM CON: 4 4 2 2 2 0

EX DAM



MOVEMENT COST = 1
HET COST = 5
EM COST = 6

KZINTI MEDIUM MAULER CRUISER

YS:175 I
DK:6
EX:20
CR:6

CREW UNITS

			*						10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	CMM
POINT VALUE	=	122
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R5.105
Y175 REFIT	=	+3

CNTR

BOARDING PARTIES

									10

ANTI-DRONES

1															
2															

PRIOR TO Y175 REFIT, ADD HAD 6 ROUNDS.

PROBES

				5

TRANSPORTER BOMBS

				D	D	D	D

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE		SPEED
B	1	2-5
	2	6-10
HET	3	11-15
	4	16-21
BD	5	22-28
	6	29+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

LS = LF + L + LR
RS = RF + R + RR

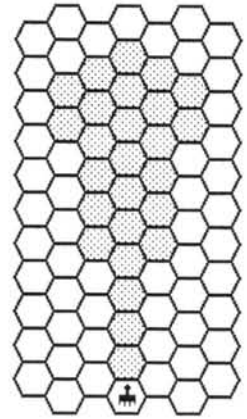
ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

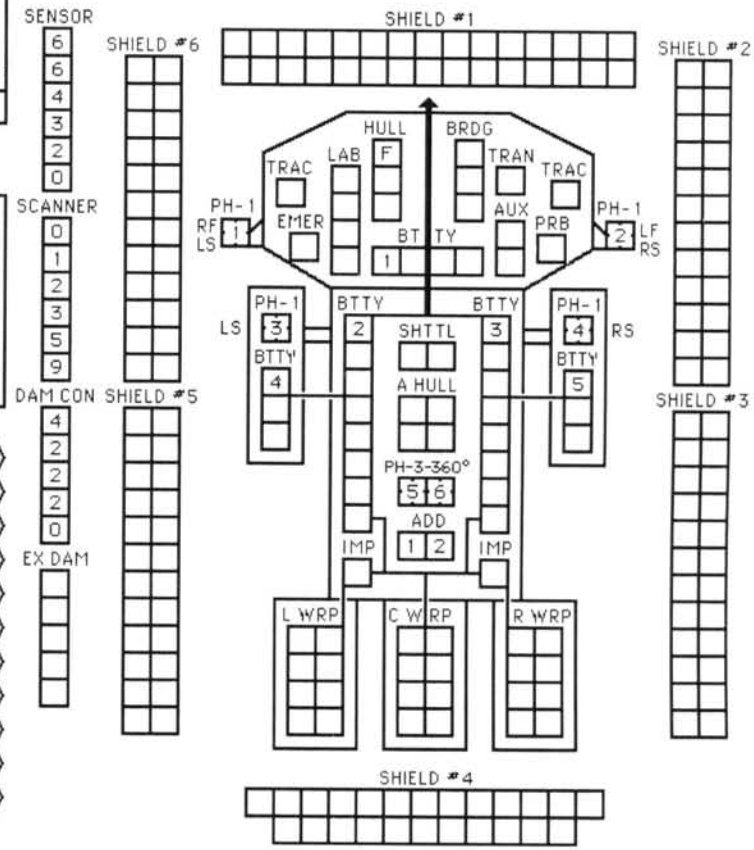
MAULER RANGE ADJUSTMENT CHART

RANGE	DAMAGE SCORED
0-1	Double the energy discharged
2-5	Equal to energy discharged
6-10	One-half of energy discharged

SHOCK 13		
MAULER		
T/I	D#	RT



ANY POWER SYSTEM CONNECTED TO THE MAULER CAN BE DESTROYED ON "ANY WEAPON" HITS.
SEE (D23.0) FOR SHOCK DAMAGE.
SEE (E8.27) FOR ALTERNATIVE FIRING ARCS.



WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX 5 = HET COST 6 = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20

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GORN MEDIUM SCOUT CARRIER

YS:180
DK:8
EX:17
CR:8

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

									10

DECK CREWS

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

PLASMA-D RACKS

1					
2					

RACKS ALWAYS HAD TWO RELOADS.

SHIP DATA TABLE

TYPE	=	MSV
POINT VALUE	=	170/130
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R6.85

CNTR

SENSOR: 6 6 4 1 0

SCANNER: 0 0 1 5 9

DAM CON: 4 2 2 2 0

EX DAM

PLASMA-K COMBAT TABLE

RANGE	0-5	6-7	8-9	10	11+
SIZE 5+	5	4	2	1	0
BOLT	1-4	1-3	1-3	1-3	NA
SIZE 6-7	10	8	4	2	0

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

TYPE II PHASER (FTR)

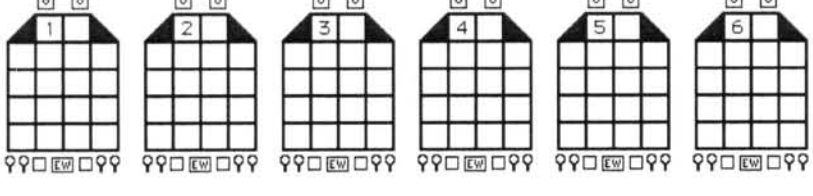
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	6	5	5	4	3	2
2	6	5	4	4	2	1
3	6	4	4	4	1	1
4	5	4	4	3	1	0
5	5	4	3	3	0	0
6	5	3	3	3	0	0

TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+

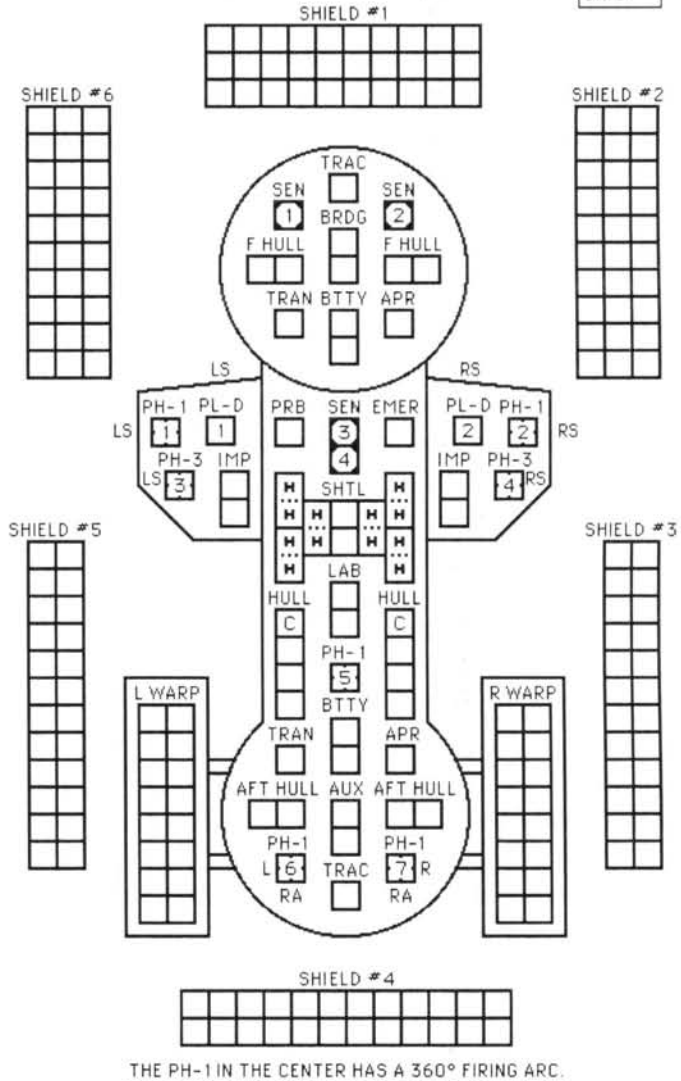
MOVEMENT COST = 1
HET COST = 5
EM COST = 6

LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

SPECIAL SENSORS #1 AND #2 ARE DESTROYED ON "PHASER" DAMAGE POINTS.
SPECIAL SENSORS #3 AND #4 ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



G-32 FIGHTERS
1x:Ph-2-FX
1x:Ph-3-LS
1x:Ph-3-RS
DFR = 0
CRIPPLED = 12
SPEED = 15
BPV = 20



THE PH-1 IN THE CENTER HAS A 360° FIRING ARC. THE 360° PHASER CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.

GORN MEDIUM DREADNOUGHT

CREW UNITS

		*							10
									20
									30
									40
									50
									60

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (J1.59).

SHIP DATA TABLE

TYPE	=	DNM
POINT VALUE	=	240
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R6.86

THE 360° PHASERs CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.

BOARDING PARTIES

									10
									20
									30

PROBES

				5

TRANSPORTER BOMBS

D	D	D	D	D	D

TURN MODE		SPEED
E	1	2 - 3
	2	4 - 6
	3	7 - 10
HET	4	11 - 14
	5	15 - 20
BD	6	21 - 29
	7	30+

PSEUDO-PLASMA TORPEDOES

A R B S C S D F E F

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

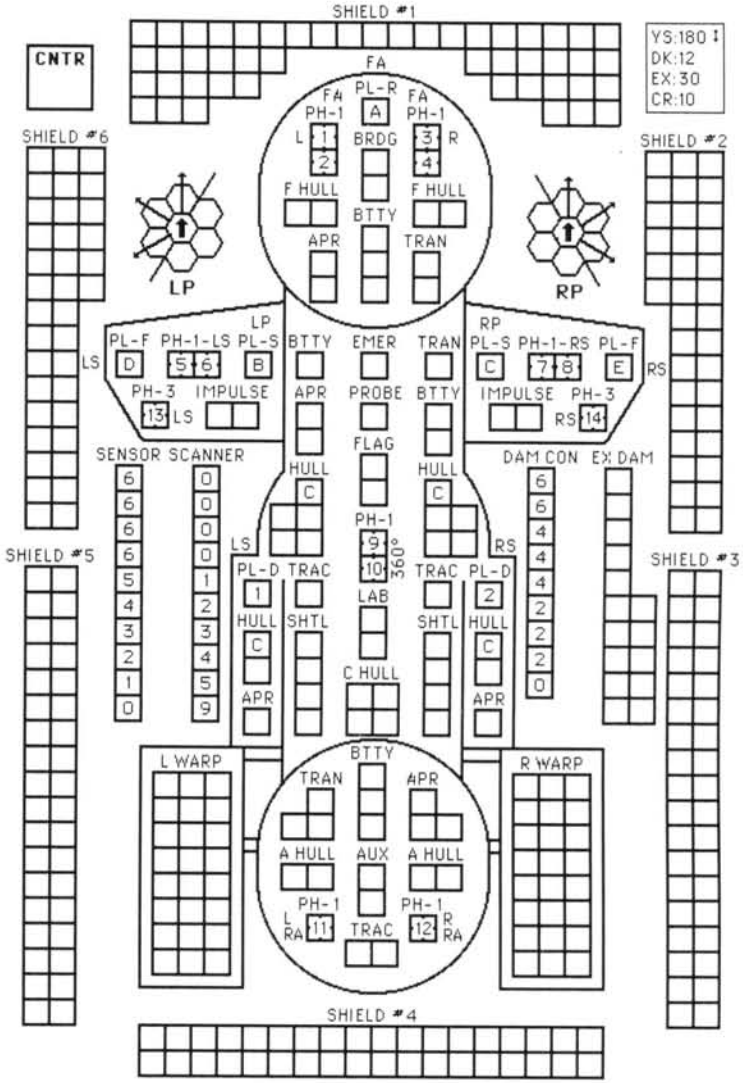
PLASMA-K COMBAT TABLE

RANGE	0-5	6-7	8-9	10	11+
SIZE 5+	5	4	2	1	0
BOLT	1-4	1-3	1-3	1-3	NA
SIZE 6-7	10	8	4	2	0

PLASMA-D RACKS

1						
2						

PLASMA RACKS ALWAYS HAD TWO RELOADS.



WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX 5 = HET COST 6 = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

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GORN LIGHT X-DREADNOUGHT

CREW UNITS

							*	10
								20
								30
								40
								50
								60
								70

BOARDING PARTIES

								10
								20
								30
								40

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (J1.59).

TRANSPORTER BOMBS

D	D	D	D	D	D	D	D	D

SHIP DATA TABLE

TYPE	= DLX
POINT VALUE	= 360
BREAKDOWN	= 4-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R6.87

FIRST GENERATION X-SHIP

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

PSEUDO-PLASMA TORPEDOES

A	M	B	M	C	S	D	S
A	M	B	M	C	S	D	S

	TURN MODE	SPEED
E	1	2 - 3
	2	4 - 6
	3	7 - 10
HET	4	11-14
	5	15-20
BD	6	21-29
	7	30+

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

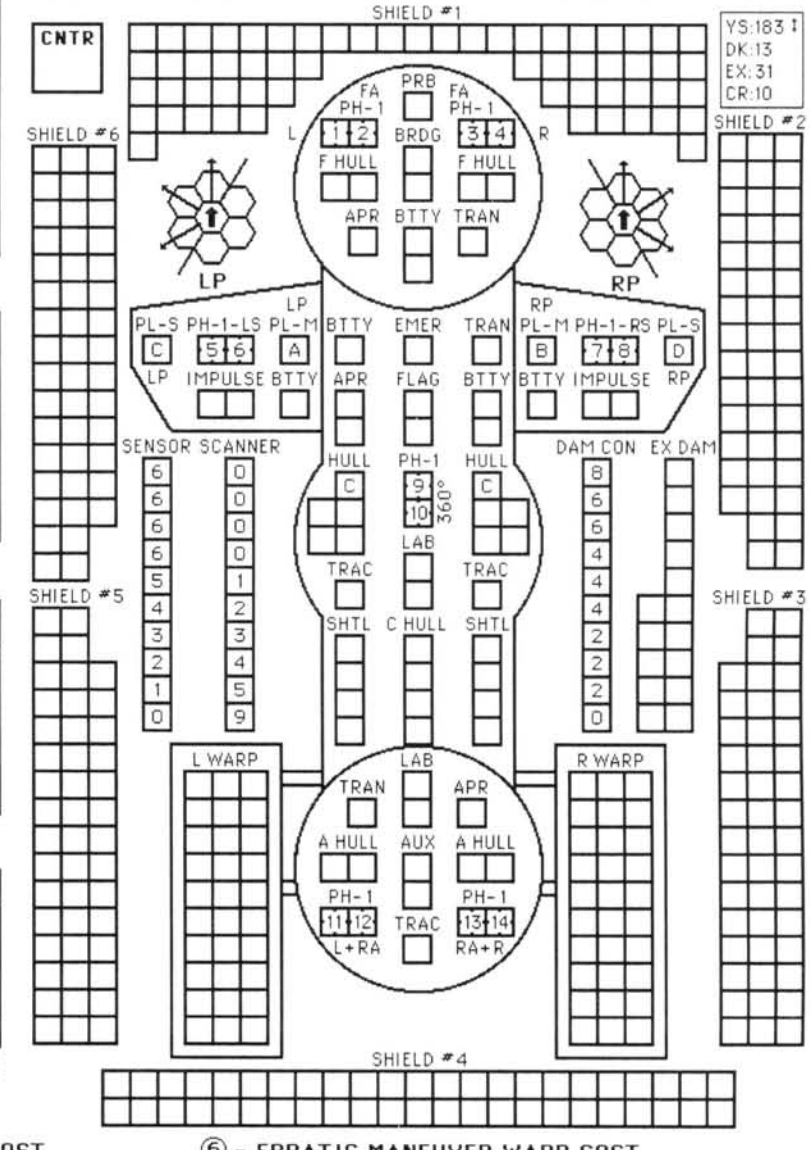
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE M	40	40	30	30	30	20	20	20	15	15	15	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G L	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

THE 360° PHASERS CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.



WARP ENERGY MOVEMENT COST = 1 + 1/4 ENERGY POINT PER HEX 5 = HET COST 6 = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	4	5	7	8	9	10	12	13	14	15	17	18	19	20	22	23	24	25	27	28	29	30	32	33	34	35	37	38
Fract.	1¼	2½	3¾	5	6¼	7½	8¾	10	11¼	12½	13¾	15	16¼	17½	18¾	20	21¼	22½	23¾	25	26¼	27½	28¾	30	31¼	32½	33¾	35	36¼	37½

GORN LOCAL DEFENSE PF TENDER

CREW UNITS: [ ][ ][ ][*][ ][ ][ ][ ] 10

BOARDING PARTIES: [ ][ ][ ][ ] 4

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES
		GAS

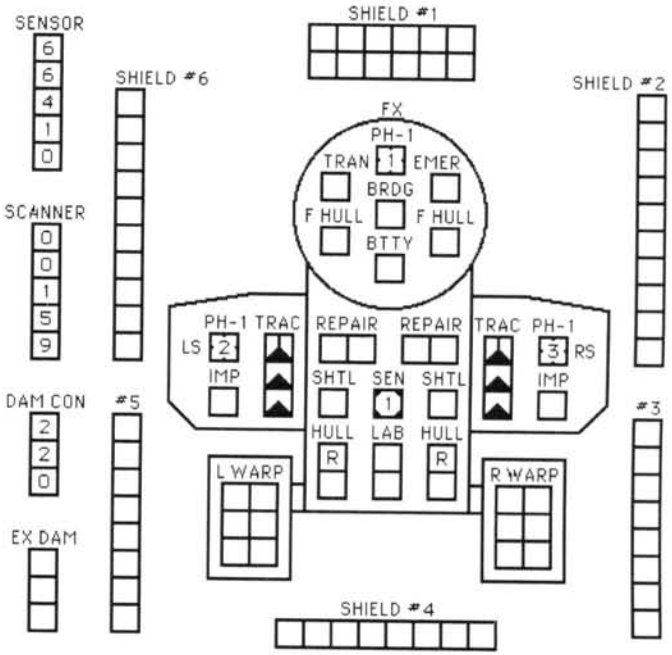
THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (J1.59).

TRANSPORTER BOMBS: [ ][ ] [D][D]

SHIP DATA TABLE		
TYPE	=	LPF
POINT VALUE	=	60/37
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R6.88

CNTR

YS:179
DK:4
EX:6
CR:4



TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE		SPEED
C	1	2-4
	2	5-9
HET	3	10-14
[ ]	4	15-20
BD	5	21-27
[ ][ ]	6	28+

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSOR DESTROYED ON "PHASER" DAMAGE POINTS.

LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

REPAIR DESTROYED ON "CARGO" DAMAGE POINTS.

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST (6) = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	(6)	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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GORN BATTLECRUISER MAULER

CREW UNITS

			*					10
								20
								30
								40

BOARDING PARTIES

									10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (J1.59).

TRANSPORTER BOMBS

					D	D	D	D

SHIP DATA TABLE

TYPE	=	BCM
POINT VALUE	=	172
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R6.89

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

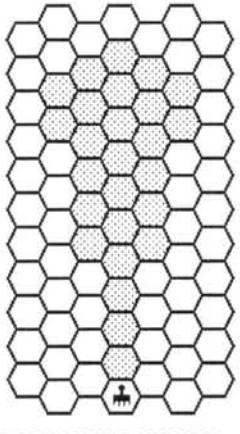
TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+

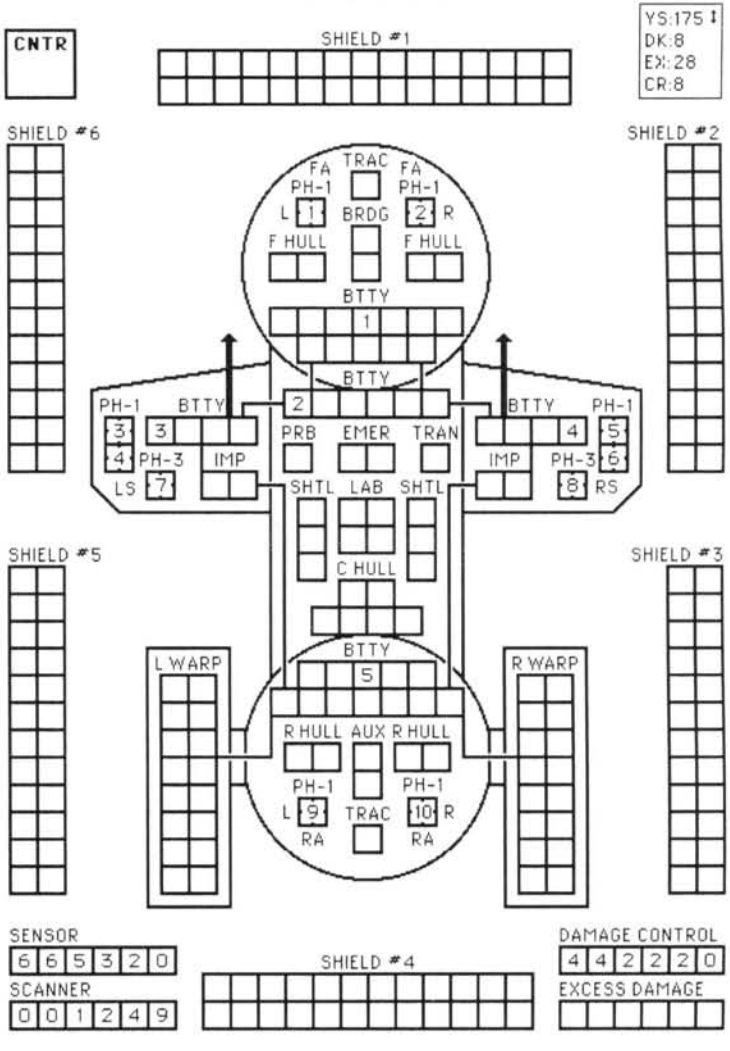
TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

FA = LF + RF
RA = LR + RR
LS = LF + L + LR
RS = RF + R + RR

SHOCK 17		
MAULER		
T/I	D#	RT





SENSOR

6	6	5	3	2	0

SCANNER

0	0	1	2	4	9

SHIELD #4

DAMAGE CONTROL

4	4	2	2	2	0

EXCESS DAMAGE

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

ANY POWER SYSTEM CONNECTED TO THE MAULER CAN BE DESTROYED ON "ANY WEAPON" HITS.
SEE (D23.0) FOR SHOCK DAMAGE.
SEE (E8.27) FOR ALTERNATIVE FIRING ARCS.

MAULER RANGE ADJUSTMENT CHART

RANGE	DAMAGE SCORED
0-1	Double the energy discharged
2-5	Equal to energy discharged
6-10	One-half of energy discharged

GORN HEAVY DESTROYER MAULER

CREW UNITS

		*						10
								20
								30

BOARDING PARTIES

								10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (J1.59).

TRANSPORTER BOMBS

D	D	D	D

SHIP DATA TABLE

TYPE	=	HDM
POINT VALUE	=	123
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R6.90

PLUS REFIT (Y170) +6

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

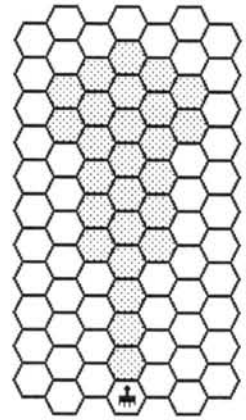
TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

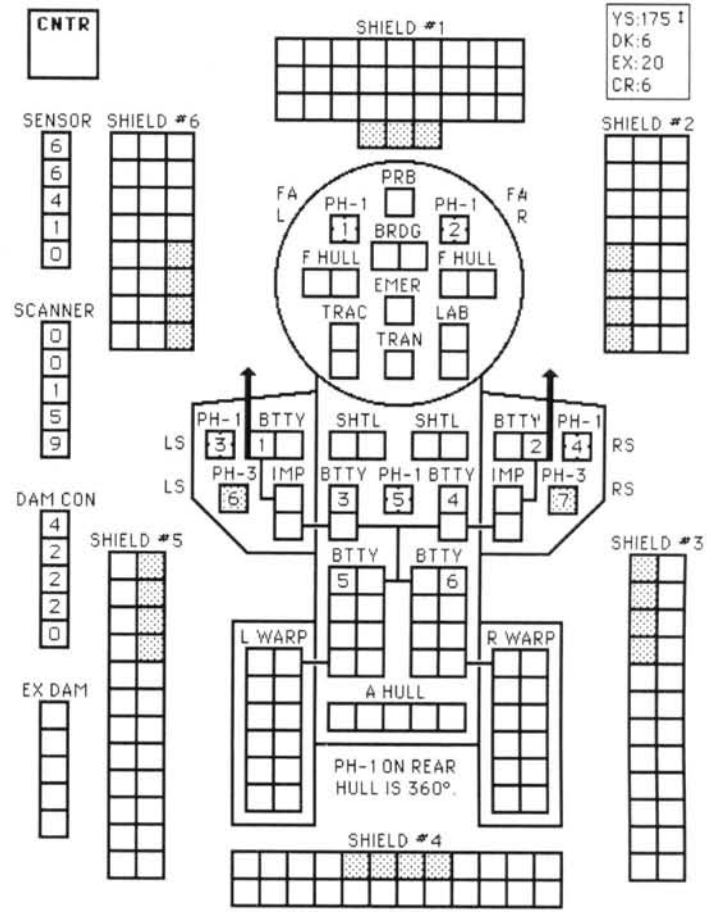
SHOCK 13		
MAULER		
T/I	D#	RT



MAULER RANGE ADJUSTMENT CHART

RANGE	DAMAGE SCORED
0-1	Double the energy discharged
2-5	Equal to energy discharged
6-10	One-half of energy discharged

ANY POWER SYSTEM CONNECTED TO THE MAULER CAN BE DESTROYED ON "ANY WEAPON" HITS.
SEE (D23.0) FOR SHOCK DAMAGE.
SEE (E8.27) FOR ALTERNATIVE FIRING ARCS.



SHADED BOXES ARE THE HDM+ REFIT.

THE 360° PHASER CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST (6) = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	(6)	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20

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GORN DOUBLE-WING DESTROYER

CREW UNITS

			*						10
									20

BOARDING PARTIES

					6

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (J1.59).

TRANSPORTER BOMBS

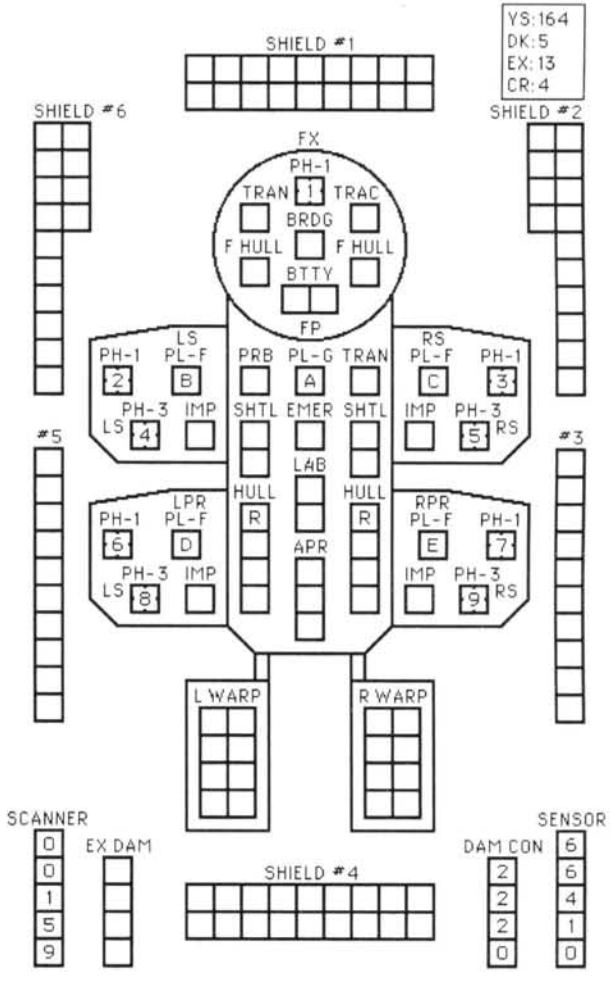
		D	D

SHIP DATA TABLE

TYPE	=	DDW
POINT VALUE	=	119
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R6.91

CNTR

YS:164
DK:5
EX:13
CR:4



TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

SHOCK 21

PLASMA		
T/I	D#	RT

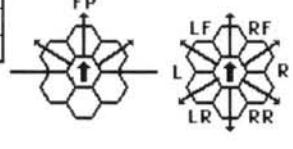
TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TYPE III DEFENSE PHASER

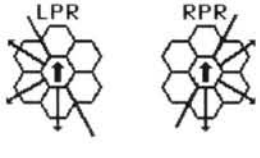
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PSEUDO-PLASMA TORPEDOES

A	G	B	F	C	F	D	F	E	F



LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R



PLASMA TORPEDO WARHEAD STRENGTH TABLE

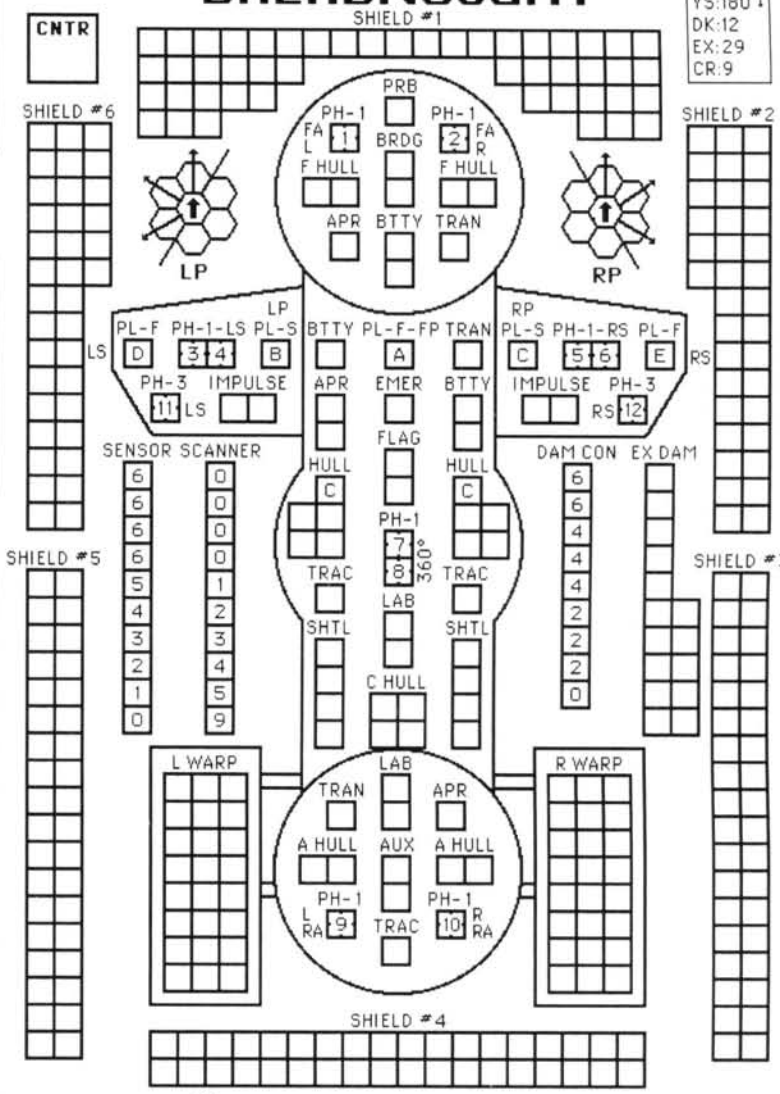
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20
TYPE G	20	20	15	15	15	10	5	1
TYPE F	20	15	10	5	1	0	0	0
BOLT	1-4	1-3	1-2					

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST (6) = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	(6)	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

GORN LIGHT RAIDING DREADNOUGHT

YS:180 I
DK:12
EX:29
CR:9



CREW UNITS

		✱					10
							20
							30
							40
							50
							60

BOARDING PARTIES

							10
							20
							30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (J1.59).

SHIP DATA TABLE

TYPE	= DLF
POINT VALUE	= 219
BREAKDOWN	= 4-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R6.92

PROBES

				5

TRANSPORTER BOMBS

D	D	D	D	D	D

TURN MODE

		SPEED
E	1	2 - 3
	2	4 - 6
	3	7 - 10
HET	4	11-14
	5	15-20
BD	6	21-29
	7	30+

PSEUDO-PLASMA TORPEDOES

A F B S C S D F E F

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

TYPE I OFFENSIVE PHASER TABLE

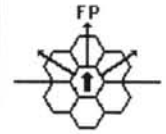
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1		



THE 360° PHASERs CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.

WARP ENERGY MOVEMENT COST = 1 + 1/4 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	4	5	7	8	9	10	12	13	14	15	17	18	19	20	22	23	24	25	27	28	29	30	32	33	34	35	37	38
Fract.	1¼	2½	3¾	5	6¼	7½	8¾	10	11¼	12½	13¾	15	16¼	17½	18¾	20	21¼	22½	23¾	25	26¼	27½	28¾	30	31¼	32½	33¾	35	36¼	37½

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THOLIAN COMBAT TUG

YS:170 I
DK:7
EX:15
CR:8

CREW UNITS

			*					10
								20
								30

BOARDING PARTIES

									10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE		
TYPE	=	ATG
POINT VALUE	=	134/116
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R7.54
SNARE REFIT (Y183) +6		

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OVLD	10	10	8	8	6	0	0	0

HIT & RUN DERFACS ☐

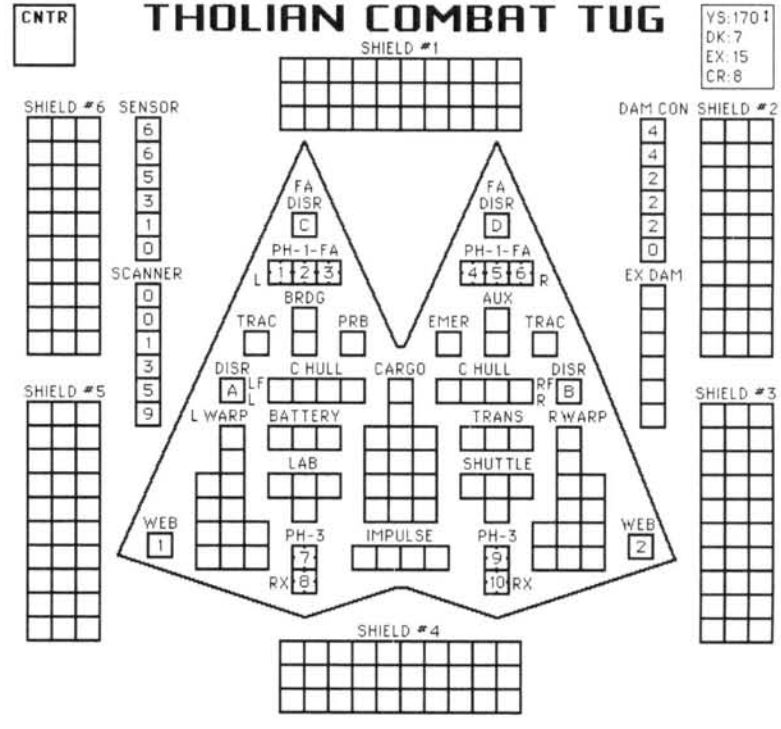
FA = LF + RF
RX = L + LR + RR + R

0 OR 1 POD WEIGHT		
TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
BD	5	22-28
	6	29+

WITH 2 POD WEIGHTS		
TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
BD	5	21-27
	6	28+

WITH 3 POD WGHTS		
TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
BD	5	18-24
	6	25+

POD WT	MOVE COST	HET COST	EM COST
0	.67	3.33	4
1	1	5	6
2	1.33	6.67	8
3	1.75	8.75	10.5



SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS WEB SNARES; SEE (E13.3) IN MODULE C2. WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20

WARP ENERGY MOVEMENT COST = 1+1/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	4	6	7	8	10	11	12	14	15	16	18	19	20	22	23	24	26	27	28	30	31	32	34	35	36	38	39	40
Fract.	1 1/3	2 2/3	4	5 1/3	6 2/3	8	9 1/3	10 2/3	12	13 1/3	14 2/3	16	17 1/3	18 2/3	20	21 1/3	22 2/3	24	25 1/3	26 2/3	28	29 1/3	30 2/3	32	33 1/3	34 2/3	36	37 1/3	38 2/3	40

WARP ENERGY MOVEMENT COST = 1+3/4 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	4	6	7	9	11	13	14	16	18	20	21	23	25	27	28	30	32	34	35	37	39	41	42	44	46	48	49	51	53
Fract.	1 3/4	3 1/2	5 1/4	7	8 3/4	10 1/2	12 1/4	14	15 3/4	17 1/2	19 1/4	21	22 3/4	24 1/2	26 1/4	28	29 3/4	31 1/2	33 1/4	35	36 3/4	38 1/2	40 1/4	42	43 3/4	45 1/2	47 1/4	49	50 3/4	52 1/2

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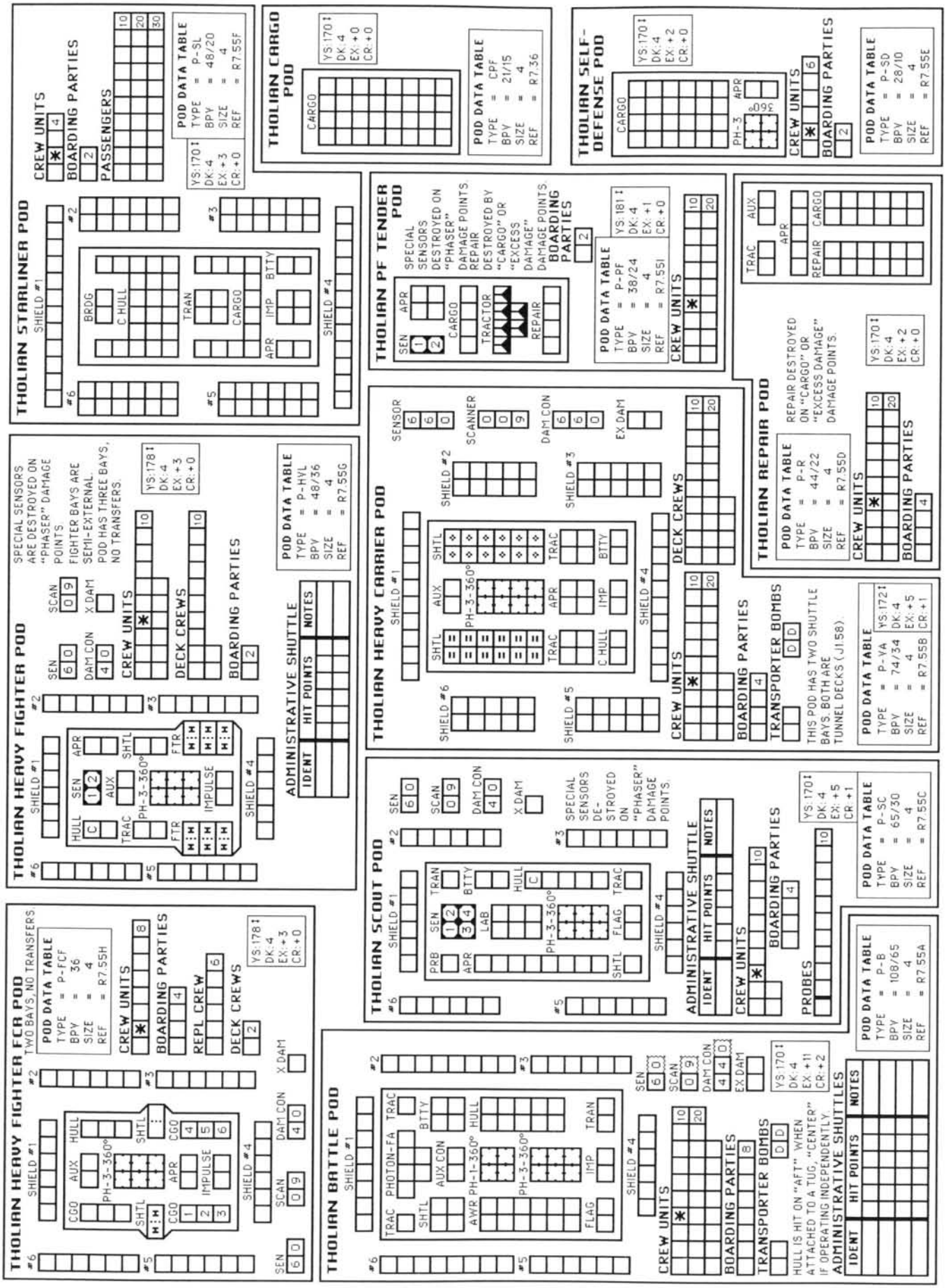
THOLIAN PODS



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NEO-THOLIAN FLEET TRANSPORT TUG

CREW UNITS

			*					10
								20
								30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	NTG
POINT VALUE	=	170/125
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R7.78

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

LF RF L R LR RR

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

WEB FIST TABLE

RANGE	1-10	11-20	21-30
HIT	1-4	1-3	1-2
MISS	5-6	4-6	3-6
ENERGY	DAMAGE		
1	2	0	0
2	4	2	0
3	6	4	2
4	8	6	4
5	10	8	6

WEB CASTER STRENGTH TABLE

ENERGY USED	# OF WEB HEXES CREATED 1	2	3	4	5
1-2-3	10	5	3	2	2
2-3-4	20	10	6	5	4
3-4-5	30	15	10	7	6
4-5-N	35*	20	13	10	8
5-N-N	35*	25	16	12	10

POD WT	MOVE COST	HET COST	EM COST
0-1	1.0	5	6
2	1.5	7.5	9
3	2.0	10	12

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

0 OR 1 POD WEIGHT

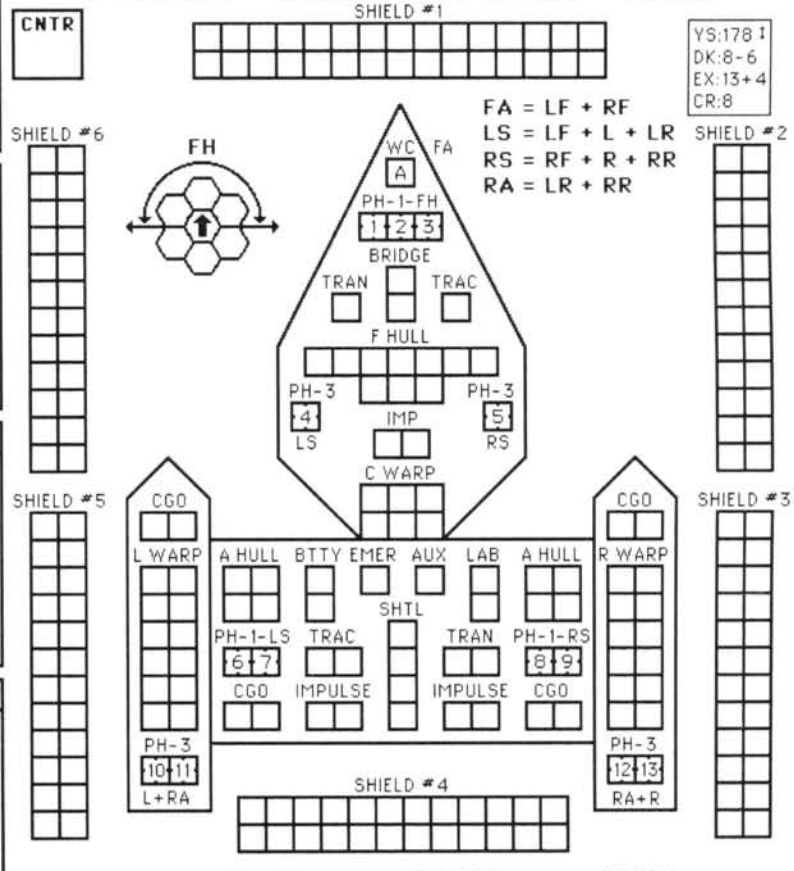
TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

WITH 2 POD WEIGHTS

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

WITH 3 POD WEIGHTS

TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+



SENSOR	SCANNER	DAM CON	EX DAM
6 6 5 3 1 0	0 0 1 3 5 9	4 4 2 2 2 0	

WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX 5 = HET COST 6 = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

WARP ENERGY MOVEMENT COST = 2 ENERGY POINT PER HEX 5 = HET COST 6 = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60
Fract.	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60

NEO-THOLIAN SURVEY CRUISER

YS:178 I
DK:8-6
EX:11+4
CR:8

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

									10

PROBES

									10

TRANSPORTER BOMBS

				D	D	D	D

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
BD	5	22-28
	6	29+

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS SEVEN SHUTTLE BAYS.
NO TRANSFERS BETWEEN BAYS.
SIX BAYS ARE EXTERNAL (J1.55).

SHIP DATA TABLE		
TYPE	=	NSR
POINT VALUE	=	180/140
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R7.79
NRV	=	+12

CNTR

WEB FIST TABLE

RANGE	1-10	11-20	21-30
HIT	1-4	1-3	1-2
MISS	5-6	4-6	3-6
ENERGY	DAMAGE		
1	2	0	0
2	4	2	0
3	6	4	2
4	8	6	4
5	10	8	6

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

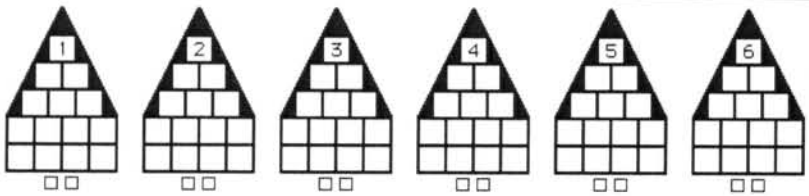
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

WEB CASTER STRENGTH TABLE

ENERGY USED	# OF WEB HEXES CREATED 1	2	3	4	5
1-2-3	10	5	3	2	2
2-3-4	20	10	6	5	4
3-4-5	30	15	10	7	6
4-5-N	35*	20	13	10	8
5-N-N	35*	25	16	12	10

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

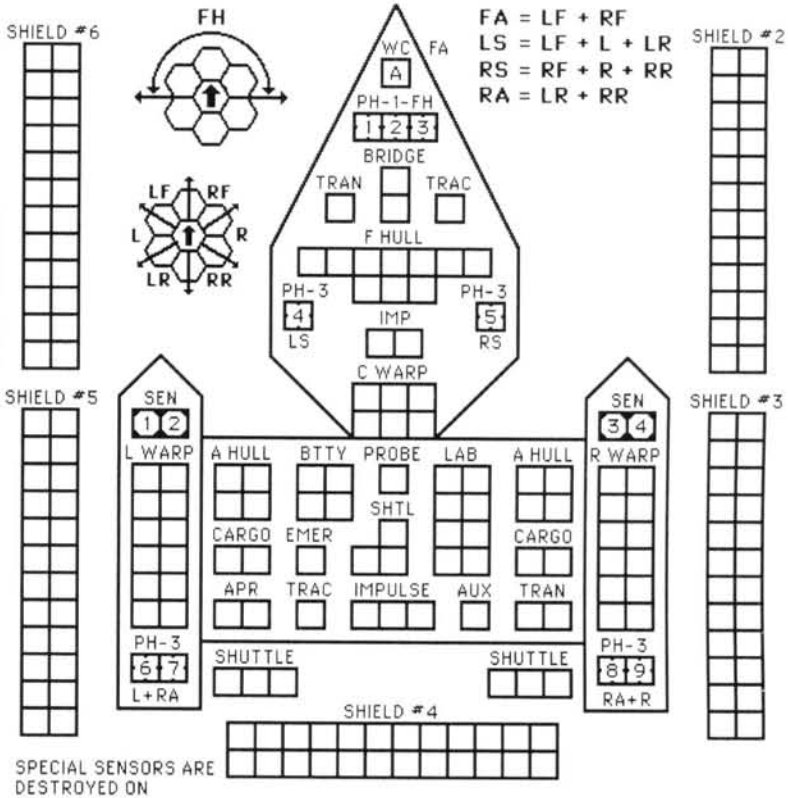


DECK CREWS

					6

SPIDER-III FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = 10
SPEED = 15
BPV = 6

FIGHTERS AND DECK CREWS ADDED IN NRV MODE. INCREASE BPV BY 12 POINTS, NOT INCLUDING THE COST OF THE FIGHTERS. THIS ALSO ADDS THREE CREW UNITS.



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" HITS.

SENSOR					
6	6	5	3	1	0

DAM CON					
4	4	2	2	2	0

SCANNER					
0	0	1	3	5	9

EX DAM

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

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ORION HEAVY DREADNOUGHT

YS:180
DK:12
EX:41
CR:10

CNTR

CREW UNITS

			*						10
									20
									30
									40
									50

BOARDING PARTIES

									10
									20

DRONE RACKS

1						C
2						C
3						C
4						C
5						C
6						C

SHIP HAD TYPE-C DRONE RACKS WITH TWO RELOADS.
THIS CHART CAN ALSO BE USED FOR PLASMA RACKS.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

						D	D	D	D	D	D

SHIP DATA TABLE

TYPE	=	DNH
POINT VALUE	=	300
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
CLOAK COST	=	30/6
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R8.49
CLOAK BPV	=	+38
OAKDISC	=	+25
STEALTH +1 ECM		
PLASMA RACKS	=	+12

HIT & RUN CLOAK
☐ IF INSTALLED

TURN MODE		SPEED
D	1	2 - 4
	2	5 - 8
	3	9 - 12
HET	4	13 - 17
	5	18 - 24
BD	6	25+

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

CARGO BOXES HAVE 25 CARGO POINTS EACH.
SEE (G15.4) FOR RULES ON OPTION MOUNTS.
SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES.
THIS SHIP CAN LAUNCH A MAXIMUM OF THREE DRONES (OR PLASMA-Ds) PER TURN UNLESS EQUIPPED WITH OAKDISC.

LF RF L R LR RR

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

SENSOR	SCANNER	DAM CON	EX DAM
6	0	6	
6	0	4	
5	0	4	
3	1	2	
1	3	2	
0	5	2	
	9	0	

INSERT OPTIONAL WEAPONS
SEE ANNEXES #8A AND #8B.

SHIELD #1 SHIELD #2 SHIELD #3 SHIELD #4 SHIELD #5 SHIELD #6
FA OPTION A B C D E F
FA L PH-1 1 2 3 BRIDGE PH-1 4 5 6 FA R
C HULL
DRN 1 DRN 2
TRAC TRAN TRAN TRAC
LS PH-3 9 10 LS PH-1 7 DRN 3 4 RS PH-1 8 DRN 5 6 RS PH-3 11 12
AUX SHUTTLE EMER
CARGO
PH-3 13 14 15 LAB BTTY PH-3 16 17 18
L RA IMP IMP R RA
L WARP C WARP R WARP

WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX 5 = HET COST 6 = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

ORION LIGHT DREADNOUGHT

YS:170‡
DK:11
EX:35
CR:9

CNTR

CREW UNITS

			✱					10
								20
								30
								40

BOARDING PARTIES

								10
								20

DRONE RACKS

1				C
2				C
3				C
4				C

SHIP HAD TYPE-C DRONE RACKS WITH TWO RELOADS.
THIS CHART CAN ALSO BE USED FOR PLASMA RACKS.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D D D D D D

SHIP DATA TABLE		
TYPE	=	DNL
POINT VALUE	=	265
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
CLOAK COST	=	30/6
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R8.50
CLOAK BPV	=	+35
OAKDISC	=	+25
STEALTH +1 ECM		
PLASMA RACKS	=	+8

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

HIT & RUN CLOAK
☐ IF INSTALLED

TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
BD	5	18-24
	6	25+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

CARGO BOXES HAVE 25 CARGO POINTS EACH.
SEE (G15.4) FOR RULES ON OPTION MOUNTS.
SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES.
THIS SHIP CAN LAUNCH A MAXIMUM OF THREE DRONES (OR PLASMA-Ds) PER TURN UNLESS EQUIPPED WITH OAKDISC.

LF RF L R LR RR

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

INSERT OPTIONAL WEAPONS
SEE ANNEXES #8A AND #8B.

SENSOR	SCANNER	DAM CON	EX DAM
6	0	6	
6	0	4	
6	0	4	
5	0	2	
3	1	2	
1	3	2	
0	5	0	
	9		

SHIELD #6 SHIELD #1 SHIELD #2 SHIELD #5 SHIELD #3 SHIELD #4

FA OPTION A B C D E
FA L PH-1 1 2 BRIDGE PH-1 3 4 FA R
C HULL
DRN 1 DRN 2
TRAC PH-1 5 LS LS PH-3 7 DRN 3 TRAN TRAN TRAC PH-1 6 RS RS DRN 4 PH-3 8
SHUTTLE
AUX EMER
CARGO
LAB LAB
L RA PH-3 9 10 BTTY PH-3 11 12 R RA
IMP IMP
L WARP C WARP R WARP

WARP ENERGY MOVEMENT COST = 1 + 1/4 ENERGY POINT PER HEX 5 = HET COST 6 = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	4	5	7	8	9	10	12	13	14	15	17	18	19	20	22	23	24	25	27	28	29	30	32	33	34	35	37	38
Fract.	1¼	2½	3¾	5	6¼	7½	8¾	10	11¼	12½	13¾	15	16¼	17½	18¾	20	21¼	22½	23¾	25	26¼	27½	28¾	30	31¼	32½	33¾	35	36¼	37½

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ORION BATTLE RAIDER MAULER

CNTR

YS:175 I
DK:6
EX:29
CR:6

CREW UNITS

		*							10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	BRM
POINT VALUE	=	127
BREAKDOWN	=	6
SHIELD COST	=	1+1
CLOAK COST	=	15/4
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R8.51
CLOAK BPV	=	+20
OAKDISC	=	+5
STEALTH +2 ECM		

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

TURN MODE SPEED

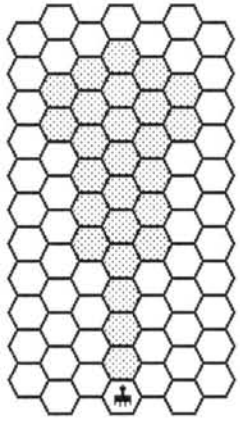
A	1	2 - 6
HET	2	7 - 12
	3	13 - 19
BD	4	20 - 26
	5	27+

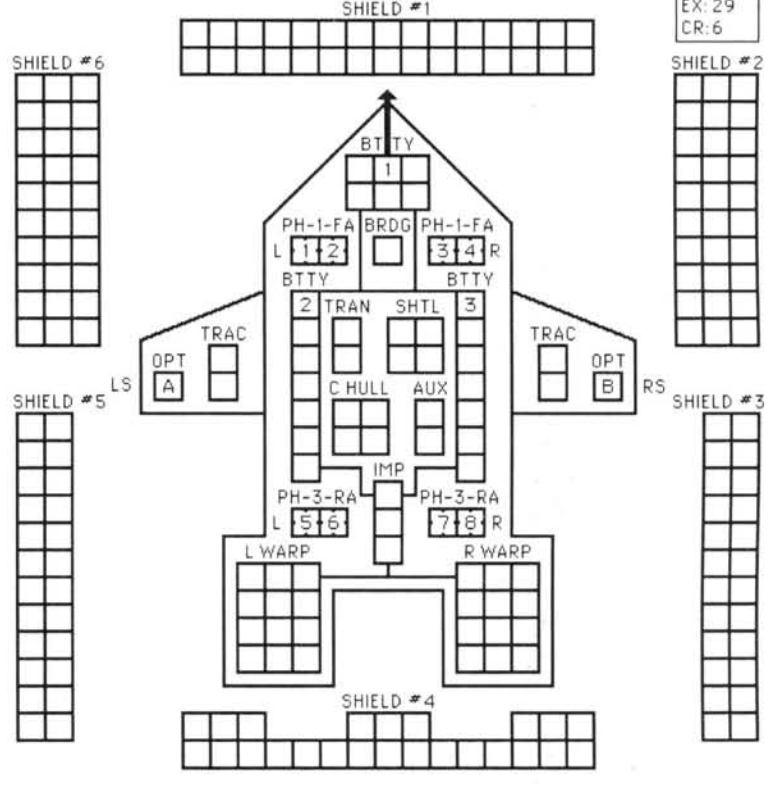
MAULER RANGE ADJUSTMENT CHART

RANGE	DAMAGE SCORED
0-1	Double the energy discharged
2-5	Equal to energy discharged
6-10	One-half of energy discharged

SHOCK 13

MAULER		
T/I	D#	RT





SENSOR

6	6	5	3	1	0

SCANNER

0	0	1	3	5	9

DAM CON

4	4	2	2	2	0

EX DAM

HIT & RUN CLOAK
☐ IF INSTALLED

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43).
CARGO BOXES HAVE 25 CARGO POINTS EACH.
SEE (G15.4) FOR RULES ON OPTION MOUNTS.
SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES.
THIS SHIP CAN LAUNCH A MAXIMUM OF THREE DRONES (OR PLASMA-Ds) PER TURN UNLESS EQUIPPED WITH OAKDISC.

ANY POWER SYSTEM CONNECTED TO THE MAULER CAN BE DESTROYED ON "ANY WEAPON" HITS.
SEE (D23.0) FOR SHOCK DAMAGE.
SEE (E8.27) FOR ALTERNATIVE FIRING ARCS.

INSERT OPTIONAL WEAPONS

NO HELLBORES IN WING MOUNTS.

SEE ANNEXES #8A AND #8B.

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20

ORION FLEET TUG

YS:150 I
DK:8
EX:25
CR:8

CNTR

CREW UNITS

		*						10
								20
								30
								40

BOARDING PARTIES

								10
								20

DRONE RACKS

1					C
2					C
3					C
4					C

TWO RELOADS; CHART CAN BE USED FOR PLASMA RACK OPTION.

THIS SHIP CAN LAUNCH SEEKING WEAPONS AT THE MAXIMUM RATE OF ITS LAUNCHERS. IT CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		HTS
		HTS
		HTS

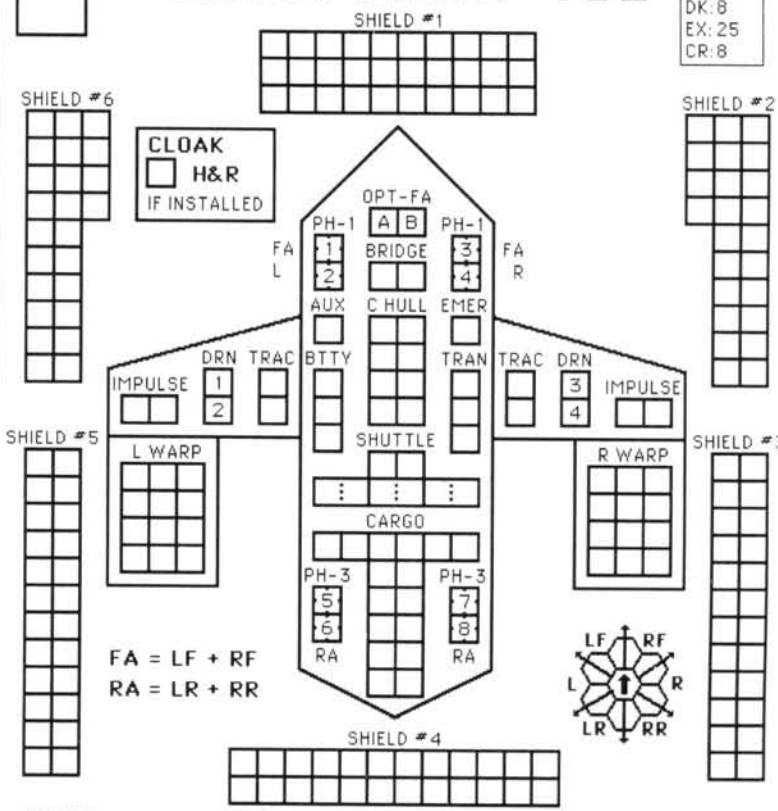
TRANSPORTER BOMBS

D D D D

POD WT	MOVE COST	HET COST	EM COST
0	0.67	3.33	4
1	1.0	5	6
2	1.33	6.67	8
3	1.67	8.33	10

SHIP DATA TABLE

TYPE	=	TUG
POINT VALUE	=	120/90
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
CLOAK COST	=	15/4
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R8.52
CLOAK BPV	=	+25
STEALTH +2 ECM		
PLASMA RACKS	=	+8
OAKDISC STANDARD		



INSERT OPTIONAL WEAPONS
SEE ANNEXES #8A AND #8B.

TURN MODE		NO POD SPEED	D 1 POD SPEED	E 2-3 PODS SPEED
C	1	2-4	2-4	2-3
	2	5-9	5-8	4-6
	3	10-14	9-12	7-10
	4	15-20	13-17	11-14
HET	5	21-27	18-24	15-20
BD	6	28+	25+	21-29
	7			30+

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SENSOR	SCANNER	DAM CON	EX DAM
6 5 3 2 1 0	0 0 1 3 5 9	6 4 4 2 2 0	

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43).
SEE (G15.4) FOR OPTION MOUNTS.
SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE.

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20

WARP ENERGY MOVEMENT COST = 1+1/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	4	6	7	8	10	11	12	14	15	16	18	19	20	22	23	24	26	27	28	30	31	32	34	35	36	38	39	40
Fract.	1 1/3	2 2/3	4	5 1/3	6 2/3	8	9 1/3	10 2/3	12	13 1/3	14 2/3	16	17 1/3	18 2/3	20	21 1/3	22 2/3	24	25 1/3	26 2/3	28	29 1/3	30 2/3	32	33 1/3	34 2/3	36	37 1/3	38 2/3	40

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HYDRAN KIOWA WAR DREADNOUGHT

YS:178‡
DK:11
EX:27
CR:10

CREW UNITS

			*					10
								20
								30
								40
								50

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS — NO TRANSFERS

SHIP DATA TABLE

TYPE	=	DNW
POINT VALUE	=	186
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R9.109

CNTR

BOARDING PARTIES: 10

TRANSPORTER BOMBS: D D D D D D

DECK CREWS: 10

PROBES: 5

LF RF L R LR RR

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

SENSOR: 6 6 6 6 5 4 3 2 1 0

SCANNER: 0 0 0 0 1 2 3 4 5 9

DAM CON: 6 6 4 4 2 2 2 0

EX DAM

SHIELD #1 SHIELD #2 SHIELD #3 SHIELD #4 SHIELD #5 SHIELD #6

PH-1-FA 1 2
HB E F FA
FUSION-FA A B C D
HB G H FA
PH-1 3 4 FA L
BRIDGE PROBE
PH-1 5 6 FA R
APR FLAG APR
AUX PH-1-360° TRAN 7 8
SHTL EMER SHTL
C HULL
LAB BTTY
L WARP R WARP
TRAC
PH-G 9 LS IMPULSE RS PH-G 10
C WARP C WARP

FUSION BEAM TABLE

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

FUSION OVERLOAD

DIE ROLL	RANGE 0	1	2	3-8
1	19	12	9	6
2	16	12	7	4
3	15	10	6	3
4	13	9	4	1
5	12	7	4	1
6	12	6	3	0

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

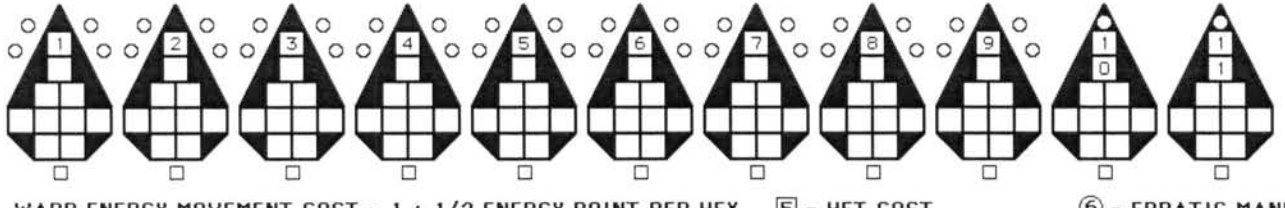
TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

HELLBORE COMBAT RESOLUTION TABLE

RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT#	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19	0	0	0

STINGER-E	STINGER-2	STINGER-H
txPh-G-FA	txPh-G-FA	txPh-G-FA
DFR = 4	DFR = 4	DFR = 2
CRIPPLED = 7	CRIPPLED = 7	CRIPPLED = 7
SPEED = 15	SPEED = 15	SPEED = 15
BPV = 12	BPV = 10	BPV = 10



THE 360° PHASERS CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.

WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX 5 = HET COST 6 = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard		2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

HYDRAN MAGYAR MEDIUM DREADNOUGHT

CREW UNITS

		*							10
									20
									30
									40
									50

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THREE BAYS — NO TRANSFERS

TRANSPORTER BOMBS

D D D D D D

SEE (R9.R2).

BOARDING PARTIES

10 20

DECK CREWS

10

PROBES

5

FH

LF RF L R LR RR

FA = LF + RF
FX = L + LF + RF + R
LS = LF + L + LR
RS = RF + R + RR

SHIP DATA TABLE

TYPE	=	DNM
POINT VALUE	=	206
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R9.110

FUSION BEAM TABLE

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

FUSION OVERLOAD

DIE ROLL	RANGE 0	1	2	3-8
1	19	12	9	6
2	16	12	7	4
3	15	10	6	3
4	13	9	4	1
5	12	7	4	1
6	12	6	3	0

TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

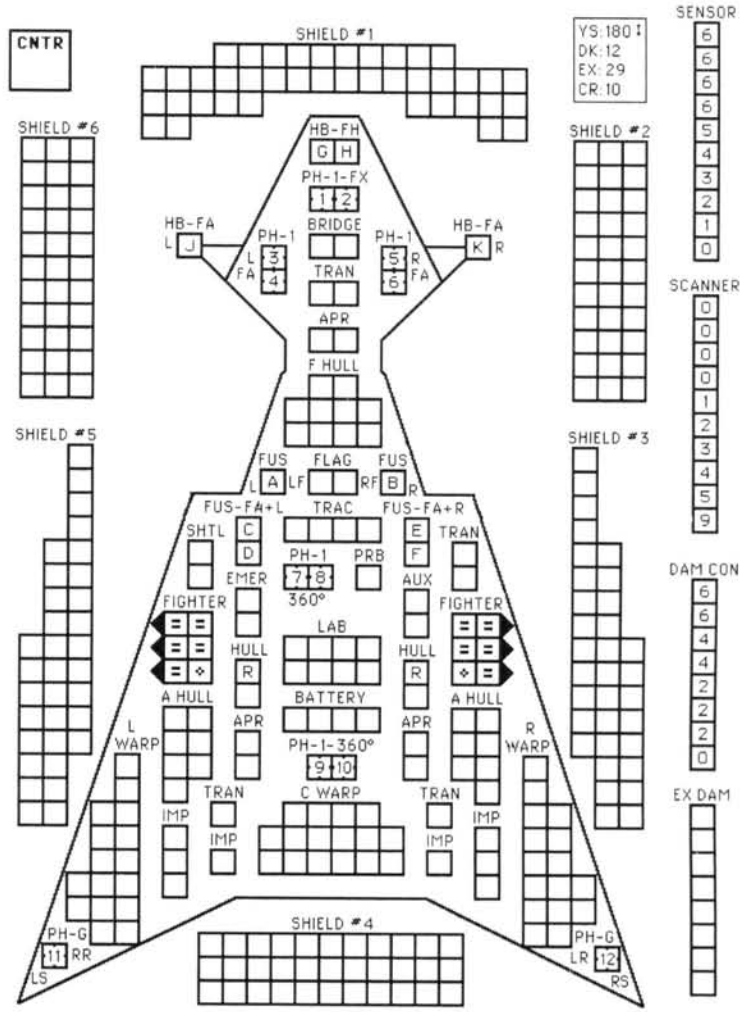
TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

HELLBORE COMBAT RESOLUTION TABLE

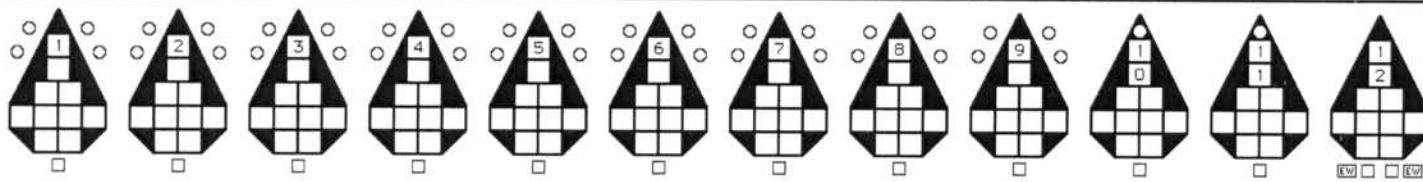
RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT#	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19	0	0	0

STINGER-E	STINGER-2	STINGER-H
1xPh-G-FA	1xPh-G-FA	1xPh-G-FA
DFR = 4	DFR = 4	DFR = 2
CRIPPLED = 7	CRIPPLED = 7	CRIPPLED = 7
SPEED = 15	SPEED = 15	SPEED = 15
BPY = 12	BPY = 10	BPY = 10



WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX 5 = HET COST 6 = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45



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HYDRAN LIEGE-X LIGHT X-DREADNOUGHT

CREW UNITS

							*	10
								20
								30
								40
								50
								60

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THREE BAYS — NO TRANSFERS

TRANSPORTER BOMBS

D D D D D D D D SEE (R9.R2).

BOARDING PARTIES

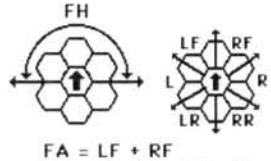
								10
								20

DECK CREWS

								10

PROBES

				5



FA = LF + RF
FX = L + LF + RF + R
LS = LF + L + LR
RS = RF + R + RR

SHIP DATA TABLE

TYPE	=	DLX
POINT VALUE	=	260
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R9.111

FIRST GENERATION X-SHIP

CNTR

HELLBORE COMBAT RESOLUTION TABLE

RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT#	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19	0	0	0

TYPE II PHASER (FTR)

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	6	5	5	4	3	2
2	6	5	4	4	2	1
3	6	4	4	4	1	1
4	5	4	4	3	1	0
5	5	4	3	3	0	0
6	5	3	3	3	0	0

FUSION BEAM TABLE

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

FUSION OVERLOAD

DIE ROLL	RANGE 0	1	2	3-8
1	19	12	9	6
2	16	12	7	4
3	15	10	6	3
4	13	9	4	1
5	12	7	4	1
6	12	6	3	0

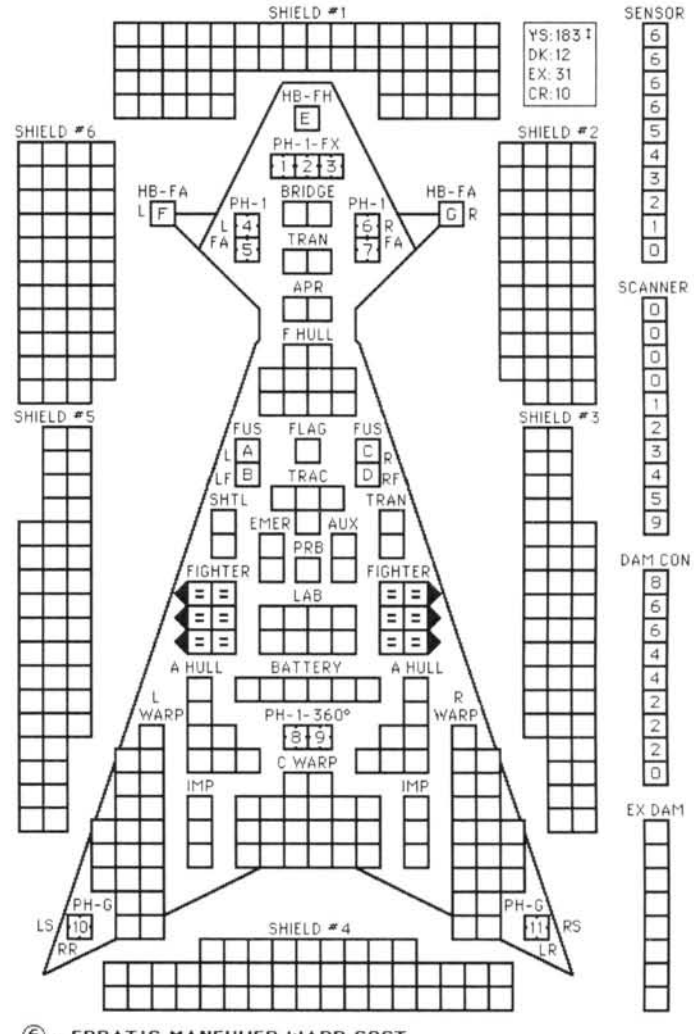
TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
BD	5	18-24
	6	25+

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

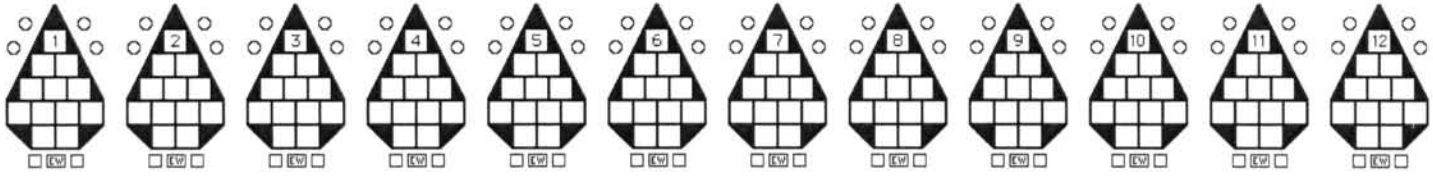
TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



WARP ENERGY MOVEMENT COST = 1 + 1/4 ENERGY POINT PER HEX 5 = HET COST 6 = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	4	5	7	8	9	10	12	13	14	15	17	18	19	20	22	23	24	25	27	28	29	30	32	33	34	35	37	38
Fract.	1¼	2½	3¾	5	6¼	7½	8¾	10	11¼	12½	13¾	15	16¼	17½	18¾	20	21¼	22½	23¾	25	26¼	27½	28¾	30	31¼	32½	33¾	35	36¼	37½



STINGER-X
1xPh-2-FA
1xPh-G-FA
DFR = 4
CRIPPLED = 8
SPEED = 20
BPV = 14

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HYDRAN GRENADIER-P LOCAL DEFENSE PF TENDER

CREW UNITS

			*					10
								20
								30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES

									10

T-BOMBS

D D D D

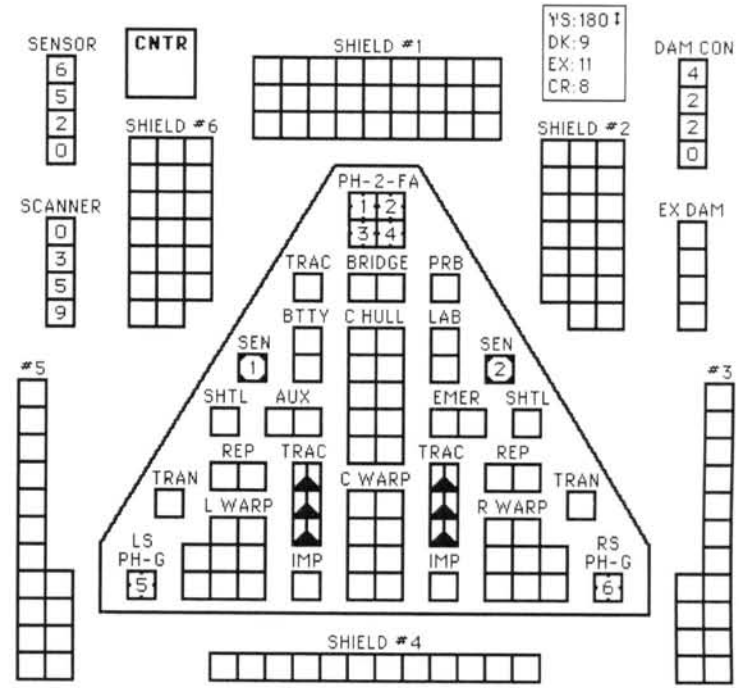
PROBES

		3

SHIP DATA TABLE

TYPE	=	LPF
POINT VALUE	=	107/76
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R9.112

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+



MOVEMENT COST = 1
HET COST = 5
EM COST = 6

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS DESTROYED ON "TORPEDO" DAMAGE POINTS.

CASUAL FIGHTER (R9.R6)

INCREASES BPV BY 5.
REPLACES ONE SHUTTLE.

STINGER-F
1xPh-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 7

REPAIR DESTROYED ON "CARGO" DAMAGE POINTS.

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HYDRAN MAULER CRUISER

CREW UNITS

			*						10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

DECK CREWS

	2

PROBES

				5

SHIP DATA TABLE

TYPE	=	CAM
POINT VALUE	=	142
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R9.113
PLUS REFIT	=	+18

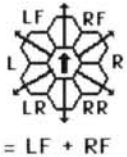
TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

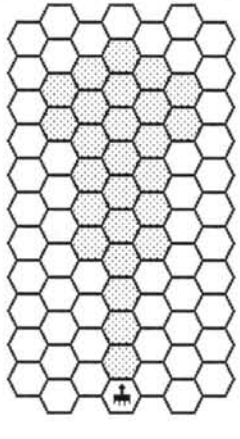
FTR FUSION TABLE

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

MAULER RANGE ADJUSTMENT CHART

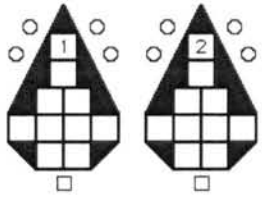
RANGE	DAMAGE SCORED
0-1	Double the energy discharged
2-5	Equal to energy discharged
6-10	One-half of energy discharged

ANY POWER SYSTEM CONNECTED TO THE MAULER CAN BE DESTROYED ON "ANY WEAPON" HITS.
SEE (D23.0) FOR SHOCK DAMAGE.
SEE (E8.27) FOR ALTERNATIVE FIRING ARCS.



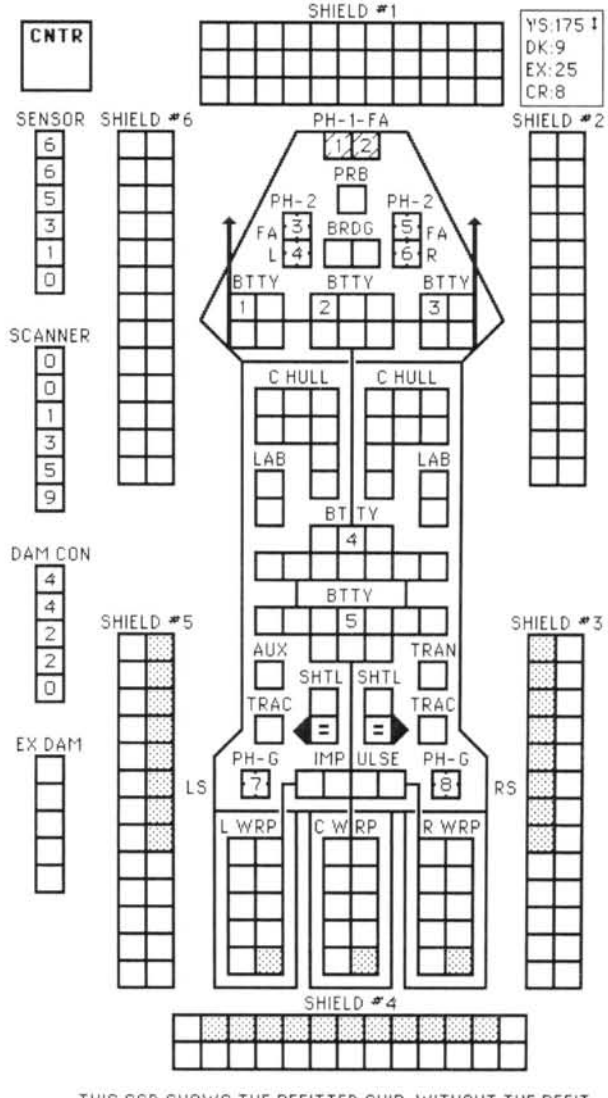
MOVEMENT COST = 1
HET COST = 5
EM COST = 6

STINGER-2
1xPh-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 10



SHOCK 17		
MAULER		
T/I	D#	RT

CNTR



THIS SSD SHOWS THE REFITTED SHIP. WITHOUT THE REFIT, DELETE THE SHADED BOXES, CHANGE THE PH-G FIRING ARCS TO "RA", AND CHANGE THE PH-1s TO PH-2s.

HYDRAN MEDIUM MAULER CRUISER

YS:175 ↕
DK:8
EX:20
CR:6

CNTR

CREW UNITS

			*						10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS — NO TRANSFERS

SHIP DATA TABLE

TYPE	=	CMM
POINT VALUE	=	129
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R9.114

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

TYPE II PHASER TABLE

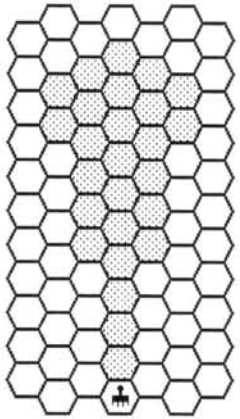
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SHOCK 13		
MAULER		
T/I	D#	RT



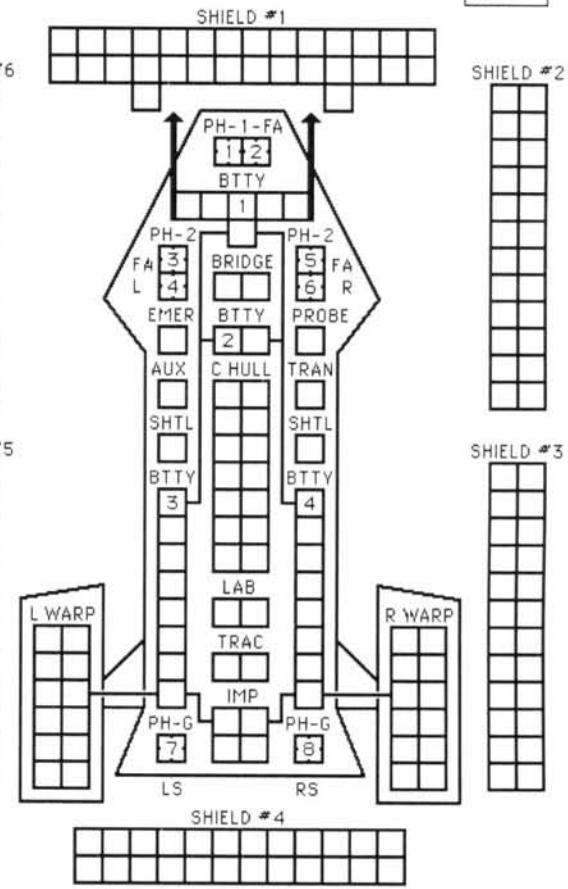
SENSOR: 6 6 5 3 1 0

SCANNER: 0 0 1 3 5 9

DAM CON: 4 2 2 2 0

EX DAM

SHIELD #6 SHIELD #5



MAULER RANGE ADJUSTMENT CHART

RANGE	DAMAGE SCORED
0-1	Double the energy discharged
2-5	Equal to energy discharged
6-10	One-half of energy discharged

ANY POWER SYSTEM CONNECTED TO THE MAULER CAN BE DESTROYED ON "ANY WEAPON" HITS.
SEE (D23.0) FOR SHOCK DAMAGE.
SEE (E8.27) FOR ALTERNATIVE FIRING ARCS.

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX 5 = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20

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ANDROMEDAN DESTRUCTOR

CREW UNITS: * (10) (20)

PROBES: 5

BOARDING PARTIES: 8

TRANSPORTER BOMBS: D D D D

CNTR

YS:185 ↕
DK:12
EX:24
CR:6

SHIP DATA TABLE

TYPE	=	DSC
POINT VALUE	=	212
BREAKDOWN	=	6
PA COST	=	5/8
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R10.63

DISPLACEMENT DEVICE TABLE

RANGE	0	1-2	3-15	16-22	23-31	32-50
SUCCESS	-	1-5	1-4	1-3	1-2	1
FAILURE	1-6	6	5-6	4-6	3-6	2-6

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

TURN MODE	SPEED
B 1	2-5
2	6-10
3	11-15
4	16-21
5	22-28
6	29+

HET

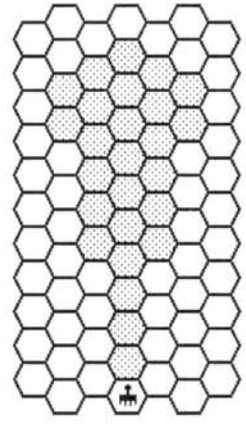
BD

BATTERY RECORDS

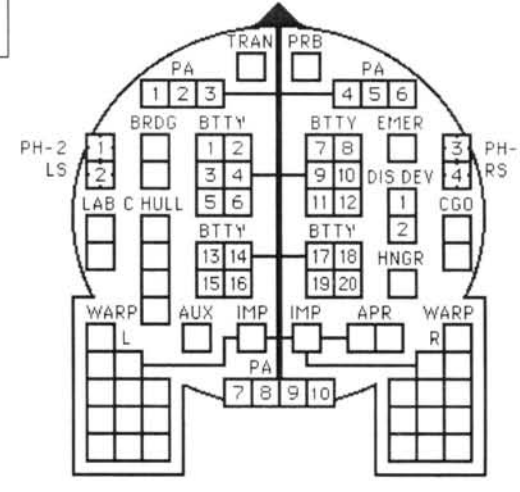
1												
2												
3												
4												
5												
6												
7												
8												
9												
10												
11												
12												
13												
14												
15												
16												
17												
18												
19												
20												

THIS SHIP CAN DRAW 36 POINTS OF POWER PER TURN FROM ITS PA PANELS.

LS = LF + L + LR
RS = RF + R + RR



SHOCK 17		
MAULER		
T/I	D#	RT



SENSOR: 6 3 0

DAMAGE CONTROL: 4 2 2 0

SCANNER: 0 5 9

EXCESS DAMAGE

MAULER RANGE ADJUSTMENT CHART

RANGE	DAMAGE SCORED
0-1	Double the energy discharged
2-5	Equal to energy discharged
6-10	One-half of energy discharged

ANY POWER SYSTEM CONNECTED TO THE MAULER CAN BE DESTROYED ON "ANY WEAPON" HITS.
SEE (D23.0) FOR SHOCK DAMAGE.
SEE (E8.27) FOR ALTERNATE FIRING ARCS.
SEE (E8.5) FOR POWER FROM PA PANELS.
SEE (D1.57) FOR FRIENDLY FIRE RULES.

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20

ANDROMEDAN SHIVA MOTHERSHIP-MAULER

CNTR

YS:185
DK:36
EX:33
CR:8

CREW UNITS: * 10 20

BOARDING PARTIES: 10

PROBES: 5

TRANSPORTER BOMBS: D D D D

ANY POWER SYSTEM CONNECTED TO THE MAULER CAN BE DESTROYED ON "ANY WEAPON" DAMAGE POINTS.

SENSOR: 6 6 3 0

SCANNER: 0 0 4 9

DAMAGE CONTROL: 4 2 2 0

EXCESS DAMAGE

SHIP DATA TABLE

TYPE	=	SHV
POINT VALUE	=	500
BREAKDOWN	=	6
PA COST	=	6/10
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R10.64

DISPLACEMENT DEVICE TABLE

RANGE	0	1-2	3-15	16-22	23-31	32-50
SUCCESS	-	1-5	1-4	1-3	1-2	1
FAILURE	1-6	6	5-6	4-6	3-6	2-6

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

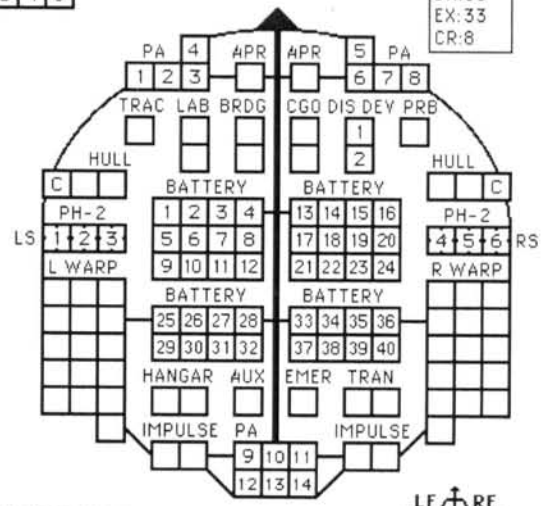
TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
BD	5	21-27
	6	28+

THIS SHIP CAN DRAW 45 POINTS OF POWER PER TURN FROM ITS PA PANELS.

SHOCK 21

MAULER

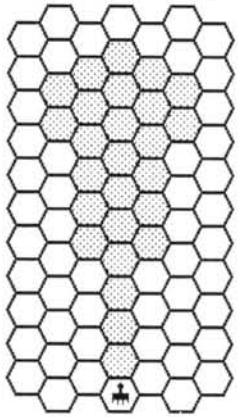
T/I	D#	RT



SEE (D23.0) FOR SHOCK DAMAGE.
SEE (E8.27) FOR ALTERNATIVE FIRING ARCS.
SEE (E8.5) FOR POWER FROM PA PANELS.
SEE (D1.57) FOR FRIENDLY FIRE RULES.

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

LS = LF + L + LR
RS = RF + R + RR



MAULER RANGE ADJUSTMENT CHART

RANGE	DAMAGE SCORED
0-1	Double the energy discharged
2-5	Equal to energy discharged
6-10	One-half of energy discharged

BATTERY RECORDS

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24

BATTERY RECORDS

25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40

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LYRAN HEAVY SCOUT CARRIER

YS: 180 I
DK: 8
EX: 18
CR: 9

CNTR

SHIELD #1 | SHIELD #2 | SHIELD #3 | SHIELD #4 | SHIELD #5 | SHIELD #6

FA | FA L | FA R | LS | RS

PH-1 3+4 | PH-1 1+2 | PH-1 5+6

SHUTTLE | BRIDGE | LAB | SHUTTLE

F HULL | A HULL

BTTY | ESG 1 | PRB | ESG 2 | APR

PH-3 7 | TRAN | FLAG | HULL C | FLAG | TRAN | PH-3 8

IMP | AUX | EMER | IMP

TRAC | APR | BTTY | TRAC

L WARP | R WARP

SENSOR 1 2 | SENSOR 3 4

C WARP | C WARP

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

DAM CON 4 4 2 2 2 0

EX DAM

Z-HB FIGHTERS
1xPh-2-FX
1xPh-3-RX
DFR = 0
CRIPPLED = 11
SPEED = 15
BPV = 18

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

									10

DECK CREWS

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	NSV
POINT VALUE	=	166/136
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R11.85

MECH LINKS (Y178) +2

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

TYPE II PHASER (FTR)

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	6	5	5	4	3	2
2	6	5	4	4	2	1
3	6	4	4	4	1	1
4	5	4	4	3	1	0
5	5	4	3	3	0	0
6	5	3	3	3	0	0

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

FIGHTER DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-10
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
DAMAGE, STD	0	5	4	4	3	3

LF RF L R LR RR

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

LYRAN CAVE JAGUAR WAR DREADNOUGHT

YS:177
DK:13
EX:29
CR:10

CREW UNITS

			*						10
									20
									30
									40
									50

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

TURN MODE	SPEED
1	2-4
2	5-8
3	9-12
4	13-17
5	18-24
6	25+

D
HET
BD

CNTR

BOARDING PARTIES: 10

PROBES: 5

TRANSPORTER BOMBS: D D D D D D

SHIP DATA TABLE

TYPE	=	DNW
POINT VALUE	=	230
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R11.86

PLUS REFIT INCLUDED

PHASER REFIT INCLUDED

INCLUDES 2x UIM

POWER PACK = +9

BEFORE Y178 BPV - 6
NO MECH LINKS

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

HIT & RUN
UIM
DERFACS

SHIELD #6 | SHIELD #1 | SHIELD #2 | SHIELD #5 | SHIELD #3 | SHIELD #4

FA PH-1 1 2 BRIDGE
FA L PH-1 3 4
FA DISR A TRAN
AUX HULL F
PH-3 7 LS
PH-1 9 LS
TRAC
APR
L WARP
SHTL BTTY
AUX ESG 1 2
LAB
IMP
REPAIR PH-1-FX* PRB REPAIR
11 12
C HULL
APR SHTL
ESG FLAG
3 4
TRAN
IMP
PH-1 5 6 FA R
FA DISR B
TRAN
EMER
HULL R
PH-3 8 RS
PH-1 10 RS
BTTY
TRAC
R WARP
TRAC APR TRAC
DISR-FH L C D
C WARP
BTTY
POWER PACK
DISR-FH E F R
C WARP
FH
LF RF L R LR RR

SENSOR: 6 6 6 5 4 3 2 1 0
SCANNER: 0 0 0 1 2 3 4 5 9

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

DAMAGE CONTROL: 6 6 4 4 2 2 2 0
EXCESS DAMAGE

REPAIR BOXES ARE CARGO WITHOUT THE MECH LINK REFIT.

* HAS KLINGON FX REAR FIRING ARCS (D2.33).

REPAIR BOXES ARE DESTROYED ON "CARGO" OR "EXCESS DAMAGE" HITS.

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2	1
DAMAGE, OVLD	10	10	8	8	6	0	0	0	0

WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX 5 = HET COST 6 = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

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LYRAN ARCTIC LION MEDIUM DREADNOUGHT

YS:177
DK:14
EX:31
CR:10

CREW UNITS

		*							10
									20
									30
									40
									50
									60

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

TURN MODE	SPEED
1	2-4
2	5-8
3	9-12
4	13-17
5	18-24
6	25+

D
HET
BD

CNTR

BOARDING PARTIES

									10
									20

PROBES

1					5
2					5

TRANSPORTER BOMBS

						D	D	D	D	D	D

SHIP DATA TABLE

TYPE	=	DNM
POINT VALUE	=	242
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R11.87

PLUS REFIT INCLUDED

PHASER REFIT INCLUDED

INCLUDES 2x UIM

POWER PACK (Y177) +9

BEFORE Y178 BPV - 6
NO MECH LINKS

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

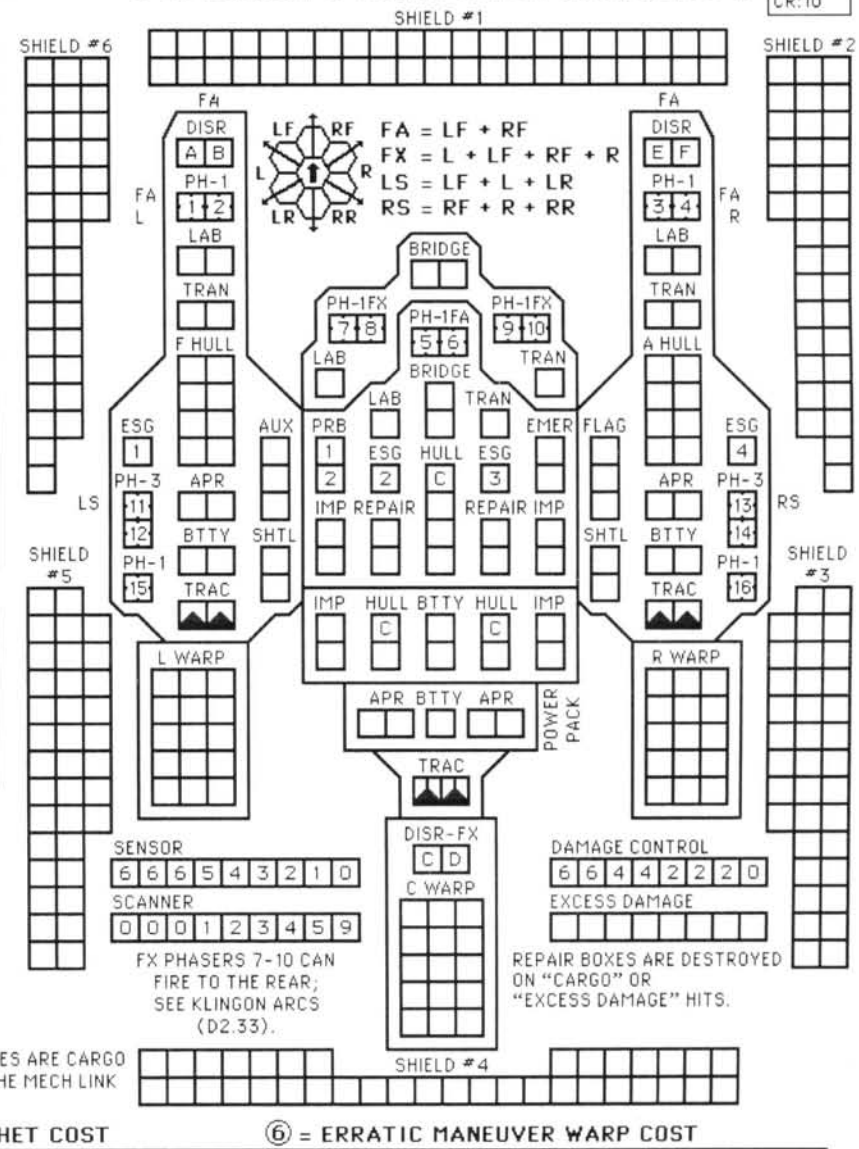
TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

HIT & RUN
UIM
DERFACS



DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2	1
DAMAGE,OVLD	10	10	8	8	6	0	0	0	0

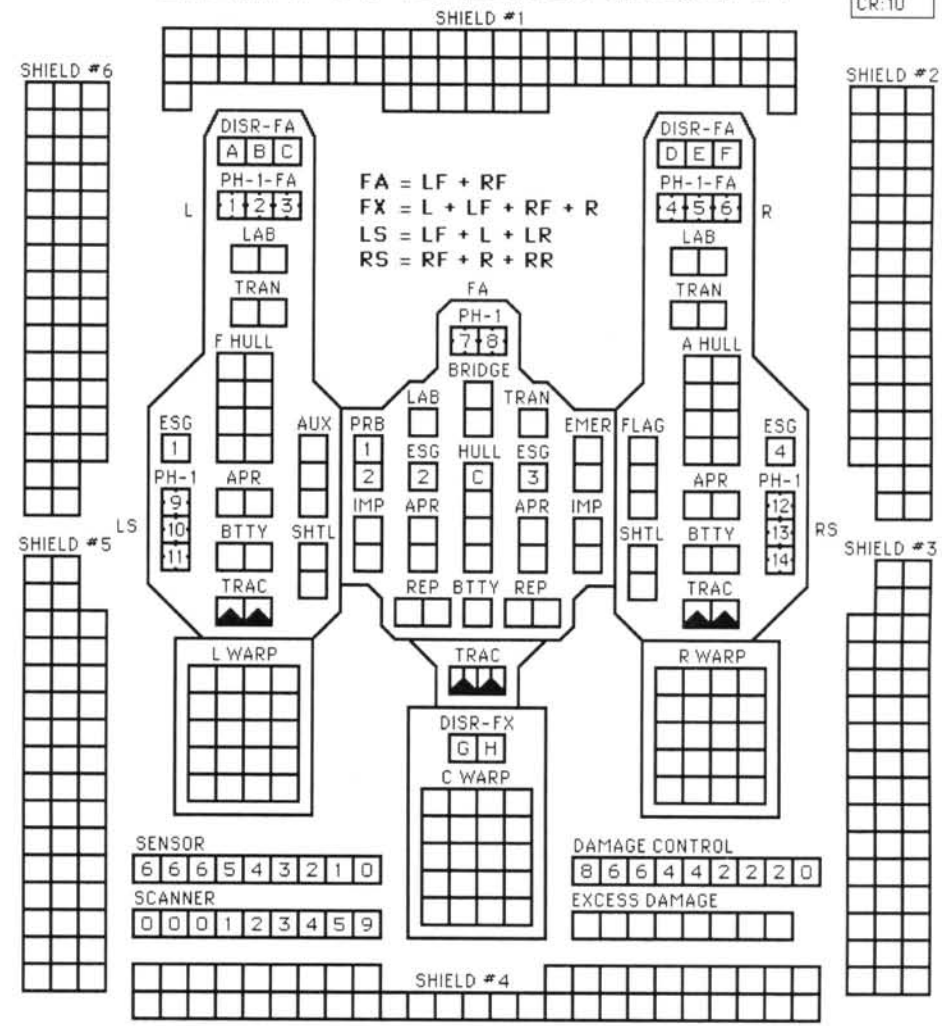
WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX [5] = HET COST (6) = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	(6)	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

LYRAN DESERT LION-X LIGHT X-DREADNOUGHT

YS:182 I
DK:15
EX:34
CR:10

CNTR



REPAIR BOXES ARE DESTROYED ON "CARGO" OR "EXCESS DAMAGE" HITS.

CREW UNITS

								10
								20
								30
								40
								50
								60

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES

								10
								20
								30

LF RF L R LR RR

TRANSPORTER BOMBS

D	D	D	D	D	D	D	D

PROBES

1					5
2					5

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5	6	7
0	4	8	12	16	20	24	28
1	4	7	11	15	18	22	26
2	3	7	10	13	17	20	23
3	3	6	9	12	15	18	21

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

UIM

DERFACS
H&R

SHIP DATA TABLE

TYPE	=	DLX
POINT VALUE	=	400
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R11.88

4 X UIM STANDARD

FIRST GENERATION X-SHIP

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

HET

BD

TURN MODE	SPEED
D	
1	2-4
2	5-8
3	9-12
4	13-17
5	18-24
6	25+

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2	1
DAMAGE,OVLD	10	10	8	8	6	0	0	0	0

WARP ENERGY MOVEMENT COST = 1 + 1/4 ENERGY POINT PER HEX

[5] = HET COST

(6) = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	(6)	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard		2	3	4	5	7	8	9	10	12	13	14	15	17	18	19	20	22	23	24	25	27	28	29	30	32	33	34	35	37	38
Fract.	1¼	2½	3¾	5	6¼	7½	8¾	10	11¼	12½	13¾	15	16¼	17½	18¾	20	21¼	22½	23¾	25	26¼	27½	28¾	30	31¼	32½	33¾	35	36¼	37½

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LYRAN DIVISION CONTROL SHIP

YS:180
DK:7
EX:19
CR:9

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

									10

DECK CREWS

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	DCS
POINT VALUE	=	150/100
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R11.89

REPAIR IS DESTROYED ON "CARGO" OR "EXCESS DAMAGE" DAMAGE POINTS.

CNTR

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

SENSOR: 6 6 5 3 1 0

SCANNER: 0 0 1 3 5 9

DAM CON: 4 4 2 2 2 0

EX DAM

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

EXPANDING SPHERE TABLE

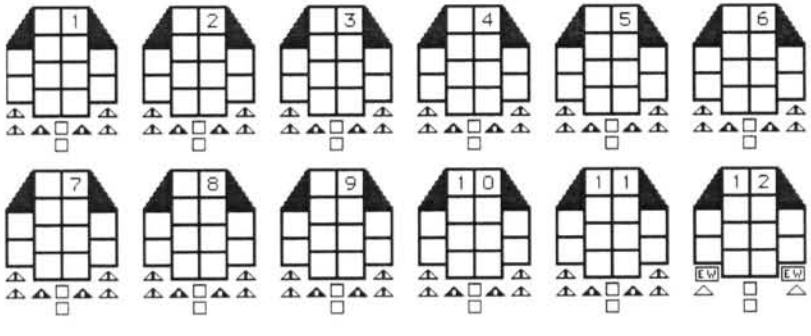
RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

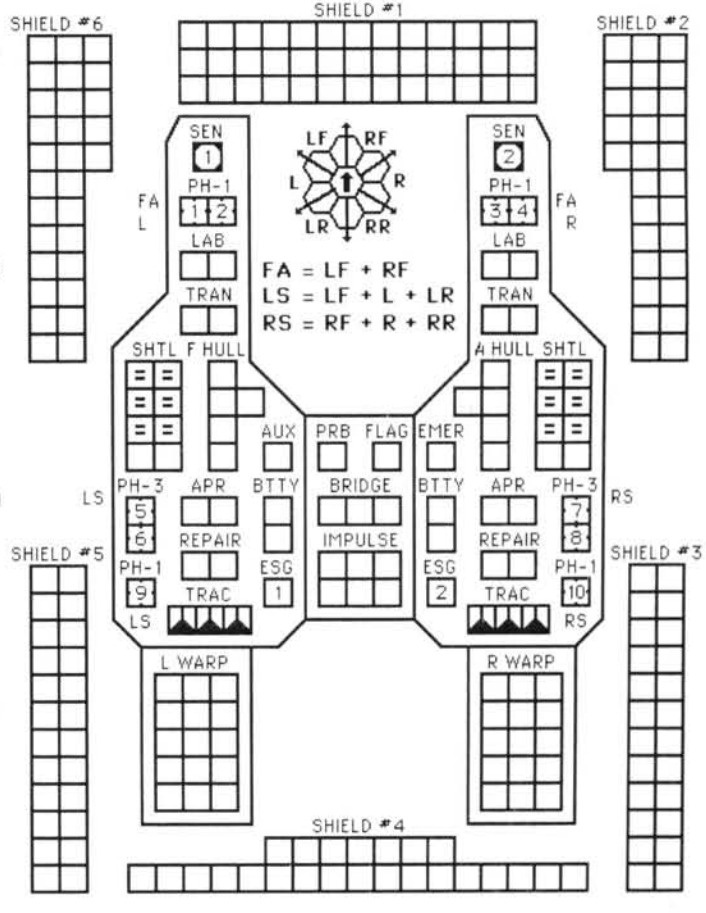
TURN MODE	SPEED
C 1	2-4
2	5-9
3	10-14
4	15-20
5	21-27
6	28+

HET

BD



Z-YC FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
BPV = 12



MOVEMENT COST = 1
HET COST = 5
EM COST = 6

LYRAN LIONESS HEAVY CRUISER

YS:175
DK:8
EX:20
CR:9

CNTR

CREW UNITS

		*						10
								20
								30
								40

BOARDING PARTIES

								10

PROBES

1					5
2					5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

TRANSPORTER BOMBS

D D D D

SHIP DATA TABLE

TYPE	=	CAL
POINT VALUE	=	153
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R11.90
MECH LINKS	(Y178)	+4
UIM REFIT	(Y166)	+5

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

EXPANDING SPHERE TABLE

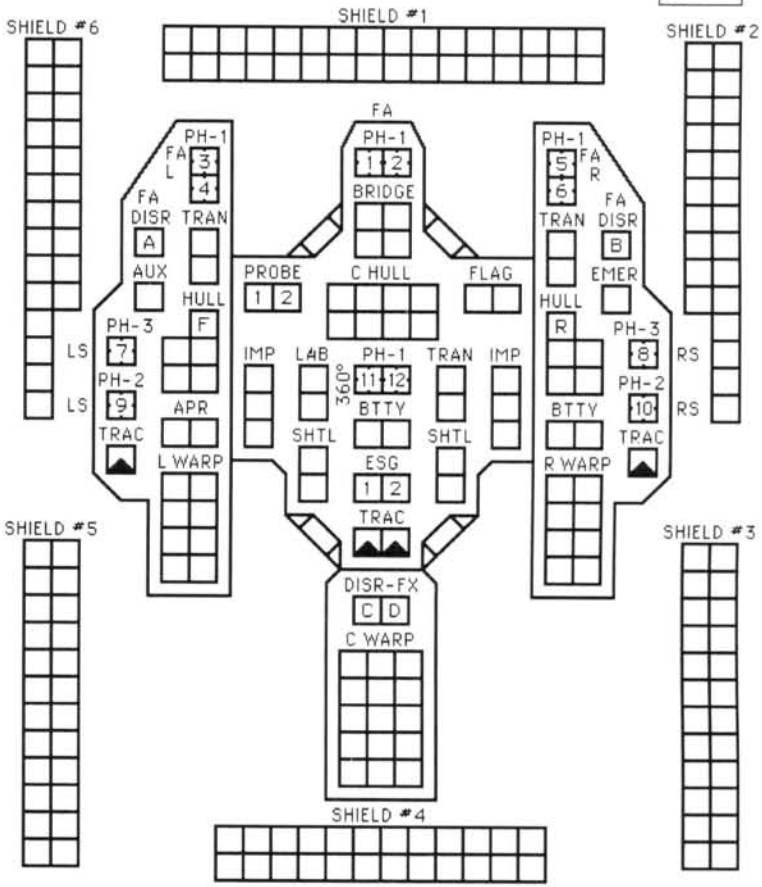
RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

FA = LF + RF
FX = L + LF + RF + R
LS = LF + L + LR
RS = RF + R + RR

HIT & RUN
UIM
DERFACS



SENSOR: 6 6 5 3 1 0

SCANNER: 0 0 1 3 5 9

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

THE 360° PHASERS CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.

DAM CON: 4 4 2 2 2 0

EX DAM

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WYN SILVER SHARK LIGHT DREADNOUGHT

CREW UNITS

			*						10
									20
									30
									40
									50

BOARDING PARTIES

									10
									20

DECK CREWS [ ] 2

PROBES [ ] [ ] [ ] [ ] [ ] 5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS POSSIBLE.

TRANSPORTER BOMBS [ ] [ ] [ ] [ ] [ ] [ ] D D D D D D

SHIP DATA TABLE		
TYPE	=	DNL
POINT VALUE	=	236
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R12.49

CASUAL CARRIER

CNTR

* THE 360° PHASERS CANNOT FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP.

INSERT SELECTED OPTIONAL WEAPONS.
BPV IS INCREASED UNDER ANNEX #8A.
OPTION MOUNTS LIMITED TO:
PHASER-1/2/3
DRONE RACK A/B/C/E/G
ADD RACK 6 SHOT OR 12 SHOT

TURN MODE		SPEED
D	1	2 - 4
	2	5 - 8
	3	9 - 12
HET [ ]	4	13 - 17
BD [ ] [ ]	5	18 - 24
	6	25+

SENSOR: 6 6 6 5 3 2 1 0

SCANNER: 0 0 0 1 2 3 5 9

DAM CON: 6 6 4 4 2 2 2 0

EX DAM

YS: 188‡
DK: 14
EX: 29
CR: 9

SHIELD #1 · SHIELD #2 · SHIELD #3 · SHIELD #4 · SHIELD #5 · SHIELD #6

FX
PH-3 [1] [2] [3]
PH-1 BRDG PH-1
FA L [4] [5] · [6] [7] FA R
F HULL · FLAG · PRB · A HULL
PH-1-360°* [8] [9] [10] [11]
TRAN · LAB
DRN [1] · DRN [2]
OPT TRAC LS [F] · TRAC OPT [G] RS
BTTY
EMR · TRAN
SHTL · LAB · AUX · SHTL
[=] · APR · BTTY · [=]
IMPULSE
DISR-FA [A] [B] · DISR-FA [C] [D]
L WARP · R WARP
PH-3-RX [12] [13] [14]
DISR-FA [E]
C WARP

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2	1
DAMAGE,OVLD	10	10	8	8	6	0	0	0	0

HIT & RUN DERFACS [ ]

TADSC FIGHTERS
2xPH-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
BPV = 12

DRONE RACKS

1									B
2									B

THIS SHIP ALWAYS HAD TWO RELOADS.

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R
RX = L + LR + RR + R

WARP ENERGY MOVEMENT COST = 1 + 1/4 ENERGY POINT PER HEX [5] = HET COST (6) = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	(6)	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	4	5	7	8	9	10	12	13	14	15	17	18	19	20	22	23	24	25	27	28	29	30	32	33	34	35	37	38
Fract.	1¼	2½	3¾	5	6¼	7½	8¾	10	11¼	12½	13¾	15	16¼	17½	18¾	20	21¼	22½	23¾	25	26¼	27½	28¾	30	31¼	32½	33¾	35	36¼	37½

WYN STEEL SHARK HEAVY DREADNOUGHT

CREW UNITS

		*							10
									20
									30
									40
									50

BOARDING PARTIES

									10
									20

DECK CREWS [2]

PROBES [ ][ ][ ][ ][5]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS POSSIBLE.

TRANSPORTER BOMBS [ ][ ][ ][ ][ ][ ] [D][D][D][D][D][D]

SHIP DATA TABLE		
TYPE	=	DNH
POINT VALUE	=	270
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R12.50
CASUAL CARRIER		

CNTR

SENSOR 6 6 6 5 3 2 1 0

SCANNER 0 0 0 1 2 3 5 9

DAM CON 6 6 4 4 2 2 2 0

EX DAM

* THE 360° PHASERS CANNOT FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP.

INSERT SELECTED OPTIONAL WEAPONS.
BPV IS INCREASED UNDER ANNEX #8A.
OPTION MOUNTS LIMITED TO:
PHASER-1/2/3
DRONE RACK A/B/C/E/G
ADD RACK 6 SHOT OR 12 SHOT

TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
HET [ ]	4	13-17
BD [ ][ ]	5	18-24
	6	25+

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2	1
DAMAGE, OVLD	10	10	8	8	6	0	0	0	0

HIT & RUN DERFACS [ ]

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

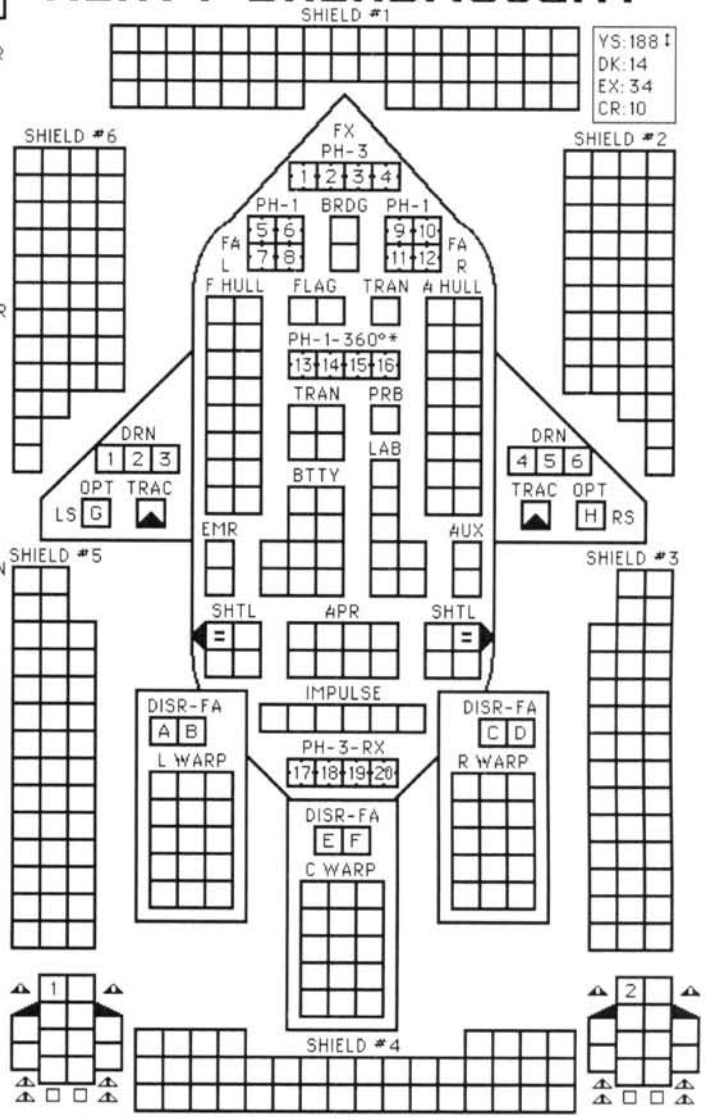
TADSC FIGHTERS
2xPH-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
BPV = 12

DRONE RACKS

1								B
2								B
3								B
4								B
5								B
6								B

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R
RX = L + LR + RR + R

THIS SHIP ALWAYS HAD TWO RELOADS.



WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX

[5] = HET COST

⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

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INTERSTELLAR CONCORDIUM WAR DREADNOUGHT

CNTR

YS:180‡
DK:16
EX:31
CR:10

CREW UNITS

			*						10
									20
									30
									40
									50
									60

BOARDING PARTIES

									10
									20

PROBES

			5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

TRANSPORTER BOMBS

D	D	D	D	D	D

SHIP DATA TABLE

TYPE	=	DNW
POINT VALUE	=	285
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R13.75

PSEUDO-PLASMA TORPEDOES

A	S	B	S

TURN MODE		SPEED
E	1	2 - 3
	2	4 - 6
	3	7 - 10
HET	4	11 - 14
	5	15 - 20
BD	6	21 - 29
	7	30+

PLASMATIC PULSAR DEVICE COMBAT TABLE

RANGE	0-3	4-10	11-15	16-20	21-25	26-30	31-40
HIT#	-	9	8	7	6	5	4
DAMAGE	0	6	5	4	3	2	1
SPLASH	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0
ALT	0	3+3	3+2	2+2	2+1	1+1	1+0

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	3	3	1	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1		

FP

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

PLASMA-D RACKS

1				
2				
3				
4				

PLASMA RACKS ALWAYS HAD TWO RELOADS.

PLASMA-K COMBAT TABLE

RANGE	0-5	6-7	8-9	10	11+
SIZE 5+	5	4	2	1	0
BOLT	1-4	1-3	1-3	1-3	NA
SIZE 6-7	10	8	4	2	0

ISC REAR-FIRING PLAS-F ARCS

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

FH

PL-S-FP A B

FA PPD C — BRDG — FA PPD D

FH PH-1 1 2 — F HULL — FH PH-1 3 4

PH-1 5 6 FA L — FLAG — LAB — PH-1 7 8 FA R

EMER — TRAN — AUX

TRAN — LAB — TRAN

BTTY — BTTY — TRAN

APR — PL-D — TRACTOR — PL-D — APR

LS 1 2 — 3 4 RS

PH-3 11 12 LS — L WARP — L WARP — PH-1 9 10 360° PRB — R WARP — R WARP — PH-3 13 14 RS

BATTERY

PL-F E F L LR — A HULL — PL-F G H R RR

SHTL — SHTL

PH-3 15 16 L LR — SHUTTLE — PH-3 17 18 R RR

IMPULSE

THE GROUP OF FOUR SHUTTLE BOXES IS THE UPPER BAY.

THE TWO PAIRS OF SHUTTLE BOXES COMPRISE THE SINGLE LOWER SHUTTLE BAY

SENSOR

6	6	6	6	5	4	3	2	1	0

DAM CON

6	6	4	4	4	2	2	2	0	

SCANNER

0	0	0	0	1	2	3	4	5	9

EX DAM

SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs.

WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX 5 = HET COST 6 = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

LF RF L R LR RR

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INTERSTELLAR CONCORDIUM MEDIUM DREADNOUGHT

YS:183‡
DK:16
EX:34
CR:10

CREW UNITS

			*						10
									20
									30
									40
									50
									60

BOARDING PARTIES

									10
									20

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D	D	D	D	D	D

SHIP DATA TABLE

TYPE	=	DNM
POINT VALUE	=	292
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R13.76

CNTR

SHIELD #6

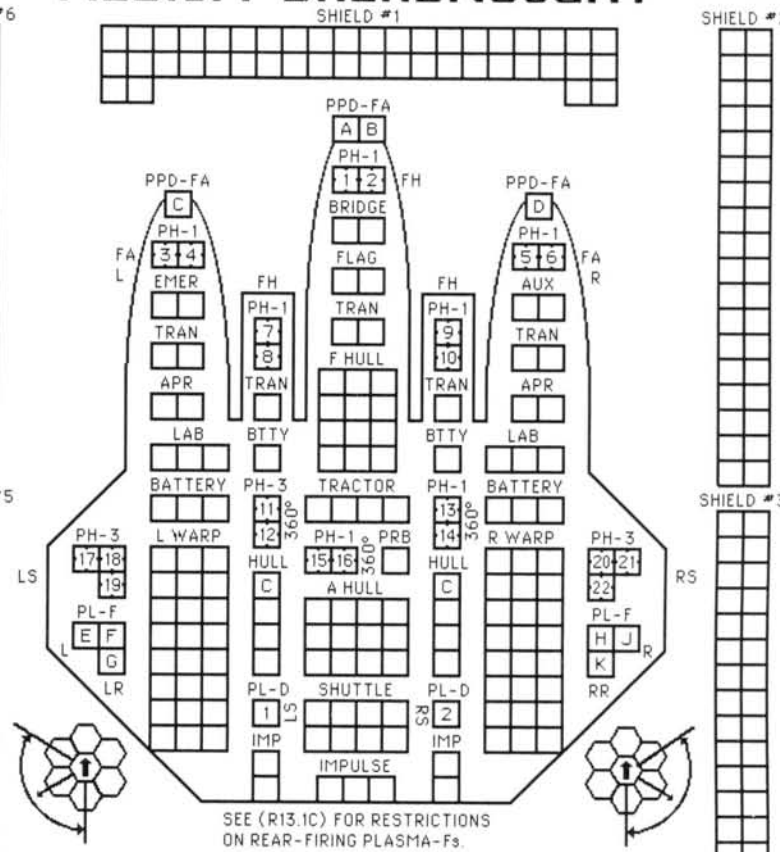
SHIELD #5

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4



SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs.

TURN MODE		SPEED
E	1	2 - 3
	2	4 - 6
	3	7 - 10
HET	4	11-14
	5	15-20
BD	6	21-29
	7	30+

PLASMATIC PULSAR DEVICE COMBAT TABLE

RANGE	0-3	4-10	11-15	16-20	21-25	26-30	31-40
HIT#	-	9	8	7	6	5	4
DAMAGE	0	6	5	4	3	2	1
SPLASH	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0
ALT	0	3+3	3+2	2+2	2+1	1+1	1+0

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		

FH

PLASMA-D RACKS

1							
2							

PLASMA RACKS ALWAYS HAD TWO RELOADS.

PLASMA-K COMBAT TABLE

RANGE	0-5	6-7	8-9	10	11+
SIZE 5+	5	4	2	1	0
BOLT	1-4	1-3	1-3	1-3	NA
SIZE 6-7	10	8	4	2	0

LF RF L R LR RR

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

SENSOR

6	6	6	6	5	4	3	2	1	0

DAM CON

6	6	4	4	4	2	2	2	2	0

SCANNER

0	0	0	0	1	2	3	4	5	9

EX DAM

WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard		2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

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INTERSTELLAR CONCORDIUM LIGHT X-DREADNOUGHT

CREW UNITS

							*	10
								20
								30
								40
								50
								60

BOARDING PARTIES

									10
									20
									30

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D	D	D	D	D	D	D	D	D

SHIP DATA TABLE

TYPE	=	DLX
POINT VALUE	=	400
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R13.77

FIRST GENERATION X-SHIP

TURN MODE	SPEED
E 1	2 - 3
2	4 - 6
3	7 - 10
HET 4	11 - 14
5	15 - 20
BD 6	21 - 29
7	30+

PLASMATIC PULSAR DEVICE COMBAT TABLE

RANGE	0-3	4-10	11-15	16-20	21-25	26-30	31-40
HIT#	-	9	8	7	6	5	4
DAMAGE	0	6	5	4	3	2	1
SPLASH	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0
ALT	0	3+3	3+2	2+2	2+1	1+1	1+0

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

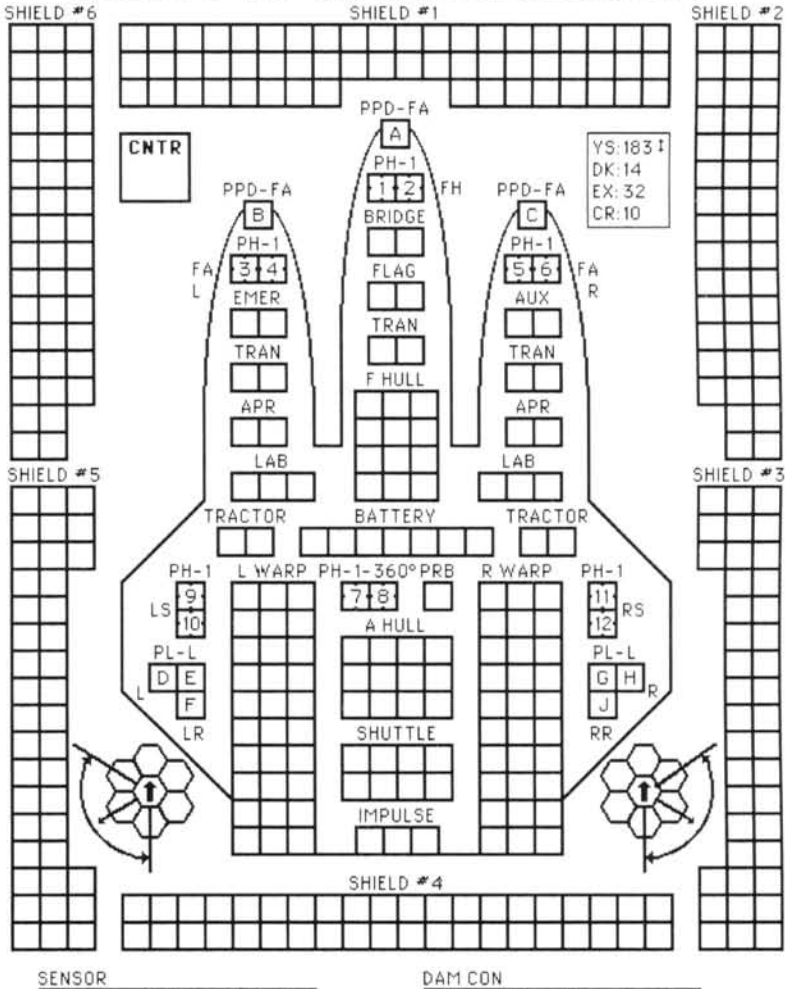
PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20
TYPE G L	20	20	15	15	15	10	5	1
TYPE F	20	15	10	5	1	0	0	0
BOLT	1-4	1-3	1-2					

SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Ls.

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.



SENSOR

6	6	6	6	5	4	3	2	1	0

DAM CON

8	6	6	4	4	4	2	2	2	0

SCANNER

0	0	0	0	1	2	3	4	5	9

EX DAM

WARP ENERGY MOVEMENT COST = 1 + 1/4 ENERGY POINT PER HEX 5 = HET COST 6 = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	4	5	7	8	9	10	12	13	14	15	17	18	19	20	22	23	24	25	27	28	29	30	32	33	34	35	37	38
Fract.	1¼	2½	3¾	5	6¼	7½	8¾	10	11¼	12½	13¾	15	16¼	17½	18¾	20	21¼	22½	23¾	25	26¼	27½	28¾	30	31¼	32½	33¾	35	36¼	37½

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ISC HEAVY MAULER CRUISER

CNTR

YS:175 ‡
DK:10
EX:31
CR:8

CREW UNITS

			*					10
								20
								30
								40

BOARDING PARTIES

								10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	CAM
POINT VALUE	=	197
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R13.78

PROBES

				5

TRANSPORTER BOMBS

				D	D	D	D

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

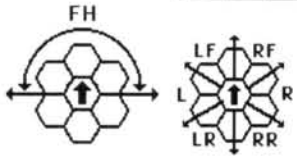
SHOCK 17

MAULER		
T/I	D#	RT

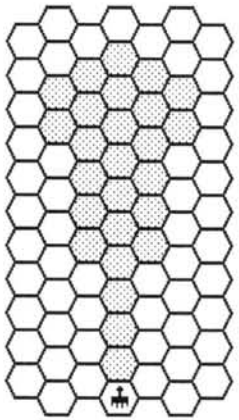
TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR



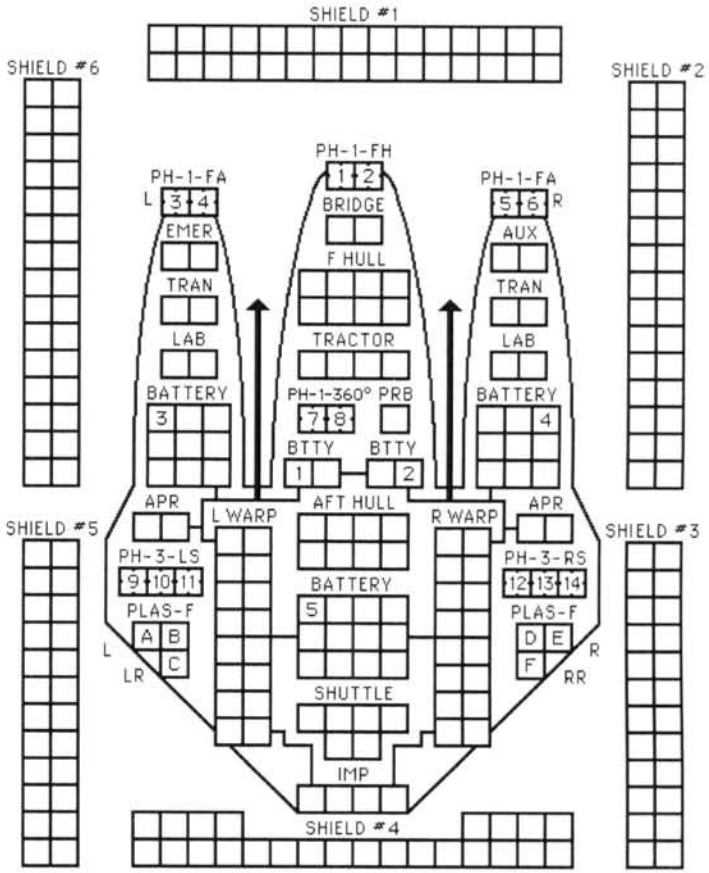
PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
BOLT	1-4	1-3	1-2		

MAULER RANGE ADJUSTMENT CHART

RANGE	DAMAGE SCORED
0-1	Double the energy discharged
2-5	Equal to energy discharged
6-10	One-half of energy discharged

ANY POWER SYSTEM CONNECTED TO THE MAULER CAN BE DESTROYED ON "ANY WEAPON" HITS.
SEE (D23.0) FOR SHOCK DAMAGE.
SEE (E8.27) FOR ALTERNATIVE FIRING ARCS.



SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs.

SENSOR	SCANNER	DAM CON	EX DAM
6	0	4	
6	0	4	
5	1	2	
3	3	2	
1	5	2	
0	9	0	

MOVEMENT COST = 1 HET COST = 5 EM COST = 6

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ISC LIGHT MAULER CRUISER

CREW UNITS

		*							10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	CLM
POINT VALUE	=	157
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R13.79

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

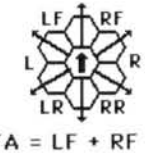
SHOCK 13

MAULER		
T/I	D#	RT

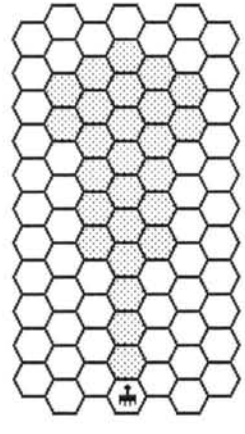
TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

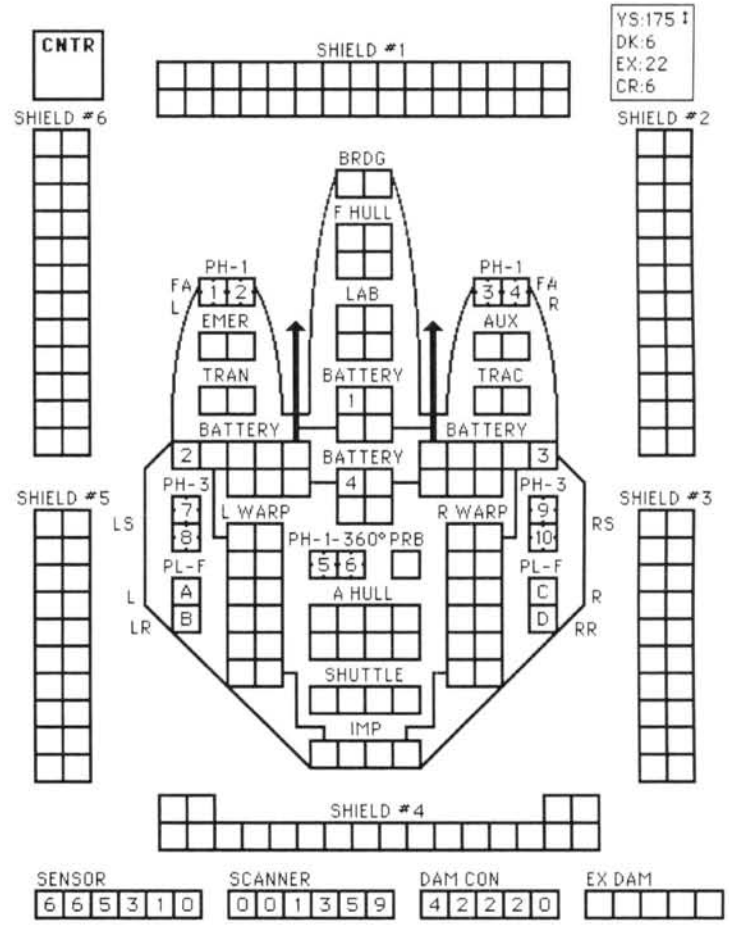
TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR





SENSOR					
6	6	5	3	1	0

SCANNER					
0	0	1	3	5	9

DAM CON				
4	2	2	2	0

EX DAM					

MAULER RANGE ADJUSTMENT CHART

RANGE	DAMAGE SCORED
0-1	Double the energy discharged
2-5	Equal to energy discharged
6-10	One-half of energy discharged

ANY POWER SYSTEM CONNECTED TO THE MAULER CAN BE DESTROYED ON "ANY WEAPON" HITS.
SEE (D23.0) FOR SHOCK DAMAGE.
SEE (E8.27) FOR ALTERNATIVE FIRING ARCS.

SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs.

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
BOLT	1-4	1-3	1-2		

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST (6) = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	(6)	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20

ISC WAR CRUISER

YS:170 I
DK:7
EX:19
CR:6

CREW UNITS

			*						10
									20
									30

BOARDING PARTIES

									10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

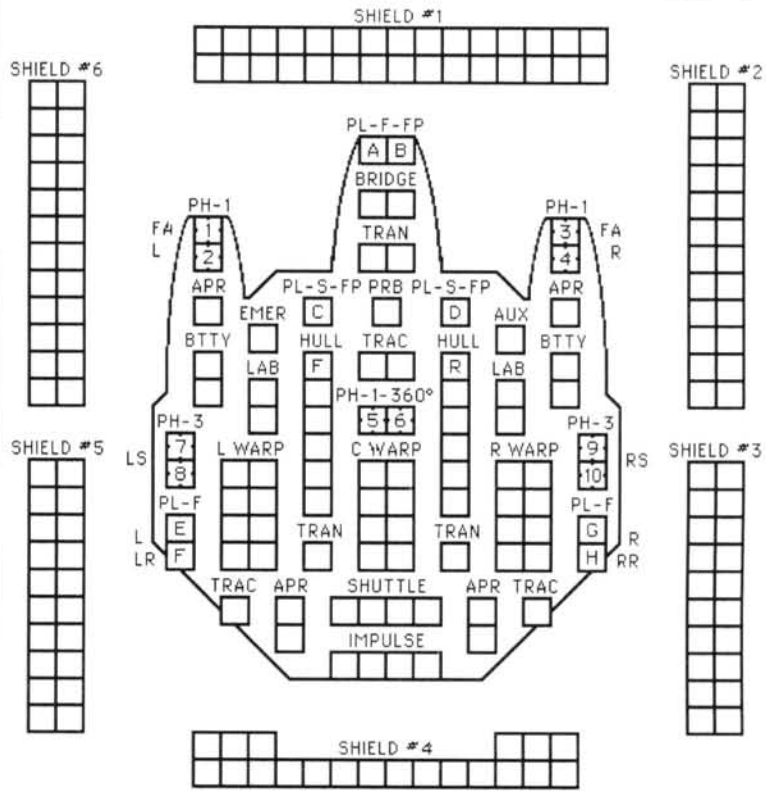
TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	CW
POINT VALUE	=	151
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R13.80

CNTR



TURN MODE

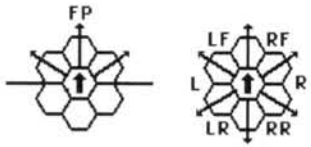
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
BD	5	21-27
	6	28+

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	3	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

PSEUDO-PLASMA TORPEDOES

A F B F C S D S

SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs.

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1		

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX 5 = HET COST 6 = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20

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ISC WAR DESTROYER

YS:170
DK:6
EX:10
CR:4

CREW UNITS

			*						10
									20

BOARDING PARTIES

							8

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

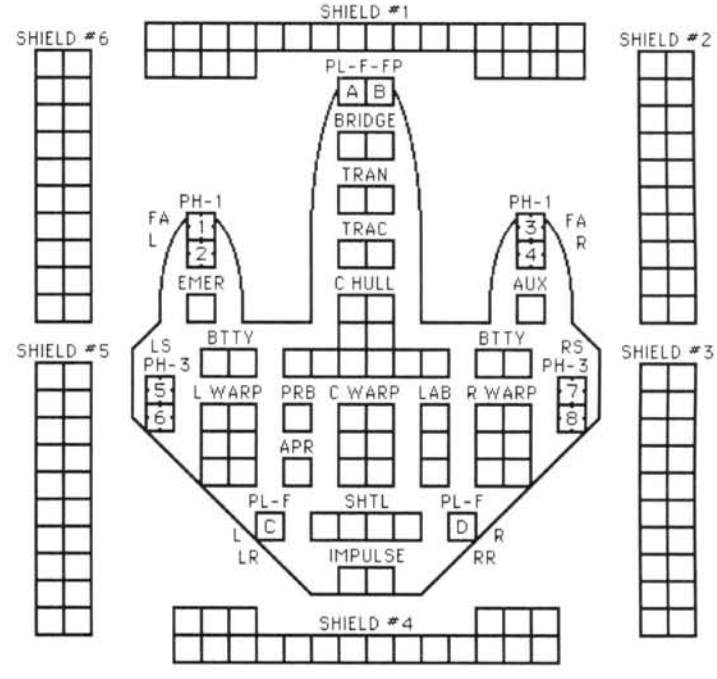
TRANSPORTER BOMBS

		D	D

SHIP DATA TABLE

TYPE	=	DW
POINT VALUE	=	93
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R13.81

CNTR



TYPE I OFFENSIVE PHASER TABLE

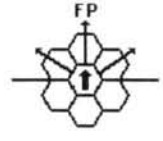
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE		SPEED
B	1	2-5
	2	6-10
HET	3	11-15
	4	16-21
BD	5	22-28
	6	29+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR



PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
BOLT	1-4	1-3	1-2		

SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs.

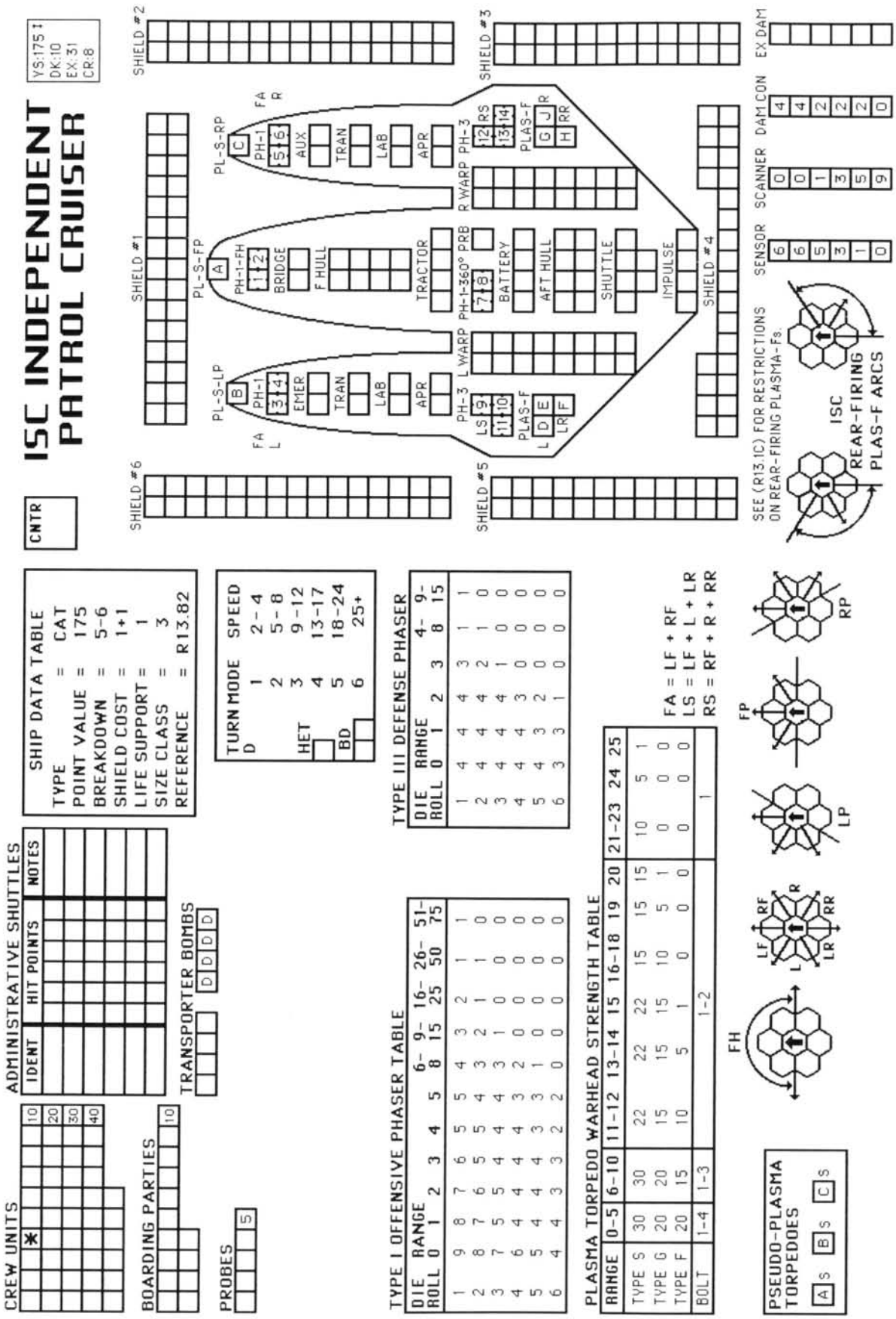
PSEUDO-PLASMA TORPEDOES

A F B F

DAM CON	SENSOR	SCANNER	EX DAM
2	6	0	
2	5	1	
2	3	3	
0	1	5	
	0	9	

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX 5 = HET COST 6 = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15



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LYRAN DEMOCRATIC REPUBLIC FLEET POLICE SHIP

CNTR

YS:177
DK:6
EX:17
CR:4

CREW UNITS

			*						10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

					6

T-BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	FP
POINT VALUE	=	120
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R14.44
UIM REFIT	(Y170)	= +5
POWER PACK	(Y177)	= +9
MECH LINK	(Y179)	= +1

TURN MODE SPEED

B	1	2 - 5
	2	6 - 10
HET	3	11 - 15
	4	16 - 21
BD	5	22 - 28
	6	29+

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

FH

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

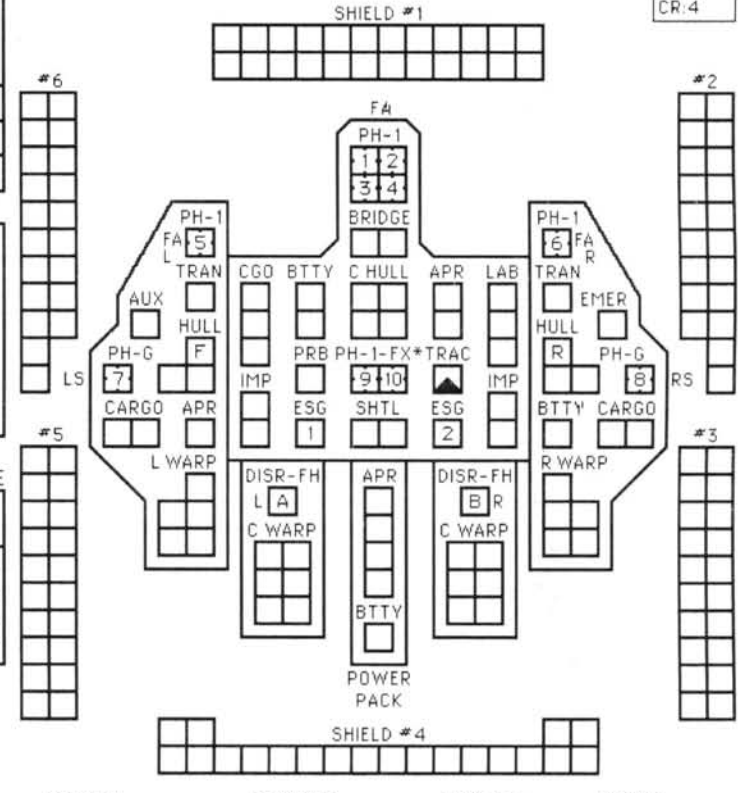
EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

HIT & RUN
UIM
DERFACS



SENSOR	SCANNER	DAM CON	EX DAM
6 6 5 3 1 0	0 0 1 3 5 9	2 2 2 0	

* HAS KLINGON FX REAR FIRING ARCS (D2.33).

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST (6) = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	(6)	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

LYRAN DEMOCRATIC REPUBLIC FLEET DESTROYER

CNTR

YS: 177
DK: 7
EX: 19
CR: 6

CREW UNITS

			*						10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

									10

T-BOMBS

D D D D

PROBES

				5

SHIP DATA TABLE

TYPE	=	FDD
POINT VALUE	=	130
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R14.45
UIM REFIT	(Y170)	= +5
POWER PACK	(Y177)	= +9
MECH LINK	(Y179)	= +2

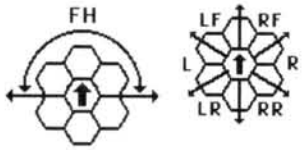
TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

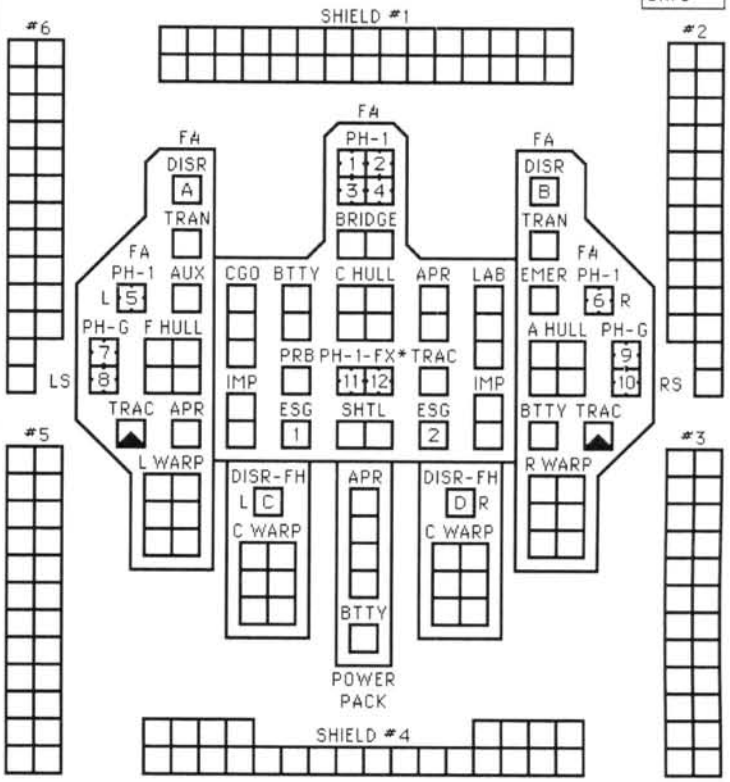
EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OVLD	10	10	8	8	6	0	0	0

HIT & RUN
UIM
DERFACS



SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

DAM CON 2 2 2 0

EX DAM

* HAS KLINGON FX REAR FIRING ARCS (D2.33).

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX 5 = HET COST 6 = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20

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SELTORIAN SURVEY CRUISER

YS:182 I
DK:8
EX:19
CR:8

CNTR

SHIP DATA TABLE

TYPE	=	SR
POINT VALUE	=	162/112
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R15.33

CREW UNITS

10 20 30 40 50

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES

10 20

TRANSPORTER BOMBS

D D D D

Y184 AND AFTER.

PROBES

10

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

LF RF L R LR RR

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
BD	5	18-24
	6	25+

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

CANNOT USE WILD WEASELS, SUICIDE SHUTTLES, OR TRANSPORTER BOMBS IN SCENARIOS SET PRIOR TO Y184.

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

PARTICLE CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2
DAMAGE	NA	4	4	3	3	3	2	1
OL DMG	8	8	8	6	6	NA	NA	NA

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

SENSOR: 6 6 6 5 3 1 0

SCANNER: 0 0 0 1 3 5 9

DAM CON: 4 4 2 2 2 0

EX DAM

SHIELD #1

#6 #2 #5 #3

FA PC A — AUX — PH-1-FA 9 10 — F HULL — APR — C WARP

FA PC B — EMER — PH-1-FA 11 12 — F HULL — APR — C WARP

PH-1 1 2 — LAB — SENSOR 1 2 — CARGO — PH-1 3 4

PH-3 5 6 — BRDG — PH-3 7 8

A HULL — BTTY — A HULL

IMP — TRAN — PRB — TRAN — IMP

L WARP — SHTL — TRAC — SHTL — R WARP

SHIELD #4

NO SPECIAL ARCS. BOOMS ARE NOT SEPARABLE.

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SELTORIAN FLEET TRANSPORT

R15.34 SELTORIAN TUG

YS:184
DK:8
EX:19
CR:8

CREW UNITS

			*						10
									20
									30
									40
									50

BOARDING PARTIES

									10
									20

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		GAS
		GAS

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

D	D	D	D

Y184 AND AFTER

SHIP DATA TABLE

TYPE	=	TUG
POINT VALUE	=	155/125
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R15.34

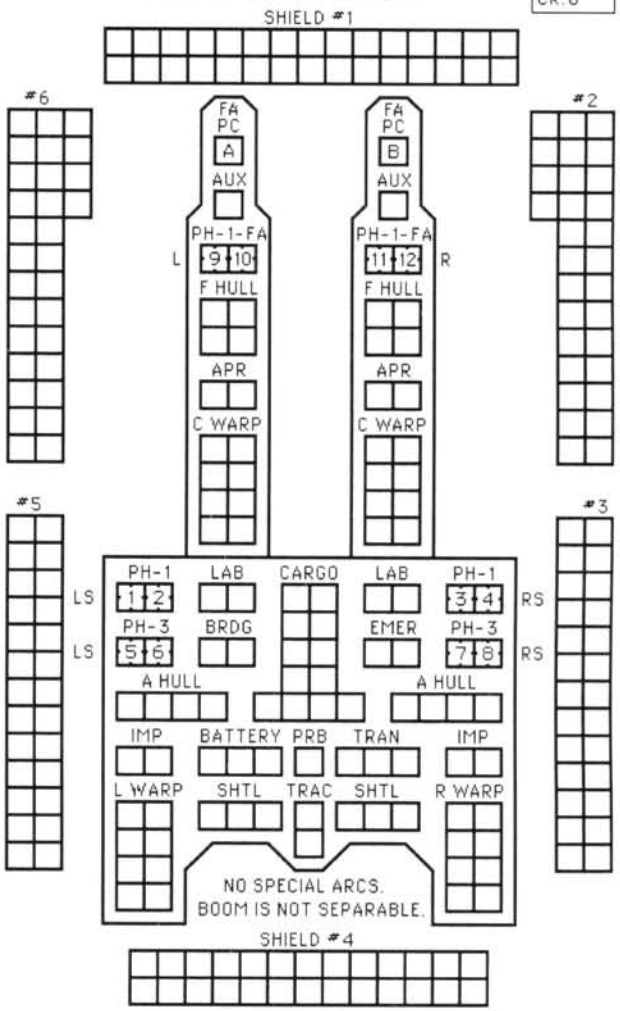
CNTR

SENSOR: 6 6 6 5 3 1 0

SCANNER: 0 0 0 1 3 5 9

DAM CON: 4 4 2 2 2 0

EX DAM



TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

CANNOT USE WILD WEASELS, SUICIDE SHUTTLES, OR TRANSPORTER BOMBS IN SCENARIOS SET PRIOR TO Y184.

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

0 OR 1 POD WEIGHT

TURN	MODE	SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+

2 PODS OR 3 POD WEIGHTS

TURN	MODE	SPEED
E	1	2-3
	2	4-6
	3	7-10
HET	4	11-14
	5	15-20
BD	6	21-29
	7	30+

PODS	MOVE COST	HET COST	EM COST
0-2	1.0	5	6
3	1.5	7.5	9

PARTICLE CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2
DAMAGE	NA	4	4	3	3	3	2	1
OL DMG	8	8	8	6	6	NA	NA	NA

WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX 5 = HET COST 6 = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

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ISC WAR CRUISER

YS:170 I
DK:7
EX:19
CR:6

CREW UNITS

		*					10
							20
							30

BOARDING PARTIES

								10
1								

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D	D	D	D

SHIP DATA TABLE

TYPE	=	CW
POINT VALUE	=	151
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R13.80

CNTR

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

PL-F-FP A B
BRIDGE
TRAN
PH-1 1 2 FA L
PH-1 3 4 FA R
APR
PL-S-FP PRB PL-S-FP
EMER C D AUX
BTTY HULL TRAC HULL BTTY
LAB F R LAB
PH-1-360° 5 6
PH-3 7 8 LS
PH-3 9 10 RS
L WARP C WARP R WARP
PL-F E F L LR
PL-F G H R RR
TRAN TRAN
TRAC APR SHUTTLE APR TRAC
IMPULSE

TURN MODE SPEED

C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
BD	5	21-27
	6	28+

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

FP

LF RF L R LR RR

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

PSEUDO-PLASMA TORPEDOES

A F	B F	C S	D S

SCANNER 0 1 3 5 9

DAM CON 2 2 2 0

ISC REAR-FIRING PLAS-F ARCS

SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs.

EX DAM

SENSOR 6 5 3 1 0

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1		

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX 5 = HET COST 6 = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	5	6	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20

MODULE R9 SSD BOOK 5628

FEDERATION — MODULE R9: Ships That Never Were — ORION

NSV 1	DNW 2	DLX 3	DNM 4	VDB 5	CS 6	TUG 3	BRM 2	TUG 1
GVH 1	CAM 2	MCL 3	ACS 4	CS 5	CS 6	TUG 2	DNH 3	DNL 4

LYRAN — WYN — ISC

NSV 4	DNW 5	CAL 6	F7 1	CAT 9	DNM 1	DLX 7	DNW 2	CLM 3
DLX 1	DNM 2	DCS 3	F7 8	CW 10	CW 8	DW 4	DW 5	CAM 6

THOLIANS — ROMULANS

NTG 7	NSF 5	ATG 6	NCH 1	NCM 2	POD 1	POD 2	CNM 2	SHX 3
POD 1	POD 2	POD 3	NDH 3	NFH 4	POD 3	FHT 4	FHU 5	SPT 1

KZINTI HEGEMONY — SELTORIAN — GENERAL UNITS

NSV 5	DNW 6	DNM 7	DLX 8	SR 2	POD 1	POD 2	MNF 2	MNF 1
LCD 1	LPF 2	BCM 3	CMM 4	TG 1	HDM 7	BCM 4	DLF 5	DDW 6

GORN — LDR — HYDRAN — ANDRO

MSV 8	DLX 1	FP 1	CMM 5	DLX 1	DNM 2	DNW 3	LPF 4	DSC 1
DNM 2	LPF 3	FDD 2	CAM 6	PGC 1	PGG 2	PGR 3	PGF 4	SHV 2

KLINGON

DDP 1	B10T 2	WD5 3	DWB 4	C5X 5	C5M 6	MB10 7	MC8 8	D4P 9
D4J 1	E4S 2	D6C 3	D6N 4	UD7 5	E4T 6	DRN 38	DRN 39	DRN 37

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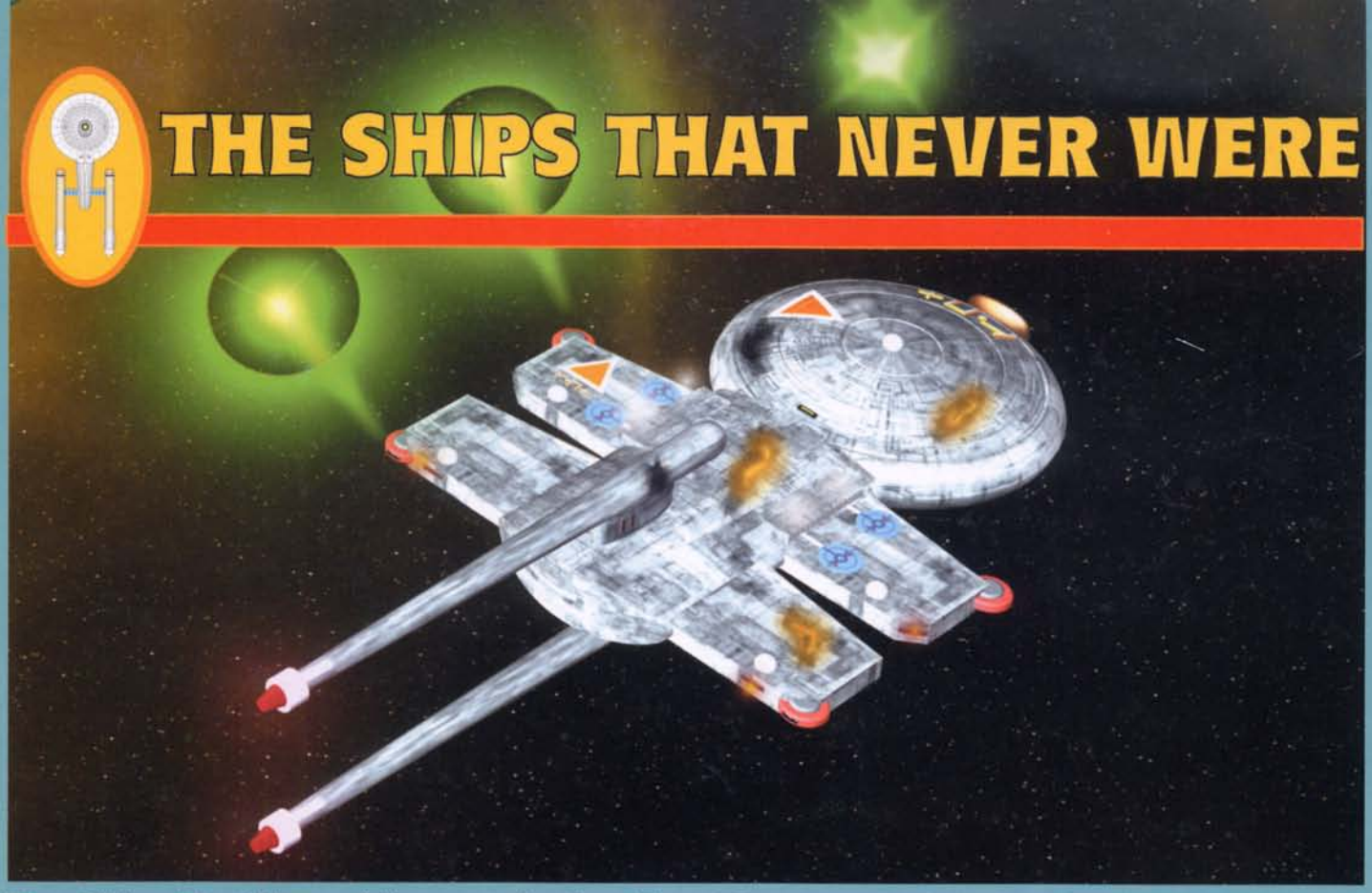
THE SHIPS THAT NEVER WERE



The Ships That Never Were, and a few That Were, and a few that Could Have Been, and a few that Should Have Been, and a couple that Shouldn't Have Been:

- ★ Light X-Dreadnoughts: The ultimate raiders no defense can hope to stop!
- ★ Heavy Scout Carriers: Made obsolete by PFs, they were the ultimate carriers!
- ★ Medium Dreadnoughts: Convert those old Light Dreadnoughts into modern ships!
- ★ National Guard PF Tenders: too slow for the fleet, but perfect for convoy escorts.
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- ★ Heavy and Light Dreadnoughts for the Orions and WYNs.
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