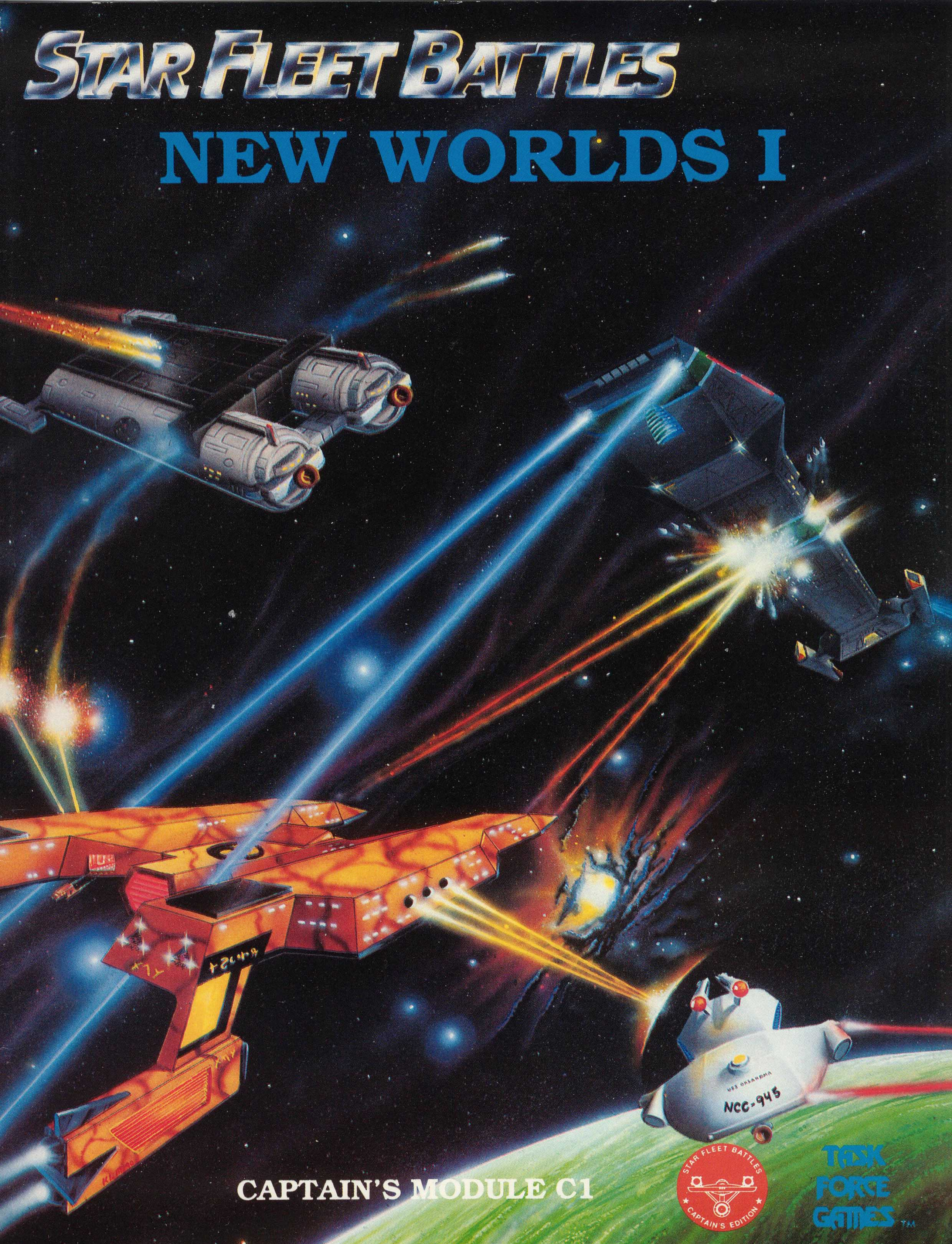
# STAR FLEET BATTLES

# NEW WORLDS I

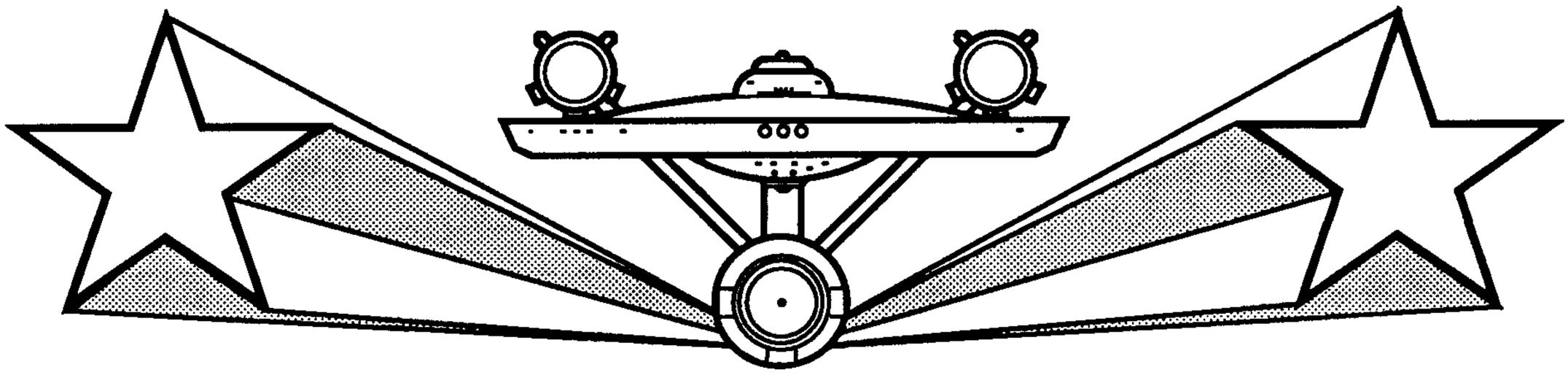



## CAPTAIN'S MODULE C1

STAR FLEET BATTLES
CAPTAIN'S EDITION

TASK FORCE GAMES™

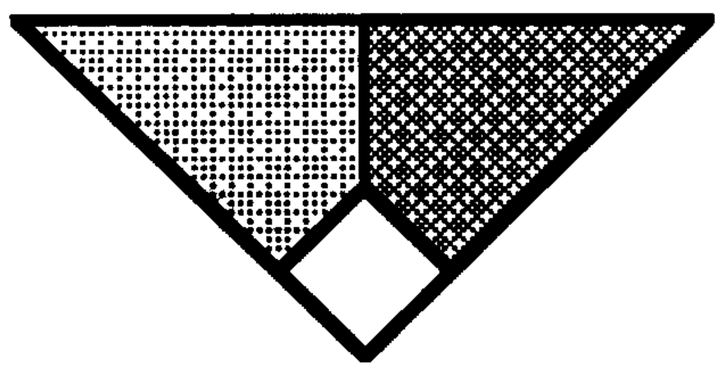
# STAR FLEET BATTLES



# CAPTAIN'S MODULE C1 – NEW WORLDS I

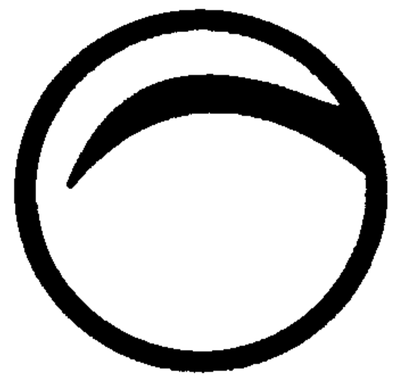
## THE HYDRAN KINGDOM

| | |
|---|---|
| E7 | FUSION BEAMS |
| E10 | HELLBORE CANNON |
| R9 | BACKGROUND AND SHIPS |



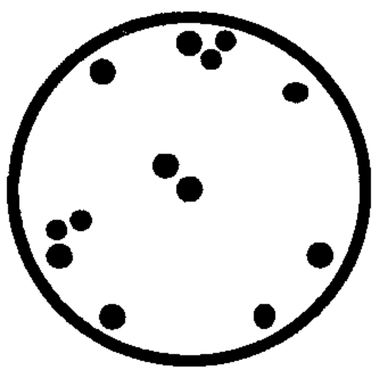
## THE LYRAN STAR EMPIRE

| | |
|---|---|
| G23 | EXPANDING SPHERE GENERATOR |
| R11 | BACKGROUND AND SHIPS |



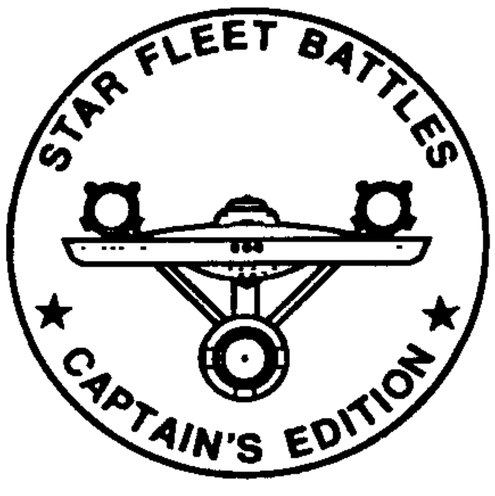
## THE WYN STAR CLUSTER

| | |
|---|---|
| P7 | WYN RADIATION ZONE |
| R12 | BACKGROUND AND SHIPS |



## SCENARIOS, CAMPAIGNS, DATA FILES

| | |
|---|---|
| SG17 | PROBING THE WYN CLUSTER |
| SH40 | BROTHERS |
| SH41 | BLOOD FEUD |
| SH42 | DIRECTED ATTACK |
| T6 | THE RED WYN EXPRESS |
| Z10 | DESIGNER'S NOTES |
| | ANNEXES AND MASTER SHIP CHART |



### (E7.31) FUSION BEAM TABLE

| DIE ROLL | RANGE (Hexes) | | | | | |
|---|---|---|---|---|---|---|
| | 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 |

### (E7.41) OVERLOADED FUSION BEAM TABLE

| DIE ROLL | RANGE (Hexes) | | | |
|---|---|---|---|---|
| | 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 |

### (E7.42) SUICIDE OVERLOADED FUSION BEAM TABLE

| DIE ROLL | RANGE (Hexes) | | | |
|---|---|---|---|---|
| | 0 | 1 | 2 | 3–8 |
| 1 | 26 | 16 | 12 | 8 |
| 2 | 22 | 16 | 10 | 6 |
| 3 | 20 | 14 | 8 | 4 |
| 4 | 18 | 12 | 6 | 2 |
| 5 | 16 | 10 | 6 | 2 |
| 6 | 16 | 8 | 4 | 0 |

### (E10.32) HELLBORE FIRING TABLE (ENVELOPING)

| RANGE → | 0<br>-1 | 2 | 3<br>-4 | 5<br>-8 | 9<br>-15 | 16<br>-22 | 23<br>-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 |

### (E10.7) DIRECT-FIRE HELLBORE TABLE

| RANGE → | 0<br>-1 | 2 | 3<br>-4 | 5<br>-8 | 9<br>-15 | 16<br>-22 | 23<br>-40 |
|---|---|---|---|---|---|---|---|
| HIT # | 11 | 10 | 9 | 8 | 7 | 6 | 5 |
| DF Base Damage | 10 | 8 | 7 | 6 | 5 | 4 | 2 |
| DF O/L Damage | 15 | 12 | 11 | 9 | 0 | 0 | 0 |

### (G23.42) EXPANDING SPHERE STRENGTH TABLE

| Radius | Strength Factor | Energy Points Contained | | | | |
|---|---|---|---|---|---|---|
| | | 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 |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# (E7.0) FUSION BEAMS

The fusion beam is the primary armament of many ships in the Hydran Fleet. Its power is derived from a stream of excited tritium nuclei that are projected to the target via a trans-light warp. The nuclei are then fused into helium, releasing tremendous energy at the instant of contact. The weapon is short-ranged but extremely powerful.

The standard Hydran tactic is to move rapidly toward the target, leaving the fusion beams uncharged to save power for more speed. The Hydran ship tries to end the turn near the target, then arms and fires its fusion beams at the start of the next turn.

## (E7.1) DESIGNATION

**(E7.11) SSD:** Each box on the SSD represents a single fusion beam generator. Each such generator is recorded separately.

**(E7.12) DESTRUCTION:** Hydran fusion beams are destroyed on "torp" hits.

## (E7.2) ARMING PROCEDURE

**(E7.21) ENERGY:** Charging a fusion beam requires two points of power from any source during a single turn.

**(E7.22) COOLING:** If the weapon is fired, it requires one turn of cooling and cannot be armed or fired during the game turn after the turn on which it was fired; see (E7.412). If the weapon is merely discharged (E1.24), cooling is not required (so long as it was not overloaded).

If the ship was in stasis, see (G16.724). If the beam was overloaded, see (E7.412).

**EXAMPLE:** If a fusion beam is fired during any impulse of turn 1 (no matter whether #1 or #32), it cannot be armed or fired on any impulse of turn 2.

**(E7.23) HOLDING:** When first deployed, armed fusion beams could not be held in an armed state, but had to be fired or discharged (E1.24) shortly after (i.e. on the turn that) they were armed. If the weapon is not fired on the turn it is armed, the energy is lost, but the weapon does not need to cool and can be armed and fired during the next turn.

In Y168, the Hydrans began to refit some of their units so that they could hold fusion beams (E7.5).

**(E7.24) RESERVE POWER:** Fusion beams can be fired with reserve power (H7.52).

Fusion beams can be partially armed with allocated power and then completed at (or prior to) the point of firing with contingent reserve power (H7.6). If this power is not provided and/or the weapon is not fired, the power will be lost at the end of the turn unless the beam can be held (E7.5). In that case, the player would have the choice of paying the full holding cost and maintaining the partial charge in the weapon or of not paying the holding cost and losing any such energy.

See also (H7.523) and (E7.44).

## (E7.3) FIRING FUSION BEAMS

**(E7.31) FUSION BEAM TABLE:** Fusion beam fire is resolved on the FUSION BEAM TABLE, which is found on the SSDs of ships armed with fusion beams and is shown below.

| DIE ROLL | RANGE (Hexes) | | | | | |
|---|---|---|---|---|---|---|
| | 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 |

**(E7.32) PROCEDURE:** Determine the range to the target. Roll one die, and cross-index the die roll result with the range column. The result is the number of damage points scored.

## (E7.4) OVERLOADS *(ADVANCED)*

**(E7.41) ENERGY:** Fusion beams can be overloaded. To do this, four units of energy are used to charge the beam. The damage points scored are then increased by 50% (round fractions down and calculate each beam separately, e.g. 13 becomes 19). The table below reflects this 50% increase in damage output. See (H7.64) for partial overloads.

**OVERLOADED FUSION BEAM TABLE**

| DIE ROLL | RANGE (Hexes) | | | |
|---|---|---|---|---|
| | 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 |

**(E7.411)** The maximum range of an overloaded fusion beam is 8 hexes. See (D6.126).

**(E7.412)** An overloaded fusion beam must be fired or discharged; it cannot be held (E7.52). If fired or discharged, it must cool for one turn (E7.22).

**(E7.42) SUICIDE OVERLOAD:** Fusion beams may operate as "suicide overloads." In this mode, seven units of energy are used to charge the beam. When fired, the beam scores double the damage points shown on the basic chart (E7.31); this increased damage is shown in the chart below.

**SUICIDE OVERLOADED FUSION BEAM TABLE**

| DIE ROLL | RANGE (Hexes) | | | |
|---|---|---|---|---|
| | 0 | 1 | 2 | 3–8 |
| 1 | 26 | 16 | 12 | 8 |
| 2 | 22 | 16 | 10 | 6 |
| 3 | 20 | 14 | 8 | 4 |
| 4 | 18 | 12 | 6 | 2 |
| 5 | 16 | 10 | 6 | 2 |
| 6 | 16 | 8 | 4 | 0 |

**(E7.421)** A fusion beam with a suicide overload must be fired or discharged (E7.412); it cannot be held (E7.52). A fusion beam is destroyed when fired or discharged in this manner, and one additional point of internal damage is scored on the firing ship for each beam fired in this manner, using the Damage Allocation Chart. This damage point is added to any volley of damage from direct-fire weapons scored during the same impulse; if there is no volley, the damage point (or points if more than one was fired) is resolved independently.
**(E7.422)** The maximum range of a suicide overloaded fusion beam is 8 hexes; see (D6.126).

**(E7.43) RESERVE POWER** can be used to overload (or suicide overload) fusion beams at the instant of firing or at any previous point in the turn.

**(E7.44) IRREVERSIBILITY:** Once the weapon is overloaded or suicide overloaded (even partially), it cannot be fired as a non-overloaded weapon, unless the existing overload charge is first fired or discharged according to the rules.
**(E7.441)** A weapon for which only part of the overload energy has been provided cannot be fired at all, unless the remainder of the overload energy is provided (from reserve power).
**(E7.442)** A fusion beam with more than four points of power but less than seven (i.e. partially suicide overloaded) can be fired as a normal overloaded fusion beam.

## (E7.5) HOLDING FUSION BEAMS

The Hydrans developed a system capable of holding an armed fusion beam in Y168 and had installed it on virtually all fusion-armed ships by the time the Hydrans entered the General War in Y169. Some sources believe that their entry into the General War was, in fact, delayed by the need to install this technology.

**(E7.51) COST:** A fusion beam which remains unfired at the end of a turn can be held through the next turn (or any number of subsequent turns) for a cost of 1 point of energy (per turn). This power must be allocated on the turn in question; it cannot be reserve power. If the holding energy is not allocated, the weapon is discharged automatically. Holding energy does not count in any way as arming energy.

**(E7.52) OVERLOADS:** Overloaded fusion beams cannot be held, but held fusion beams can be overloaded. The overload energy can be allocated or reserve power. See (E7.412).

**(E7.53) RESERVE POWER:** Fusion beams which are held (as with those on the turn of arming) can be overloaded with reserve power (two reserve points for a standard overload, five for a suicide overload), but note that they must be fired or discharged on the turn that the overload energy is applied as per (E7.52). Note that discharging a suicide overload will destroy the fusion beam and cause internal damage (E7.421).

**(E7.54) SIZE-4+ SHIPS ONLY:** This system applies to ships (including bases) of size class 4 or larger. It does not apply to (cannot be installed on) PFs (including interceptors). Fusion-armed fighters use a system similar to this, but this is covered in (J4.83).

**NOTE:** Rule (E8.0) Maulers is in Advanced Missions.
Rule (E9.0) Tractor-Repulsor Beams is in Module C2.
The next rule in Module C1 is (E10.0) Hellbores.


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# (E10.0) HELLBORES

The hellbore is another example of the Hydran development of fusion technology. It fires an ultra-velocity fusion bomb. Upon striking the target, it spreads over the entire ship (by a special magnetic field) and then implodes. Due to the nature of the shields themselves, more damage is done to the weakest shield than any other.

## (E10.1) DESIGNATION

**(E10.11) SSD:** Each box on the SSD represents one hellbore.

**(E10.12) DESTRUCTION:** The hellbore is destroyed on "drone" hits.

## (E10.2) ARMING PROCEDURE

**(E10.21) ENERGY:** The hellbore is armed by allocating three units of energy (from any source) on each of two consecutive turns. Energy for the second turn of arming must be allocated; it cannot come from reserve power. It can use (H7.32).

**(E10.22) ROLLING DELAY:** Armed hellbores cannot be held as some weapons can, but the arming process can be extended. If the weapon is not fired by the end of the second turn of arming, the player must allocate three units of power on the next turn or the energy is lost. If power is allocated, that turn is treated as the second turn of arming.

**(E10.23) EXAMPLE:** A Hydran Knight allocates three units of power to each of its two hellbores on turn 1. The weapons cannot be fired since arming is not complete. The Knight then allocates three more units of power to each hellbore on turn 2. The weapons can be fired at any time during turn 2, but in this case no suitable target is within the Knight's firing arc. On turn 3, the Knight can allocate three more units of power to each hellbore (the points allocated on turn 1 are lost, the points allocated on turn 3 are treated as the second turn of arming), in which case the weapons can be fired on that turn. If this power to continue arming is not allocated, all of the points of power allocated to the hellbores will be lost, so the Knight continues arming. The Knight fires both of his hellbores during turn 3 and can begin rearming them on turn 4. This example is continued below.

**(E10.24) RE-ARMING:** The arming sequence cannot be started on the turn that the weapon is fired, but can be started on any subsequent turn.

**EXAMPLE:** The Knight in the above example cannot use his three batteries to begin arming one of the hellbores during turn 3. He could have used this reserve power to overload a hellbore at the point of firing, and if the hellbores had been discharged (i.e. no power was allocated), the batteries could have been used to begin arming one hellbore during turn 3.

## (E10.3) FIRING PROCEDURE

**(E10.31) TYPE:** The hellbore is a direct-fire heavy weapon.

**(E10.32) PROCEDURE:** The fire of a hellbore is resolved on the HELLBORE COMBAT RESOLUTION CHART, which is found on the SSDs of ships armed with the hellbore and below. The procedure is as follows: Determine the range and roll two dice. If the total of the dice is equal to or less than the hit number shown on the chart for that range, the weapon has hit the target, scoring the indicated amount of damage for that range. For example, at a range of 6 a die roll total of 8 (or less) would be a hit, but a die roll total of 9 (or more) would be a miss.

| RANGE → | 0<br>-1 | 2 | 3<br>-4 | 5<br>-8 | 9<br>-15 | 16<br>-22 | 23<br>-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 |

**EXAMPLE:** On turn 3, the Knight in the above example fired his two hellbores at a Klingon F5B frigate at a range of 9 (which is why he did not use his batteries to overload one hellbore; the frigate was out of overload range). The die rolls were (after adjustments for some optional rules the player will find below) 7 and 9, one hit and one miss. The hit has a base damage of 10 damage points. The Knight fired these as direct-fire hellbores (E10.7), so only 5 damage points are scored, but these are all scored on the #3 shield of the F5B (reducing it from 16 to 11). On turn 5, having rearmed the hellbores, the Knight fired again, this time from range 2, scoring two hits (die rolls 3 and 10). In addition, he used his batteries to overload one hellbore, producing a total of (17+25=) 42 damage points.

**(E10.33) RANGE ZERO:** Non-overloaded hellbores cannot be fired at a true range of zero.

**(E10.34) RANGE:** If the effective range is different from the true range (D1.4), use the effective range to determine if the weapon has hit the target and the true range to determine the amount of damage done.

**(E10.35) EXPANDING SPHERES:** See (G23.84) when the target is a ship with an operating expanding sphere generator.

## (E10.4) DAMAGE RESOLUTION

**(E10.41) DAMAGE PROCEDURE:** To determine the damage caused by the hellbore, make the following calculation.
**(E10.411) STEP A:** Take the base damage from the chart and subtract any general shield reinforcement. This uses up the general shield reinforcement (assuming that the base damage is larger than the reinforcement). Note that this is the effective reinforcement (number of additional shield boxes) and *not* the amount of power applied to general reinforcement.

**EXAMPLE:** In the above example, the F5B had two points of energy applied to general reinforcement, which counts as one shield box and reduces the total damage from 42 to 41 points. (It should be noted that the Klingon player has made an error; the reinforcement should have been applied directly to the weak #3 shield.)

**(E10.412) STEP B:** Determine which is the weakest shield (there may be two or more equally weak shields). Divide the damage scored by the hellbores (by all hellbores which struck the ship in that volley) by 1+X, where X is the number of "weakest shields." One of the resulting groups of damage points will be applied to each "weakest shield" while the remaining group will be distributed over all of the other shields in Step C.

If there are fractional points and only one weak shield, assign the odd point to the weak shield. If there are several equally weak shields, keep the damage assigned to those shields equal; round fractions assigned to the weak shields of 0.5 or more up and 0.499 or less down, then adjust the points to be distributed among the other shields to reflect the original total.

If all shields are equal, ignore Step B (there is no "weakest shield") and proceed to Step C.

**EXAMPLE:** In the above example, the F5B had shields of 21-16-11-16-16-16 (the 11 reflecting the prior damage). The calculation would be to divide 41 by 2, with 21 points striking the weak #3 shield (9 points of internal damage, less any reinforcement) and 20 points to distribute in Step C between the other shields. Had the F5B used a combination of damage repairs and reinforcement to boost the #3 shield to 16 points, there would have been 5 equal shields, so 41 would be divided by 6, yielding 6.833 points each. This would be resolved as 7 points on each of the 5 weak shields and 6 points on the stronger #1 shield.

**(E10.413) STEP C:** Apply the remaining damage points to the remaining (usually five) shields one point at a time, starting with the weakest shield and progressing in order to the strongest shield, repeating this until all damage is applied. If, after distributing any given damage point, the number of remaining damage points is exceeded by the number of equal shields of the next strength category to be damaged, distribute those remaining points among the equal shields at the owning player's option.

**EXAMPLE:** The 20 points remaining from Step B to be distributed among the F5B's other five shields are divided as equally as possible with priority to the weaker shields. In this case, however, 20 points divides evenly and all five of the shields receive 4 points of damage. For illustrative purposes, assume that there were 18 points to distribute. Each shield would receive 3 (total 15), with the odd 3 points distributed between the four equally-weak shields (#2, #4, #5, and #6) at the Klingon player's option. If the #4 shield (for purposes of illustration) had been weakened to 14 boxes by phaser fire, it would have received 1 of these 3 points, with the other 2 distributed between #2, #5, and #6 at the Klingon player's option.

**(E10.42) SHIELDS:** When calculating the weakest shields, include specific shield reinforcement (including that generated by reserve power) and any previous damage. A shield that has a strength of zero is the weakest shield.

**(E10.43) PENETRATING VOLLEYS:** Enveloping hellbore damage that penetrates the shields is resolved as a single (and separate) volley. Treat any phaser which can fire through a down shield as vulnerable to destruction under (D4.321). Direct–fire hellbores (E10.7) are treated as other direct-fire weapons.

**EXAMPLE:** The Knight in the above example was firing at the Klingon F5B's #1 shield, but the hellbores penetrated the #3 shield. Any phaser that can fire through the #3 shield (i.e. the right forward and all three rear phasers on an F5B) is vulnerable to destruction. Note that the three rear phasers are vulnerable even though they could not fire at the Knight.

**(E10.44) SEQUENCING:** A ship can fire some of its hellbores before other direct-fire weapons and/or some after direct-fire weapons, at the same or different targets. A target can be hit by hellbores in either or both firing opportunities from the same or different ships. The order in which weapons are to be fired must be stated before any are fired. This is important in determining the application of reinforcement energy and the distribution of hellbore damage. See the illustration of the Sequence of Play below. The full Sequence of Play is in Advanced Missions; this extract is provided for players who do not have that product.

**EXTRACT FROM THE SEQUENCE OF PLAY**
6D2: DIRECT–FIRE WEAPONS FIRE STAGE
- General note: Weapons are fired in the specific order given. Resulting internal damage is not resolved until the Damage Resolution Stage. At the points marked "§", reserve power may be used under (H7.134) to mitigate damage.
- PPD Step: PPDs roll for wavelock if available and required (E11.3). PPDs score damage (E11.332). Shield damage is marked§; internal damage is recorded to be resolved in 6D4.
- First Hellbore Firing Option (E10.44). Shield damage is marked§; internal damage is recorded to be resolved in 6D4.
- Direct–Fire Step: All direct-fire weapons not listed separately fire. Shield damage is marked§; internal damage is recorded to be resolved later (E1.11) in 6D4.
- Aegis Fire Step: Weapons able to use aegis fire control fire their remaining pulses (D13.0). Shield damage is marked§; internal damage is recorded to be resolved in 6D4.
- Second Hellbore Firing Option (E10.44). Shield damage is marked§; internal damage is recorded to be resolved in 6D4.

**(E10.441)** All internal damage resulting from enveloping [i.e. non-direct (E10.7)] hellbore fire at a given target in a given impulse is resolved as a single volley regardless of whether it was fired before or after direct-fire weapons. This volley is resolved AFTER the direct-fire volley.
**(E10.442)** This sequencing procedure is used only for enveloping hellbores; direct-fire hellbores (E10.7) are resolved with all other direct-fire weapons. Enveloping hellbores are always fired before or after other DF weapons; they are never combined with other DF weapons.
**(E10.443)** EXAMPLE: A Hydran Dragoon is closing in on a damaged Klingon F5B frigate. The Dragoon will fire all of its hellbores on the current impulse in an attempt to disarm the F5B. The F5B is facing the Dragoon, and its #3 shield (which the Dragoon is not facing) is down (and therefore the weakest).

At the first hellbore firing option, the Dragoon fires one hellbore, which scores 10 points of damage. This is resolved as 5 points on the (down) #3 shield and 1 point on each of the other shields; the shield damage is scored immediately, but the 5 points of internal damage are recorded to be resolved later.

During the DF Weapons Step, the Dragoon fires its phasers and two hellbores (in direct-fire mode) at the F5B's #1 shield, destroying it and causing 6 points of internal damage (which is recorded, but not resolved).

Finally, during the second hellbore firing option, the final hellbore is fired, scoring 10 points of damage. This is divided with 3 points going through the #1 and 3 through the #3 shields and with 1 point on each of the other four shields.

In the subsequent DF Weapons Resolution Stage, the damage is resolved as two volleys. First, the 6 points from direct-fire weapons (including direct-fire hellbores and the phasers) are resolved. Second, the 11 points from the two non-direct hellbore firings are resolved as


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a single volley. Because this 11-point volley includes points which penetrated both the #1 and #3 shields, any of the F5B's phasers which can fire through those shields is vulnerable (i.e. all five of the phasers on the F5B could be hit). Without the damage through the #1 shield, the L+FA phaser could not be hit. Without the damage through the #3 shield, the three RX phasers could not be hit.

Because non-DF hellbore fire is a separate volley, the Hydran is able to get two volleys instead of only one and increase his chances of getting weapons hits (i.e. a Mizia Attack) because the DAC is "reset" after each volley.

## (E10.5) NON-STANDARD TARGETS

**(E10.51) UNSHIELDED TARGETS:** If a hellbore is fired at a drone, shuttle, fighter, or other unit that does not have shields (such as monsters) or which have only one shield, and assuming that a hit is scored, simply apply the full enveloping base damage to the target as you would from any other direct-fire weapon. However, all of the enveloping hellbore damage is still resolved as a separate volley.

**(E10.52) ANDROMEDANS:** See (D10.13) for the procedure for resolving damage on PA panels. Generally, the power is divided equally between the PA panel banks (D10.12), e.g. most ships have a forward and aft bank; some bases have six groups. Note, however, that a direct-fire hellbore (E10.7) would only strike the facing panels.

**(E10.53) INTERCEPTORS:** These small units (K3.0) have only two shields. Ignore the procedure in (E10.41), and simply divide the damage from an enveloping hellbore in half (regardless of the strength of the shields), applying half to each shield. If there is an odd point, apply it to the weaker shield. If both shields are equal, the player owning the interceptor can apply the odd point to either shield.

**(E10.54) MONSTERS:** Enveloping hellbores cannot be fired at living or size 0 monsters. Any hellbores fired at such targets must be fired in direct-fire mode (E10.7).

**(E10.55) GROUND BASES:** See (P2.7331) for a special procedure for enveloping hellbores; direct-fire hellbores will damage a ground base's shields as normal direct-fire weapons.

## (E10.6) OVERLOADS *(ADVANCED)*

**(E10.61) ENERGY:** The hellbore can be overloaded. Allocate six units of energy (rather than the normal three) on the final turn of arming. (This energy cannot be applied on the first turn of arming.) See (H7.64) for partial overloads.
**(E10.611)** An overloaded hellbore cannot be held, nor can it use rolling delay (E10.22). The weapon must be fired on the turn in which overload energy is applied or discharged harmlessly (E1.24).
**(E10.612)** A hellbore that had previously been delayed by (E10.22) can later be overloaded, but it must be fired or discharged on the same turn that it is overloaded.

**(E10.62) DAMAGE:** The basic damage number is increased by 50% (round fractions down for each weapon). This damage is shown on the chart in (E10.32). Use the number on the chart; do not calculate it yourself.

**(E10.63) RANGE:** When fired in an overloaded mode, the range (true range) is limited to eight hexes. See (D6.126).

**(E10.64) RANGE ZERO:** If overloaded, hellbores can be fired at a range of 0. The hit number is 11, and the overloaded base damage is 30. The firing ship scores one point of damage to each of its own shields as feedback damage for each overloaded hellbore which scored a hit at a true range of zero. This feedback damage does not reduce the effect of the weapon on the target.

**(E10.65) NON-REVERSIBLE:** Once the weapon is overloaded, it cannot be fired as a standard (non-overloaded weapon) until the overload energy is used by firing or discharging the weapon.

## (E10.7) DIRECT-FIRE HELLBORE

Hellbores can be fired without the implosion detonators. This is known as the "direct-fire mode," even though all hellbores (direct-fire or enveloping) are direct-fire weapons.

**(E10.71) PROCEDURE:** When fired in this mode, the hit probabilities are the same, but the warhead strength is reduced by 50%.
**(E10.711)** To derive the direct-fire hellbore's base damage, divide the enveloping base damage in half and round fractions down (before co-mingling with other hellbores or weapons). The chart below is for your convenience; use the damage shown on this chart; do not calculate it yourself.

| RANGE → | 0<br>-1 | 2 | 3<br>-4 | 5<br>-8 | 9<br>-15 | 16<br>-22 | 23<br>-40 |
|---|---|---|---|---|---|---|---|
| HIT # | 11 | 10 | 9 | 8 | 7 | 6 | 5 |
| DF Base Damage | 10 | 8 | 7 | 6 | 5 | 4 | 2 |
| DF O/L Damage | 15 | 12 | 11 | 9 | 0 | 0 | 0 |

**(E10.712)** Score all resulting damage on the facing shield. Internal damage is combined with that of other direct-fire weapons, not with enveloping hellbores. The normal phaser damage restrictions from direct-fire weapons apply; see (D4.321).
**(E10.713)** The arming procedure is the same; the player designates which mode he is using at the instant of firing the weapon.
**(E10.714)** Direct-fire hellbores use the same interaction with ESGs as enveloping hellbores (G23.84), except, of course, a direct-fire hellbore has less warhead strength to apply against the ESG.

**(E10.72) OVERLOADS:** If overloaded, reduce the amount on the overloaded enveloping hellbore line by 50%, rounding fractions down. (Use the numbers on the direct-fire hellbore chart above; do not calculate it yourself.)

**(E10.73) FEEDBACK:** If fired overloaded at range zero, the firing ship scores three points of damage on its own facing shield as feedback damage for each overloaded hellbore which scored a hit at a true range of zero.

**END OF SECTION (E0.0) MODULE C1**


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# (G23.0) EXPANDING SPHERE GENERATORS

Carried by most Lyran ships (including bases, but not PFs), the Expanding Sphere Generator (ESG) is used to protect the unit from drones and fighters entering the range of the sphere (also known as a field). ESGs are often used to ram enemy ships (or activated in time to allow enemy units to ram the sphere), sweep mines, and harvest fighters like a scythe.

## (G23.1) DEFINITION

**(G23.11) SSD:** Each box on the SSD labeled ESG represents one expanding sphere generator.

Note that the term "ESG" is often used for the generator itself and the sphere or field (the terms are interchangeable) it generates.

**(G23.12) MULTIPLE ESGs:** Some ships carry more than one ESG. If so, the ESGs function independently of each other.
**(G23.121)** Multiple ESGs on the same ship may operate at the same time or alternate; they could be at the same or different radii. One could be activated while another was operating [or during its announcement phase (G23.31)]; if two or more were operating, one or more could be shut down.
**(G23.122)** In the event of multiple ESG fields of different radii, the field which a given object encounters first interacts with it first (G23.51). If two fields are at the same radius, the one that has been active longer interacts first. If they were released at the same time, the owning player decides which will interact first. In any of these cases, the interactions of the first field must be completely resolved (i.e. the field must be reduced to zero or the targets encountered destroyed) before the interactions of the second field are resolved.
**(G23.123)** The specific ESG generator which is generating each specific ESG field can be detected and must be announced (at the same point the field itself is). Hit and run raids (D7.8) can be directed at the generator of a specific field.

**(G23.13) SIZE REQUIRED:** Units smaller than size class 4 cannot carry an ESG. This prohibition includes, but is not limited to, fighters, shuttles, PFs, small ground bases, medium ground bases, mines, defense satellites, and seeking weapons.

**(G23.14) DESTRUCTION:** ESGs are destroyed on "drone" hits. If the box on the SSD representing the ESG is destroyed (or if a ship with an active ESG field is destroyed), the field collapses immediately at the point in the Sequence of Play that it was destroyed.

## (G23.2) ENERGY ALLOCATION

**(G23.21) ENERGY:** Energy is allocated to ESGs during the Energy Allocation Phase. See (G23.223) for fractional points of power.
**(G23.211)** This energy can come from any source and can be accumulated over any number of turns during a scenario. See (G23.23) for energy in an ESG at the start of a scenario.
**(G23.212)** Reserve power (H7.2) can be added to the ESG generator (or capacitor); it cannot be added to an active ESG field to increase or restore its strength or to extend its active period.

**(G23.22) POWER STORAGE:** The more energy held in an ESG (up to a maximum of 5 points), the more powerful the field will be when the energy is released.
**(G23.221)** Energy may be stored in the ESGs for up to 25 turns. If not used within this period, which does not count any turns before the scenarios begins, the power is lost.
**(G23.222)** When a given generator is activated, all of the energy in it must be released; exception: (G23.242).
**(G23.223)** Fractional points of energy can be stored in an ESG, but an ESG can only use whole units of power. If the ESG has a capacitor, the unusable fractional points remain in the capacitor. If there is no capacitor, the fractional points are lost when the ESG is activated (as "all power" in an ESG without a capacitor must be used).

**(G23.23) INITIAL ENERGY:** A ship entering a scenario can have an amount of energy stored in each ESG depending on the weapons status of the ship, as follows:

| WEAPONS STATUS | | ENERGY STORED |
|---|---|---|
| 0 or I | = | No energy stored |
| II | = | 2 points per ESG |
| III | = | 5 points per ESG |

This amount does not increase after capacitors are installed.

**(G23.24) CAPACITORS:** In Y167 the Lyrans developed a capacitor system for their ships. This was installed in the ships of the various fleets before they were committed to action: Red Claw Duchy in Y167, Foremost/Homeworld before the attack on the Kzintis in Y168, Far Stars Duchy by the start of Y169, and Enemy's Blood before the Hydran attack in the fall of Y169. This technology was sold to the LDR in Y169 to purchase their continued neutrality in the opening stages of the Hydran assault on Lyran space. Orion Pirates were known to have acquired the technology by Y170, and they provided it to the WYN Cluster that same year.
**(G23.241)** Each ESG is fitted with a capacitor. The capacitor for a given ESG cannot transfer power to a different ESG. The capacitor is destroyed with the ESG.
**(G23.242)** The capacitor can hold up to 7 points of energy and can release 1-5 points of energy at a time. Any unreleased energy remains in the capacitor. It cannot release more than 5 or any fraction, but can release any whole amount up to 5 at the owning player's option. Energy can only be released from the capacitor when the ESG is activated (G23.43). The amount of energy in the capacitor at the start of a scenario is dictated by the weapon status (S4.0) and the table in (G23.23). The capacitor is part of the ESG; players allocate power to the capacitor, not to the ESG *and* to the capacitor.
**(G23.243)** Energy can be added to the capacitor by allocation at the start of any turn or by reserve power on any impulse, even if the ESG is operating. Energy cannot be stored in an active ESG unless it has a capacitor. Energy added to the capacitor of an operating ESG generator (one that currently has an active field up) does not in any way affect the operating field. Such energy cannot be used by that generator until the next legal time it is activated.
**(G23.244)** If an ESG is destroyed or damaged and then later repaired, the capacitor is repaired with the ESG but has no power in it when repairs are complete. An ESG can be repaired without a capacitor (G17.5).
**(G23.245)** The BPV of Lyran ships assumes the presence of the capacitors on all ESGs. If the scenario is set before the capacitors were installed, reduce the BPV by 1 point per ESG. A ship will have capacitors on all of its ESGs or on none of them, with the exception of hastily repaired ESGs (G17.5).

## (G23.3) ACTIVATION OF AN ESG

**(G23.31) ANNOUNCEMENT:** The energy stored in an ESG can be released on any impulse, but the intention to release one must be announced 4 impulses (1/8 turn) in advance during the Seeking Weapons Stage (6B6) of the Impulse Activity Segment. See (G23.46). Deactivation of ESGs precedes activation in the Impulse Procedure.
**(G23.311)** The energy and radius are not announced until released, but must be recorded at the time of announcement and are revealed at the time of release (G23.46). The player must reveal the number of generators he plans to release when the 4-impulse notice is given. See (G23.312) for a partial exception.
**(G23.312)** An ESG cannot be released without the required prior announcement, even at the start of a turn. If release at the start of a turn is desired, the owning player would have to announce the release during the previous turn (without knowing if he will have sufficient energy available, in which case the announcement could be cancelled) or announce the release at the start of the turn and delay it the required four impulses. If an announcement is made in the last four impulses of the turn (for a release during the first four impulses of the next turn), the strength and radius need not be decided or recorded until the Energy Allocation Phase.
**(G23.313)** No prior announcement period is required to drop an active ESG, but it cannot be voluntarily dropped (G23.47), except in the Seeking Weapons Stage of the Impulse Activity Segment. The

fact that it has been dropped must be announced at that point. Note that some conditions [e.g. breakdown (C6.545), adoption of erratic maneuvers (C10.52), energy balance (D22.0), etc.] may cause the field to be dropped involuntarily, and in all such cases the field is dropped (and that fact is announced) when the causal condition takes effect.

**(G23.314)** A ship that is using erratic maneuvers cannot have an active ESG field (C10.52). The field can be announced while under EM, but the ship must cease EM before the field is released or the field is voided and the power is lost.

**EXTRACT OF THE SEQUENCE OF PLAY**
6B6: SEEKING WEAPONS STAGE
SW Control Step: (F3.4) (F3.5).
Drop electronic warfare pods (J4.9622).
Launch plasma torpedoes (FP1.3) and/or PPTs.
MW Release Step: (FD7.0) (FD8.0).
Launch drones (FD1.2).
Launch probes (for information, not as weapon) (G5.2).
Drop chaff (D11.3).
ESG Step: Deactivate and (subsequently) activate expanding sphere generators (G23.3) based on previous announcements. Announce operation of ESGs (G23.3); cancel previous announcement (G23.33). Size and strength are announced (G23.46).
SFG Step: (G16.0).
Shock Step: (D23.0).

**(G23.32) CYCLE OF AN ESG FIELD:** An ESG field will only remain active for 32 impulses and will automatically deactivate itself during the Seeking Weapons Stage of the 32nd subsequent impulse. Written records of the impulse any given field was released and dropped must be kept. The fact that the ESG has reached the end of its active cycle is detectable to all players; no formal notice is required although players may confirm the records.

**(G23.321)** A field can be voluntarily deactivated in fewer impulses (G23.47). See (G23.313) for the required announcement.

**(G23.322)** A field reduced to zero strength is considered to have been dropped at the point when the last strength point was expended (G23.51).

**(G23.323)** A field cannot be reactivated within 32 impulses of when it was dropped nor can it be reactivated before the start of the second subsequent turn from the point it was activated. This delay is to the next activation, not to the next announcement. For example, an ESG activated on impulse #10 of turn 2 (announced on impulse #6) and dropped before the end of turn 2 cannot be activated again before impulse #1 of turn 4 (announced impulse #29 of turn 3); if dropped during turn #3, it could be activated 32 impulses later.

**(G23.33) CANCELLATION OF ANNOUNCEMENT:** A player can announce an intention to release an ESG field and later (publicly) cancel that announcement (before the impulse when the field was to have been released) in the ESG Step of the Seeking Weapons Stage (6B6). If such an announcement is cancelled, however, another announcement cannot be made within 1/4 turn (8 impulses) of the cancellation. Since the ESG is not released when its announcement is cancelled, the penalties of (G23.32) do not apply, only the delay imposed by this rule applies. Such a cancellation could be used to avoid the penalties of (G23.314).

## (G23.4) OPERATIONS

**(G23.41) RADIUS:** When formed, the expanding sphere field may be set at a radius of 0, 1, 2, or 3 as prescribed by the owning player's records (G23.311). The larger the sphere, the weaker it is.

**(G23.42) STRENGTH:** To determine the field strength, take the radius and use it to find the Strength Factor on the following chart:

| Radius | Strength Factor | Energy Points Contained 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 |

Multiply this strength factor by the number of energy points held in the ESG when released. Round fractions of 0.50 and more up and those of 0.49 and less down. This final result is the strength of the field and is shown in the columns to the right of the Strength Factor (i.e. the calculations have been done for you, but the procedure is shown to improve understanding of the system). For example, radius 2, strength factor 3.33, 2 energy points yields a 7-point field.

**(G23.43) TIME OF RELEASE:** The energy used is not announced until the time of release. When released, an ESG does not interact with or damage anything at the instant of release; see (G23.56).

**(G23.44) FORMING:** When released, the sphere (field) forms at the specified radius. It does not expand to that radius damaging units at shorter distances.

**(G23.45) MOVES WITH SHIP:** The sphere moves with the ship; it does not remain stationary. If the ship is displaced, the ESG field is displaced with it and is treated under (G18.65).

**(G23.46) KNOWN INFORMATION:** The size and strength of the sphere can be detected and must be announced. If tactical intelligence (D17.0) is used, this information can be detected at Level B.

**(G23.47) VOLUNTARY DEACTIVATION:** The owning player can voluntarily deactivate (drop) an operating ESG field in the ESG Step of the Seeking Weapons Stage (6B6) of the Impulse Activity Segment (G23.321), and doing so establishes the point at which it can be reactivated (G23.323). If voluntarily deactivated, the ESG field ceases to function immediately at that point. An active ESG can be deactivated but cannot be voluntarily reduced in strength. See (G23.313) for required announcements.

**(G23.48) WILD WEASELS** are voided if the launching ship uses an ESG; see (J3.46).

## (G23.5) COMBAT EFFECT

**(G23.51) DAMAGE:** When operating, the field will automatically score damage points on any ship, base, shuttle, fighter, PF, monster (with some exceptions), mine, escape pod, defense satellite, drone, or other object specified in the rules entering the field. A unit can enter an ESG field as a result of the unit's own movement, the movement of the ship generating the field (G23.45), or both. See (G23.6) for some other effects.

**(G23.511)** The field will score damage points up to the number required to destroy the object, or up to the strength of the field, whichever is lower. Each damage point scored reduces the strength of the field by one point.

**EXAMPLE:** The field strength is 5. If a drone that is destroyed by 4 damage points contacts the field, the field strength will be reduced to 1 point and the drone will be destroyed. If a drone that is destroyed by 8 damage points contacted the 5-point field, the field would be reduced to zero (thereby deactivating it) and the drone would receive 5 of the 8 damage points required to destroy it.

**(G23.512)** The damage caused by the ESG fields is scored at the designated point during the Movement Segment as a separate volley. Two or more ESG fields at the same radius or different radii generated by the same ship count as a single volley (G23.75). If ESG fields generated by different ships strike a single object in the same impulse, they are counted as separate volleys, although it would take VERY arcane circumstances for this to happen because of the priorities of (G23.52). Players are welcome to try and determine just what these circumstances are.


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**(G23.513)** ESGs do not negate shields or armor. Damage from an ESG is scored on the target's shield which is facing the ship generating that ESG. This is judged by the same procedures as direct-fire weapons (D3.4), unless the line of fire falls exactly along a shield boundary, in which case score the damage on the shield which was facing the ESG hex which the other ship entered (or the ESG hex which entered the same hex as the other ship). If the ESG ship and the other ship move on the same impulse, judge the situation by whichever ship moved first. If both move at exactly the same time [all tie-breakers in (C1.313) being exhausted], the ESG interaction is judged as if the other ship had moved first.

**(G23.5131)** Exception: If the "other" ship is inside the ESG and moving out of it (or the ESG is dragged over it), the shield struck would be the one opposite the one facing the ship generating the ESG.

**(G23.5132)** Exception: If the units are tractored, and the line of fire is on a shield boundary, damage form an ESG is scored on the target's shield which is facing the ship generating the ESG.

**(G23.514)** ESG impact is determined during movement but resolved after tactical maneuvers, allowing a ship (qualified to Tac) to turn a different shield toward the oncoming ESG after knowing that the ship will be hit.

**(G23.515)** ESGs cannot damage units on planets or large asteroids (P3.4), including units which have landed or docked to these items during a scenario. There is an exception in that large asteroids or meteors [See (SH3.0)] that are not part of an asteroid field (G23.651) can be individually damaged by an ESG, and the destruction of such an individual asteroid or meteor would destroy any unit on its surface which failed to escape (D21.0). See (G23.653).

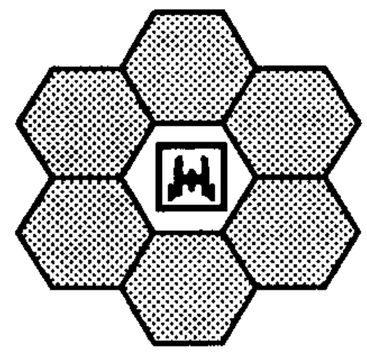
**(G23.52) MULTIPLE TARGETS:** If two or more objects enter the field simultaneously, damage is caused to (and by) the ESG field in the following priority:

1. Units which move completely through (G23.571) the field (unless both are generating an ESG, in which case priority two is resolved first). (Example: The field is in hex 0404, the generating ship in 0401, and a drone targeted on the ship in 0405. Both the ship and the drone move in this impulse, so the drone would move to 0404 and the field to 0405, effectively passing each other, although since either the drone or the field will not survive the encounter, this is only a temporary convenience to keep track of the counter locations.) If there are several such units, these are damaged in the order given in steps 2-5 below.
2. Other ESG fields (G23.73).
3. Asteroids and other solid objects (G23.65). Each hex of a multi-hex planet is resolved separately.
4. Active explosive mines (G23.61).
5. Other units [including inactive and non-explosive mines (M5.28)] in order of size from the smallest to the largest, with each such unit receiving one point in turn. The field will score one point on each (beginning with the smallest in terms of size class; within size classes use movement cost or other size indicators, such as heavy shuttles and two-space drones; roll a die to resolve ties) and will repeat this procedure until field strength is reduced to zero or all objects are destroyed.

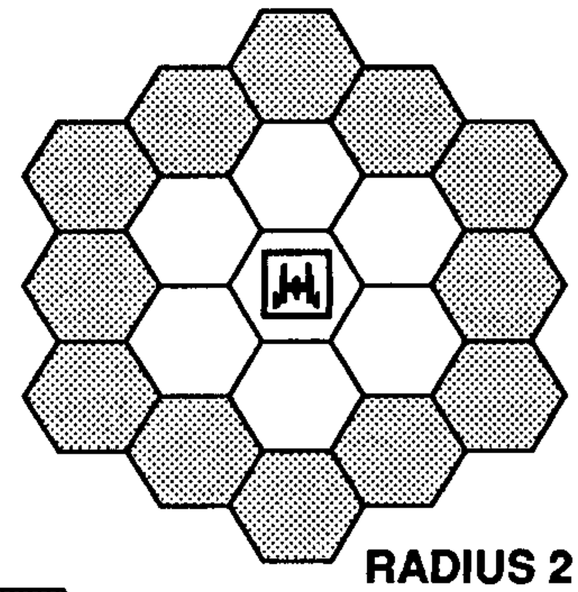
   **EXAMPLE:** A drone, a shuttle, and a ship all strike an ESG with a strength of five at the same time. Two points would damage the drone, two the shuttle, and one the ship based on their size.

**(G23.53) DAMAGE ANY TARGET:** The field will damage any qualified target, including other Lyran ships, and even shuttles or seeking weapons launched by the ship generating the sphere.

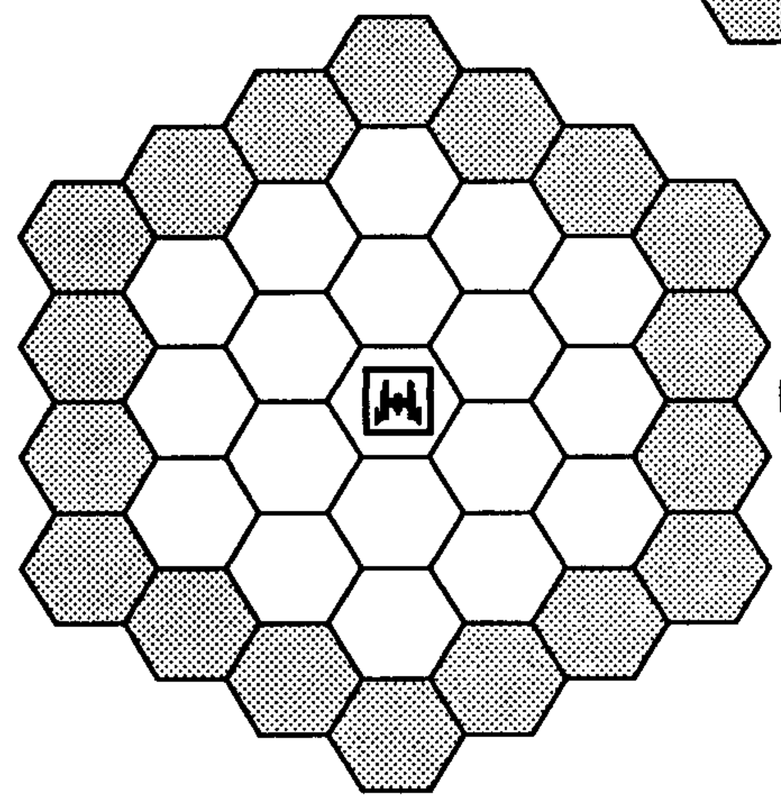
**(G23.54) HOLLOW:** Note in the illustrations below that the sphere is hollow and will not damage targets inside of its lethal radius. For play purposes, the ESG field consists of the entire hexes at the specified radius, not the inner or outer edges of such hexes. For partial exceptions to this rule, see (G23.562), (G23.573), (G23.72), and (G23.842). Thus, a ship wishing to launch a shuttle could generate a field of radius 3 on one turn, launch a shuttle and move it two hexes away from the ship, then generate a field of radius–1 with a different generator on a later impulse.



**RADIUS 1**



**RADIUS 2**



**RADIUS 3**

**(G23.55) RADIUS ZERO:** If the sphere is set at a radius of "0" and drones targeted on a unit inside the field enter that hex, they will strike the field before they strike their target. See also (G23.72).

**(G23.56) TIME OF FORMATION:** If the ship generating the ESG does not have one active, but generates a sphere at a specified radius, any objects at that radius are not damaged.

**(G23.561)** In this way, the sphere operates as mines and asteroids do. Merely being in a sphere hex cannot result in damage; only entering such a hex can cause damage. Moving parallel to and at the same speed as the generating ship is still considered to be movement for purposes of ESGs and results in damage; see (G23.573).

**(G23.562)** At the time of formation, all units in the same hex as a forming ESG are considered to be "outside" the ESG for purposes of moving toward or away from the generating ship. If such units move toward the generating ship (or vice versa), they are treated as "jumping" (G23.571) the ESG. If they move away from the generating ship (or vice versa), they take no damage. If they move into another hex of the same ESG field, they take damage as per (G23.561). There is a partial exception in (G23.72).

**(G23.57) MOVEMENT OF GENERATING SHIP:** Movement of the ship (that is generating the ESG) in such a way as to cause the ESG field to contact another unit has the same effect as the movement of that unit (i.e. the unit is damaged).

**(G23.571)** Note that it is possible for the target unit and the ship generating the ESG to move (toward each other) on the same impulse. In this case, the damage is still resolved normally (the target cannot "jump" across the field unharmed), but the Sequence of Play must be interrupted. Use (C1.31) to determine which ship moves first, move that ship, determine the ESG damage (including all units damaged) immediately (resolving it at the appropriate point), then move the other ship and continue the normal Sequence of Play.

**EXAMPLE:** A Lyran CA is in hex 1010 facing A and projecting an ESG into hex 1007 (among others), while a Hydran FF is in 1006 facing D. Both ships are scheduled to moved straight ahead, resulting in the Hydran FF being in 1007, the Lyran CA in 1009, and the ESG in 1006. It could be argued that the FF and ESG "passed" and there was no contact, but this is obviously illogical and the situation is resolved by the above rule. The same situation can occur when the ships are moving apart, in which case it is resolved the same way.

**(G23.572)** Note also that, if the ESG ship is moving in the same impulse as its target, but is moved first in that impulse by (C1.31), and the subsequent (but same impulse) movement of the target again

moves the ship clear of the field (but not across it), no contact with the field actually took place.

**EXAMPLE:** In the above case, had the Hydran FF been moving in direction A, the CA would have moved first by (C1.31) and would have moved its ESG into 1006, but the FF moves to 1005, avoiding it, even though the apparent non-simultaneity of the actual movement of the counters would seem to indicate otherwise.

**(G23.573)** If the generating ship and a potential target which is in an ESG hex are moving parallel and at the same time, the potential target does take damage as if it had entered an ESG hex.

**(G23.5731)** This is true even if the two units are linked by tractor beam from the generating ship, unless the ship generating the ESG and tractor voluntarily decides to treat the matter under (G23.5732).

**(G23.5732)** If they are linked by a tractor beam from the potential target, the potential target is using the beam to avoid contact with the field itself and does not take damage, unless the potential target (generating the tractor) voluntarily decides to treat the matter under (G23.5731).

**(G23.5733)** If both ships are generating a tractor beam, each makes its own decision as to which of the two above cases will be used (made secretly, announced simultaneously). If there is disagreement, the potential target makes the decision.

**(G23.5734)** Note that a larger ship could rotate a smaller unit into its field, and a smaller ship could rotate itself to effectively move its field into contact in the Tractor Rotation Step (G7.7) of a turn, assuming they had maintained tractor links. The damage would not be resolved until the ESG Step of the Damage During Movement Stage of the Movement Segment of the first impulse of that turn.

**(G23.574)** Turns (without changing hexes) by the generating ship do not result in damage to units in ESG hexes. Turns (without changing hexes) by units in ESG hexes do not result in damage to those units. (The ESG field itself does not "rotate" as the ship turns, so it cannot damage enemy units in ESG hexes like a "disk sander.")

## (G23.6) OTHER EFFECTS OF AN ESG FIELD

**(G23.61) MINES:** The sphere will automatically detonate active explosive mines when it touches them [i.e. when it attempts to score damage points on the mine(s) on step 4 of (G23.52)]. The strength of the mine will be applied to the sphere. Any remaining strength will be applied to the facing shield of the ship whose sphere detonated the mine, regardless of the radius of the sphere; exception: (G23.615). The mine explosion is completely absorbed by the ESG field; the explosion does not damage any other units.

**EXAMPLE:** A 15-point ESG field strikes an active 10-point mine (T-bomb). The mine is detonated before receiving any damage. Its 10-point explosion reduces the field to a strength of 5 points.

**(G23.611)** The ESG field will detonate all active explosive mines that it touches, even if only a portion would be sufficient to destroy the field. The ESGs of a ship could strike and detonate several mines in the same impulse.

**(G23.6111)** If the ESG field is strong enough to absorb the damage of all detonated mines, this is done, the field is reduced appropriately, and play proceeds.

**(G23.6112)** If the ESG field is not strong enough to absorb the damage of all detonated mines, the field absorbs one point from each mine (in order from the smallest to the largest, with the mines in each category resolved in an order selected by a random die roll); this is repeated until the field is reduced to zero strength. Each mine then damages the facing shield. Any internal damage is combined into a single volley; this is a partial exception to (M2.502) and uses the (E10.43) procedure for phaser directional damage (D4.321).

**(G23.612)** If the ESG strikes a mine that is any of the following:

not active (i.e. pre-active, inactive), see (M5.133)
not explosive
a command-controlled or chain mine with a disabled detonator (M5.1134)

the interaction is resolved in step #5 (G23.52) but the mine cannot be detonated. (It would be detected on contact, but only if damage points were actually scored on it.) Mines waiting a command to explode (deadmen or controlled explosive mines with enabled detonators) are considered active for this purpose.

**(G23.6121)** If the field scores enough damage on the mine to destroy it (M8.41), the mine is destroyed without exploding and the ESG is reduced by the number of damage points expended for that purpose.

**(G23.6122)** If the field does not score enough damage on the mine to destroy it before the field is reduced to zero strength, the damaged mine is left in place and play continues.

**(G23.613)** Captor and sensor mines are damaged or destroyed by the ESG field as any other object would be, but if destroyed, they do not explode or fire. This includes both active and inactive mines. (This explains why captor mines are usually protected by explosive mines.) If a captor or sensor mine survives the impact, it will (at the appropriate point in the Sequence of Play) trigger (i.e. fire at the ship, order other mines to fire, etc.); see (M8.42).

**(G23.614)** If the ship has multiple ESGs up at the same radius, these are combined into a single ESG for this purpose. If the ESGs are at different radii, the other ESGs are ignored for purposes of the exploding mine(s) and the damage is conducted directly to the ship as above.

**(G23.615)** If the exploding mine is in an ESG hex which is on the border between two shields, use the procedure in (G23.513). All of the damage from a single mine must strike a single shield.

**(G23.616)** Mines will not accept an ESG field within their detection zone (M2.35) as a target. *Only* the impact of the ESG field on the mine (i.e. the ESG field entering the mine's own hex) will cause detonation. It is possible, if the field radius is 0, for the mine to detonate due to the movement of the ship rather than due to impact with the ESG field. In this case, the ESG is ignored and the mine operates normally, just as would be the case if a mine in a hex adjacent to an ESG field was detonated by some other target.

**(G23.62) CLOAKS:** Cloaking devices and ESGs have significant interactions. See (G13.57).

**(G23.621)** Cloaked ships are affected by the sphere as if they were not cloaked. If a cloaked ship is damaged by an ESG, it can be locked-onto during the impulse the damage is taken.

**(G23.622)** A cloaked ship cannot operate an ESG while the cloaking device is operating, or until fade-in is complete, or after fade-out begins. If the ship is cloaked (or fading), it cannot activate an ESG, i.e. begin the activation phase by announcing activation, until fade-in is complete. If a ship with an active ESG starts to cloak, the ESG must be dropped before the cloaking device can be activated. This can be done at the time that the cloak is activated, outside the normal Sequence of Play.

**(G23.63) EXPLOSIONS:** Self-destruction (explosion) blast effects ignore ESGs. Mine explosions not caused by a specific ESG (G23.616) ignore the effects of that specific ESG (i.e. they do not damage the field and are not transmitted to the ship generating the field).

**(G23.64) TRANSPORTERS:** Transporters (G8.0) can operate through ESG fields.

**(G23.65) TERRAIN** generally overwhelms an ESG and causes it to collapse.

**(G23.651)** ASTEROIDS: An ESG field striking asteroids in a field or belt takes two points of damage for each hex of asteroids that hits the field, regardless of speed. See (G23.653) in the case of individual asteroids outside of fields or belts.

**(G23.6511)** Such damage has priority (G23.52) over some other damage to or by an ESG, but asteroid damage is not carried over to the ship (a'la mines) if the ESG is deactivated by asteroid damage.

**(G23.6512)** This does not, however, damage or clear a path through the asteroids for the ship (P3.255). The ship rolls normally for asteroid damage if the ship moves through an asteroid hex irrespective of the radius of the sphere or the number of hexes of asteroids the sphere hit. The ship's die roll does not reduce asteroid damage to the sphere, and the sphere is not protected by any weapons fired by the ship to clear a path (P3.25).

**(G23.6513)** Following another unit through the asteroid field (P3.23) will also not reduce asteroid damage to the sphere.

**(G23.6514)** Ring material (P2.223) operates as do asteroids but causes only 1 point of damage per hex.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**(G23.652)** ATMOSPHERE: An ESG cannot be generated into or through a hex containing an atmosphere (P2.546). Units can use a zero-radius ESG (around themselves only) while in an atmosphere hex. (Anything they subsequently launch would also be inside the hex until it moved to another hex.) See (P2.735) for ground bases. ESG fields formed at a radius of greater than 0 which strike atmosphere hexes are immediately deactivated without damaging any other units. An ESG can never be formed with a planet or moon inside of it. Any field activated in an illegal position would collapse immediately, and the energy would be lost.
**(G23.653)** PLANETS: Should an ESG field strike a planet or moon without an atmosphere, the field is reduced to zero and no damage is caused to the planet or to installations on it (the effect is spread over too wide an area). ESG strikes will accumulate damage towards the destruction of individual large asteroids (P3.4) or meteors that are not part of a larger cluster as in scenario (SH3.0) and under the provisions of rule (P2.312). In such cases, the overall effect is still too gross to affect units on the surface of such a body, but the destruction of the large asteroid or meteor will destroy any units on it that fail to escape under (D21.0). See (G23.515) and (G23.651).
**(G23.654)** DUST CLOUDS (P13.1) damage an ESG. During impulses where a ship of the relevant speed takes damage, the ESG will take damage according to the table below:

| | |
|---|---|
| Radius 3 | 7 points of damage |
| Radius 2 | 5 points of damage |
| Radius 1 | 3 points of damage |
| Radius 0 | 1 point of damage |

If the damage exceeds the strength of the ESG, reduce the field to zero and ignore any other damage. The ESG does not protect the ship itself from dust damage. In the event that the generating ship is operating near the edge of the field, score one point of damage for each ESG hex which enters a dust hex up to the maximums above.
**(G23.655)** OTHER: ESGs are affected by black holes (P4.26) and will not operate in a nebula (P6.6).

**(G23.66) TRACTORS:** Tractors (G7.0) can operate through ESG fields. See also (G23.573).

## (G23.7) CONDITIONS AND RESTRICTIONS

**(G23.71) MULTIPLE ESG OVERLAP:** The spheres created by ESGs on two different ships cannot overlap [this would result in damage under (G23.73)] or be contained within each other.
**(G23.711)** It is the release of an ESG, not its announcement, which causes this interaction. However, as deactivation precedes activation in the Sequence of Play (G23.31), with careful timing two ESG-equipped ships could keep a continuous screen of ESGs around themselves, barring a field being deactivated by damage before a second field can become active.
**(G23.712)** If two ESGs are activated in violation of (G23.71), whichever ESG was activated second would collapse, the sphere never forming and the energy being lost. If two ships both activated ESG fields simultaneously, both fields would fail and the power would be lost.
**(G23.713)** Two ships or more in the same hex could not use ESGs simultaneously. If the fields were at different radii, the above rule would apply; if they were at the same radii, they would immediately damage each other (G23.73). They would damage each other even at zero radius (G23.73).
**(G23.714)** In the case of docked units, see (C13.7612).

**(G23.72) ZERO-RADIUS:** When creating a zero-radius field, the Lyran player designates which friendly units are inside of it. All other units are considered to be outside of the field.
**(G23.721)** Other units entering that ship's hex will strike the field; units inside the field which leave that ship's hex will also strike the field (from the inside).
**(G23.722)** If there are two fields of zero radius generated by the same ship, both are identical in regards to units inside and outside of the field.
**(G23.723)** Units inside the field are not affected as per (G23.573); units outside the field are affected by (G23.573).

**(G23.73) ESG vs ESG:** Two ESG fields (generated by different ships) that strike each other (occupy the same hex) will damage each other (G23.52). Two ships operating zero-radius ESGs in the same hex will interact and the ESGs will damage each other, even if both sides designated (G23.72) that the other was outside of their field.

**(G23.74) DOCKING:** For ESGs generated by a ship docked to a base, see (C13.7612). For ESGs striking a base with a ship docked to it, see (C13.722). For ESGs striking two ships docked to each other, see (C13.944). For ESGs generated by a ship docked to another ship, see (C13.964).

**(G23.75) DOUBLE RAM:** It is theoretically possible that, if a ship had two ESGs active at different radii, a single target (on a closing course) could strike both of them, the first as a "jumper" in step 1 and the second under step 5 of (G23.52). In this case, the two "volleys" of damage are combined into a single volley.

## (G23.8) EFFECT ON OTHER WEAPONS

**(G23.81) PLASMA WEAPONS:** The sphere has no effect on plasma torpedoes (of any size including D), pseudo-plasma torpedoes, or plasmatic pulsar devices.

**(G23.82) ANTI-DRONES:** An ADD cannot fire through an ESG field and cannot damage an ESG field (E5.32).

**(G23.83) DIRECT-FIRE WEAPONS:** The ESG sphere does not affect direct-fire weapons.
Exceptions: hellbores (E10.714)
ADDs (G23.82)
Web Casters (E12.531) including snares

**(G23.84) HELLBORES:** The hellbore-ESG interaction is one of the most violent in the game system. Hydrans complain that the ESG acts as a shield against hellbores (E10.35). Lyrans complain that the ESG acts as a magnet to attract hellbore damage and bring it home to the ship. They are both right.
**(G23.841)** If a hellbore is fired at an ESG field (from outside), a hit (on the field) is automatic. Note that this includes hellbores fired at the generating ship and those fired at another target (or into an empty hex) but where the line of fire (to the original target) crosses the sphere/field. The strength of the ESG field is reduced by the strength of the hellbore at the point of impact on the sphere itself; the remaining power (if any) of the hellbore is automatically applied, without further reduction, to the ship generating the ESG field [by the normal procedure (E10.4)] even if that ship was not the original target. If there is a second sphere inside the first, the process is repeated. (A hellbore ship can, in effect, damage a target outside of the arcs of its weapons IF those hellbores could fire on any ESG hex generated by the target.) See also (G23.845).
**(G23.842)** Since an ESG does not completely fill the hex, a line of fire along the edge of an ESG hex (but not one between two adjacent ESG hexes from the same field) does not hit the ESG.
**(G23.843)** If fired from inside an ESG field at a target also inside the ESG field, the hellbore does not strike the ESG field. If fired from inside an ESG field at a target outside the ESG field (or into an empty hex simply to hit the field), the hellbore strikes the field (reducing it) and any remaining damage is diverted by the field to the ship generating the field. Theoretically, an Orion or WYN ship with a terrible choice of option mounts (and gunnery officers) could fire a hellbore at something outside of the sphere while its own ESG was active and, in effect, strike itself. This would not violate (E1.5), but would violate common sense.
**(G23.844)** If two or more hellbores are fired at a given ship during a given fire step, they are resolved one at a time (i.e. sequentially, even if fired as a narrow salvo) in any order the firing player chooses. If a given hellbore reduces the ESG to zero strength, the other hellbores are resolved against the ship as if no ESG had been active when they were fired (unless, of course, another ESG mounted on the same ship is active, in which case the hellbore would strike that field), i.e. each rolls normally for a chance to hit (E10.3).
**TACTIC:** If you want to fire hellbores at a damaged ship which is protected by an ESG generated by another ship, aim some of your hellbores at the protected ship and others so that they will strike the ESG. Since you can resolve the hellbores in any order of your

choosing, fire those aimed at the damaged ship last; they will take effect after the ESG has been knocked down but on the same impulse.

**(G23.845)** A hellbore which misses its target does not extend onward to strike any ESG which happens to be down range.

**EXAMPLE:** A Lyran ship has an ESG up at radius three with a strength of 15. A Hydran ship seven hexes from the Lyran ship fires two hellbores, one overloaded and one standard, at the Lyran ship. Both hit the ESG, rather than the ship. At this range, either hellbore could knock down the ESG, and according to the rules if one does knock down the ESG field, the other will have to roll normally against the ship. For this reason, the Hydran player will carefully study the situation before deciding what order to resolve the hellbores in. At that range, the standard hellbore will do 15 points of damage and eliminate the field, but with no carryover damage to the ship. The Hydran chooses to hit the field with the overloaded hellbore, which strikes with a strength of 22 points at four hexes range. Of these, 15 points reduce the ESG to 0 strength and the remaining 7 points will hit the Lyran ship automatically without being further reduced by the extra three hexes of range. The Hydran will then roll normally for the standard hellbore which might do 13 points if it scores a hit at all. In this way the Hydran may increase the damage he scores, and is guaranteed to do at least 7 points to the Lyran ship. If he resolved the standard hellbore first, the overload might have missed and he would have scored no damage at all for his efforts.

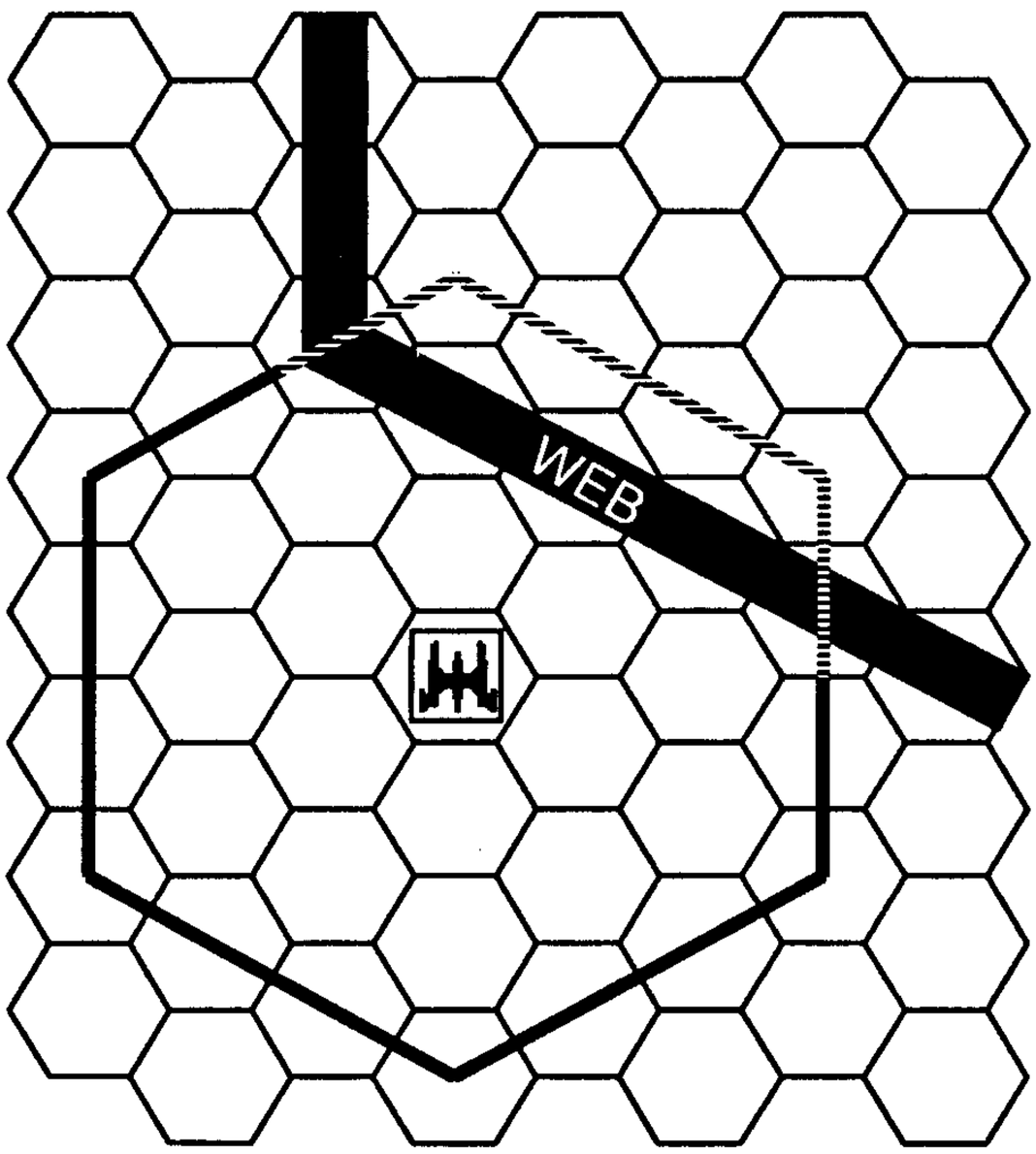
**(G23.85) WEBS:** ESGs cannot be projected into or through web hexes (G10.73). If web hexes are present, the portion of the expanding sphere that would otherwise be in or beyond web hexes simply does not exist.

See (E12.531) and (E12.553) for web casters.

Unstabilized freestanding webs have no effect (E12.551).

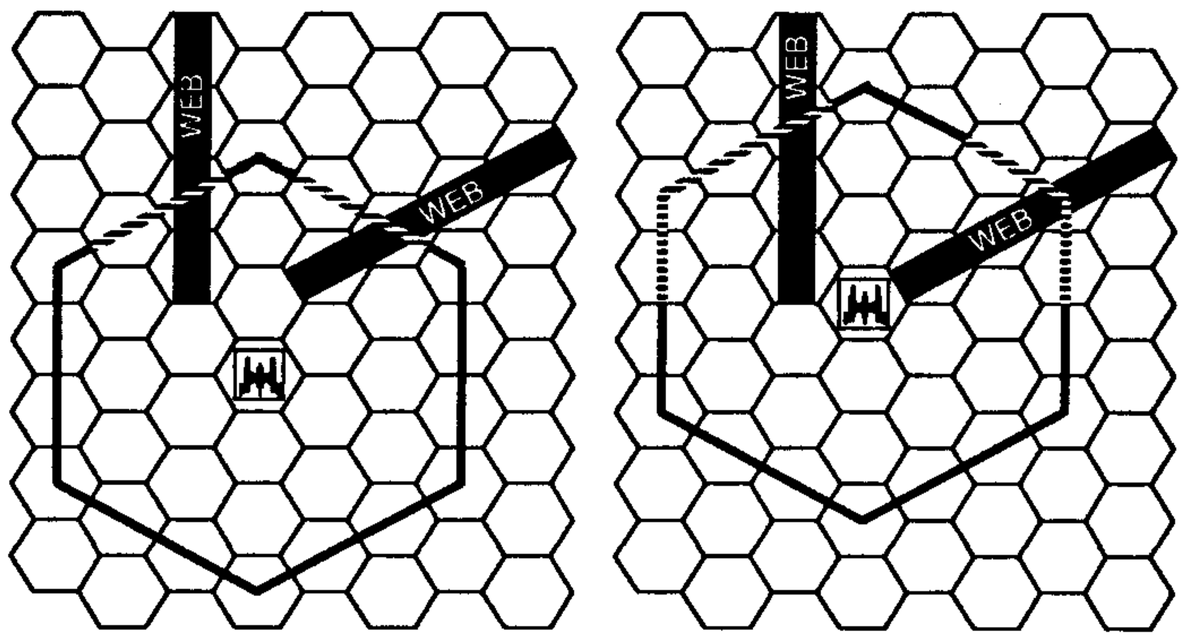
**(G23.851)** An ESG can be activated even if, at the time it becomes active, some hexes would be nullified by nearby webs.

**(G23.852)** An ESG cannot be generated out of a web hex. An ESG operated by a ship which enters a web hex is treated as if the ESG field did not exist as long as the generating ship is inside the web hex. This applies to fields at any radius, not just radius 0, and the time spent in web hexes does count against the 32-impulse limit in (G23.32).




**(G23.853)** An ESG can be projected along the edge of a web hex (but not between two adjacent web hexes) into a hex beyond (G10.61).

**(G23.854)** As a ship generating an ESG moves in the vicinity of webs, various hexes that would normally be ESG hexes may be blocked and may become or cease to be ESG hexes as the ship moves. If a hex containing a unit becomes an ESG hex (as the generating ship moves to gain a "line of generation" to that hex), the case is resolved as if the ESG had just formed in that hex (G23.56). The ESG is not damaged by the web and nothing in a web hex can be damaged by an ESG.




**(G23.86) PROBES:** A probe launched for information cannot pass through or damage an ESG field (G5.23); it would be destroyed without gaining any info if this was attempted. A probe which did not penetrate an ESG field could gather information on objects behind it.

An armed probe (fired as a weapon) can pass through an ESG field (G5.37).

**(G23.87) STASIS:** If an ESG field strikes an object in stasis (G16.0), the object takes no damage, but the field loses the same strength it would if the unit struck were not in stasis.

**(G23.871)** A drone or shuttle in stasis would have to be identified (as to its damage points only) so that this calculation can be made.

**(G23.872)** A ship (Interceptor or larger) in stasis (G16.4) would require that damage from the ESG actually be resolved (but not scored) to determine if the unit in stasis would have been destroyed before the ESG lost its strength. (Otherwise, a very badly damaged ship that could be destroyed by a few damage points might bring down a 20-point ESG field.)

To make the calculation against a ship (this will only be necessary if the ship is very small or very badly damaged, otherwise it will be possible to assume that it has enough strength points to survive and thus reduces the ESG field to zero), take the total number of undestroyed internal systems boxes (not counting sensor, scanner, and damage control, but including excess damage, and counting only one of each type of control box) and facing shield boxes and assume this to be the total number of damage points that the ESG could have scored before destroying the unit.

Base the reduction of ESG strength on this result. Note that in all but a few cases the ESG will simply be reduced to zero with no other effect, so calculations are not needed in most cases. Of course, none of this damage is scored on the unit in stasis.

**END OF SECTION (G0.0), MODULE C1.**

Rules G21-22 and G24-30 are in Advanced Missions.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# (P7.0) THE WYN RADIATION ZONE

The WYN Star Cluster is surrounded by a zone of intense radiation. This is different than (P15.0).

Ships which enter or depart WYN space can only do so by moving through the WYN radiation zone at high warp speed (greater than combat speeds). Only ships which have at least one box of shielding on every shield position and which are capable of disengaging by acceleration (C7.1) may make the attempt. For exceptions to these requirements, see (P7.7), (P7.8) and (P7.9). See (P7.5) for the case of small units.

When ships emerge from the zone, they undergo a process of recovery which makes them vulnerable to attack. These rules are used during the first turns of certain specifically designated scenarios. They reflect the condition of ships which have just left the zone.

## (P7.1) WARP ENGINE POWER

**(P7.11) WARP POWER:** The warp engine power of all ships is reduced as follows:

| | |
|---|---|
| Turns 1-4 | Each warp engine box produces 0.5 units of power. |
| Turns 5-6 | Each warp engine box produces 0.75 units of power. |
| Turns 7 and later | The engines operate normally. |

Round fractions of .5 or more on a given ship up. This applies to the entire ship, not to each engine. For example, a ship with 15 warp boxes would have 8 points of warp power during turns 1-4 and 11 points on turns 5-6 (assuming no damage).

**(P7.12) OTHER POWER:** Impulse engines, reactors, and batteries are not affected.

## (P7.2) SENSOR RATING

**(P7.20) REDUCTION:** The sensor rating of all units is reduced as follows:

| | |
|---|---|
| Turns 1-3 | Maximum of 2. |
| Turns 4-6 | Maximum of 3. |
| Turns 7-8 | Maximum of 4. |
| Turn 9 | Maximum of 5. |
| Turn 10 and later | Normal. |

The players are reminded that many functions are dependant on sensor ratings, such as EW generation (D6.310) and seeking weapon control (F3.2). For many players, a WYN scenario is the first time they have had to deal with a sensor rating less than six.

**(P7.21) LOCK-ON:** Each unit with active fire control rolls for lock-on the first time (each turn) it wishes to fire direct-fire weapons or launch seeking weapons. If successful, see (P7.214). If unsuccessful, see (P7.213).

Note that this is a general situation, i.e. a lock-on to all units and not a lock-on to any specific unit. This is an exception to (D6.11).

**(P7.211)** Each unit may make only three such attempts per turn before turn 10. See (P7.24).

**(P7.212)** If an attempt fails, the weapons remain armed (unless some other factor would alter this, e.g. non-holdable weapons at the end of the turn) and the ship may make further attempts later (within the limit of three attempts per turn).

**(P7.213)** A ship without this "general lock-on" is treated as a ship without active fire control (no passive fire control bonus). The ship could turn its fire control off, making no attempts to gain lock-on, and (within the rules) gain the (D19.31) bonus.

**(P7.214)** If successful, the ship has a lock-on during that impulse and for the next seven impulses (i.e. until the Lock-On Stage of the 8th subsequent impulse), after which the lock-on is lost. If a lock-on die roll during (or before) that 8th impulse is successful, lock-on is deemed to be continuous, but extends 8 impulses from the die roll (as above) not from the end of the previous lock-on period. If an unsuccessful die roll is made while the ship has a lock-on, that lock-on is lost. See (F2.64) for additional information on seeking weapons.

**(P7.215)** Units must have active fire control to pass through the radiation zone; without it they would become lost.

**(P7.22) SEEKING WEAPONS:** If a lock-on is achieved and a seeking weapon launched, the lock-on is retained (even into later turns) to that target for purposes of that seeking weapon (only) until:

the seeking weapon is destroyed or hits the target,
the lock-on is lost for some other reason (e.g. target goes behind a planet), or
the next unsuccessful lock-on die roll.

**(P7.221)** If the lock-on is lost for any reason, seeking weapons with their own tracking (e.g. plasma torpedoes) may roll to retain the lock-on using the sensor rating of the firing unit at that time, but control of the weapon cannot be transferred. If a self-guiding seeking weapon is voluntarily released, it must roll (with the sensor rating of the controlling ship) for its own lock-on; if this fails, the weapon goes inert. (Technically, a plasma torpedo would go ballistic, but there is nothing for them to hit in the border region.)

**(P7.222)** The same procedure applies to PPDs.

**EXAMPLE:** An ISC CA is in its 7th turn of zone recovery, giving it a sensor rating of 4. On impulse #18, the CA successfully gained a general lock-on (when it launched a plasma torpedo at an incoming WYN PF). On impulse #25, the CA (which still has a general lock-on) fires its PPD at a WYN AuxC. On impulse #26, the PPD will fire its second pulse, which will have its normal chance of hitting (automatic if wavelock was gained during the first pulse) because, even though the general lock-on is lost on this impulse, it is not lost for purposes of continuing the PPD pulses which were begun when the lock-on was still effective. On the other hand, if the CA decided to roll to retain the lock-on on impulse #26 or to gain a new general lock-on on impulse #27 (perhaps in order to fire some other weapons) and that roll failed, then the specific lock-on from the PPD to the AuxC is lost too and the PPD will lose its remaining pulses.

**(P7.223)** Control of seeking weapons can be transferred within the normal rules, but a die must be rolled at the time of transfer. If the die roll is larger than the sensor rating, the transfer has failed and the seeking weapon is released.

Tactical Note: A ship with seeking weapons in flight that wishes to launch more or to fire direct-fire weapons faces a difficult choice. Without the die roll, weapons may be impossible to use or at a lesser effect, but making the die roll risks losing those seeking weapons in flight.

**(P7.23) REDUCTIONS:** These maximum sensor ratings are unaffected by application of ECCM power but might be further reduced by damage, but only if the nominal rating after damage is less than the maximum. See (D6.310).

**(P7.24) SUBSEQUENT ATTEMPTS:** No attempt to gain a lock-on may be made within four impulses of a previous attempt.

**(P7.25) NO LOCK-ON:** Ships without lock-on may fire using (D19.0).

**(P7.26) SPECIAL SENSORS** are blinded for 10 turns after passing through the zone; see (G24.19).

While weapons fire will still blind the channels during this period, this will extend 32 impulses from the time of firing (which, unless it is done on turn 10, will make it pretty irrelevant), and as an unpowered channel cannot be blinded (and only a fool would power a channel that he could not use), the point is moot anyway.

## (P7.3) LEAVING THE WYN CLUSTER

**(P7.31) GENERAL:** Ships emerging from the WYN radiation zone (such as Orion Pirates returning from "trade" missions) also suffer the effects of the radiation. This makes them vulnerable to enemies waiting outside the cluster for them to appear.

**(P7.32) WEAPON STATUS:** Units leaving the zone are at WS–III as they are expecting trouble during the vulnerable period. (They cannot form a Pinwheel.) This does not apply to ships outside of the cluster encountering ships which are leaving the cluster.

## (P7.4) ENTERING THE WYN CLUSTER

**(P7.41) ENEMY SHIPS:** Ships entering the WYN radiation zone are expecting combat immediately (it's the only chance the WYN's have to defeat them) and will be at WS–III. (They cannot form a Pinwheel.)

**(P7.42) FRIENDLY SHIPS:** WYN (and allied) ships already inside the cluster will know that enemy units are penetrating the zone and will be at WS–III.

## (P7.5) SMALL UNITS

Shuttles and fast patrol craft (PFs) may not penetrate the zone (entering or leaving) unless carried by ships.

**(P7.51) SHUTTLES:** Fighters and shuttles (other than wild shuttles) may not be launched until the fifth turn after the launching ship leaves the zone (i.e. turn 6 in most scenarios). They would be under the restrictions of (P7.2). This includes seeking shuttles.

**(P7.52) FAST PATROL SHIPS:** PFs may launch on turn 1 (or later) but are considered to have been affected as ships have been.

**(P7.53) SEEKING WEAPONS** may not be launched before turn 1 even though the units are at WS–III.

## (P7.6) DEPTH

The zone is several thousand hexes thick. Weapons (seeking and direct-fire) cannot be fired through it by units on either side of it. Even type–III–XX drones on "wild boar" missions cannot penetrate the zone due to range and radiation.

## (P7.7) ANDROMEDAN SHIPS

Andromedan ships can never penetrate the radiation zone; they would die of radiation without their panels, and the panels would overload long before the ship penetrated the zone, causing it to explode. (They could not even penetrate the zone with robot pilots.) Their displacement devices do not have the range to move a ship across the zone. The Andromedan Rapid Transport Network cannot function through the zone. This applies even in the case of a hypothetical WYN-Andromedan alliance in a non-historical campaign.

## (P7.8) OTHER UNITS

Freighters, sublight ships, and crippled warships lack the speed or shielding to penetrate the zone while carrying crews and can only do so when under robot control (P7.95).

## (P7.9) AFTER THE BATTLE

Towards the end of a given battle, the non-WYN player must evaluate his ships and the overall situation. (This could also apply to WYN ships outside of the cluster trying to get back inside.)

**(P7.91) VICTORY:** If he is winning, he will want to remain inside the cluster for a direct assault on WYN planets and resources, possibly after more forces were brought through the zone under protection of his recovered ships. As his forces will not be under any of the above penalties, this would spell doom for the WYNs, unless they could trust one of the other powers enough to invite them into the cluster.

**(P7.92) EVACUATION:** If he is losing and plans to evacuate (i.e. disengage back through the radiation zone), he faces a problem. Sublight ships and those which are "zone-crippled" (P7.93) cannot penetrate the zone except under robot control, so they must be self-destructed or set on a robot course (P7.95) before the end of the scenario or they will be considered captured by the WYN player.

**(P7.93) ZONE CRIPPLED:** Ships which cannot move at a speed of 16 or more (while paying for full shields, active fire control, and – if not crippled – life support) are considered "zone-crippled." This speed can include the use of one point of impulse power. Ships unable to make speed 16 cannot enter the zone with a crew on board except by (P7.95), but could remain on the board (i.e. the scenario would not end) while they tried to repair enough power systems to disengage, perhaps by (P7.941). Low-powered fire control (D6.7) can be used.

**(P7.94) DOWN SHIELDS:** Ships which are not zone-crippled, but which have one or more down shields, may enter the zone and begin to move through it while repairing its down shields.
**(P7.941)** Ships with down shields which attempt to traverse the zone will lose 1-6 crew units (roll a die) at the end of each turn. [Half of these will be wounded (G9.23), but the wounded will die if the ship does not qualify for (P7.942) before all crew units are killed or wounded. The last crew unit, even one composed of legendary officers, CAN die by this method.]

As many "pseudo-turns" as are necessary will be conducted after the scenario is "over," but the only thing done during these turns is to repair shields. The ship must move at a speed of at least 16 and pay for shields, life support, and active fire control during this period. These effects are different from (P15.0), which does not apply to the WYN radiation zone.
**(P7.942)** Once every shield on the ship has at least one box, the ship disengages through the zone by acceleration.
**(P7.943)** If the entire crew dies, the ship will wander out of control and eventually run out of fuel. At that point, there is a 1/3 chance it will be found by the original owners, 2/3 chance it will be destroyed.

**(P7.95) ROBOT CONTROLS:** Setting a zone-crippled ship under robot control takes one full turn, at the end of which the ship must be heading toward the zone and have fire control active; it is considered to have successfully disengaged when it enters the zone. If there are crew units on board, life support must be paid unless it is crippled (S2.4). (Any crew units on board will die before they escape the zone.)
**(P7.951)** Enemy boarding parties have the same chance to prevent the robot pilot from being set as they do to halt self-destruction (D7.7).
**(P7.952)** The ship cannot simultaneously prepare for self-destruction and a robot pilot.
**(P7.953)** If there is more than double a minimum crew on board the ship at the end of the disengagement turn, there is a 33% chance (1-2 on a die roll) that the crew will mutiny, abort the disengagement, and surrender.

This mutiny applies to any race. Klingon ships, with their unique counter-mutiny systems, would have some possibilities, such as the officers retaining control of the boom section and ordering self-destruction. See (G6.4).
**(P7.954)** A ship able to exit at a speed of 16 or more would be available in the next campaign round. A ship able to exit at a speed of 5-15 would be available on the second subsequent campaign round. A ship able to exit at a speed of 4 or less would not survive passage through the zone and would be treated as per (P7.943).

**(P7.96) SMALL UNITS:** Roll a die for each shuttle, fighter, or PF left behind after a non-WYN fleet evacuates (or after a WYN/Orion force retreats into the zone). If the die roll is 1-5, the unit self-destructed. If the die roll is 6, the unit was captured. A SWAC shuttle left behind will *always* self-destruct, although it could be captured during the scenario.

**END OF (P0.0) MODULE C1**


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# (R9.0) THE HYDRAN KINGDOM

## (R9.1) HYDRAN BACKGROUND

Hydrans are small (1.33 meters tall) beings, greenish-gray in color, with an ash-can shaped body supported by three stubby legs. Three equally spaced tentacles sprout from the top of the body. Hydrans are neckless. Their eyes, mouths, and ears (two of each) are grouped in a fleshy mound on top of the body.

Their atmosphere is rich in methane and would be uncomfortable (or fatal) to most Federation species. They breathe methane (which provides most of their food) and could survive for limited periods on virtually any methane planet. (It can be assumed in boarding party actions that one or both sides are in special environmental suits.) Their home world is thought to be somewhat smaller than Uranus, possibly much smaller, and certainly of lower density. They are highly intelligent. Their small stature puts them at a minor disadvantage in ground combat (not reflected in SFB), but their starships are among the most respected in space and are designed for close-range combat.

Hydrans have three sexes, which are generally referred to as Male, Female, and Matriarchal. Both the male and female must deposit their genetic offerings in the Matriarchal (which also makes a contribution) to achieve pregnancy, which uniformly results in triplets (one of each sex) that are cared for by the Matriarchal. The concept of siblings is limited to the triplets as successive births usually involve different parents, and all siblings are referred to as "brothers." Males tend to dominate the command and technical positions, while females form most of the labor force, fighter pilots, and ground combat troops, but some do hold command positions or even the throne. Matriarchals are non-sentient and never hold positions in business or industry; some sterilized Matriarchals hold servant positions on starships.

The Hydrans have a Pantheon of many minor gods, some of which are of a higher order (and the order may change as different political factions come to power within any given group). Each household has its own god or gods, as does each starship, squadron, and fleet.

The Hydran government is a Monarchy; in Y175 Hydraxan XXIV was the current ruler. The lines of succession are quite complex since the Hydrans are anything but monogamous. The Royal Family consists of approximately 30,000 beings, with some 1,200 Princes (both male and female). Theoretically, any one of the princes could ascend to the throne, and he (or she) might be anything from an absolute despot to a mere figurehead. There is an extensive nobility that involves itself in internal politics and a strong Civil Service that actually runs the day to day affairs of government. The numerous Trade Cartels hold considerable economic power but no military force, and the King (or one of the nobles) occasionally purges one of the cartels when it becomes too powerful or uncooperative. The cartels, however, often control who ascends to the throne.

The Hydrans have never gotten along well with the Klingons or Lyrans. While Hydrans and Klingons cannot live on the same worlds, neither has been willing to cohabit systems with the other. The Hydran Kingdom was conquered by the Klingons and Lyrans in Y87 and held as a client state until Y135. When the Kingdom collapsed in Y87, powerful merchant guilds established themselves on three colony planets (Altroth, Minxitith, and Krooth) that the Klingons had overlooked. These were known at the time as the "Lost Colonies" and came to be known after the Reestablishment as the "Old Colonies;" the terms have become interchangeable.

Years later, after inventing the gatling phaser and the fusion beam, these Hydrans kicked the Klingons and Lyrans out of their territory (or at least some of it) and re-established the royal house. The guilds held most of the power until Y152 when The Great Hydraxan XXIII assumed the throne and restored royal power.

The Hydrans have a co-belligerent status with the Kzintis, based on the ancient enemy-of-my-enemy theory, and have exchanged some technology. No formal alliance has been created. In a practical sense, neither of the two races (Hydran and Kzinti) could do much in direct support of the other if the Klingons or Lyrans attacked one of them. Such a situation would probably result in serious defeat for one race while the other captures frontier areas from the Klingons.

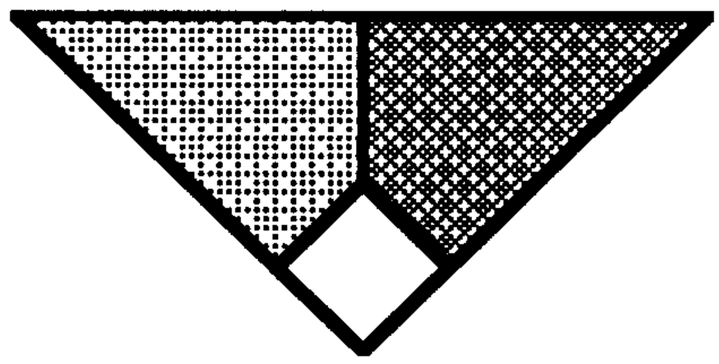
The early Hydran ships (which the Klingons first encountered in Y135) were armed with short-ranged fusion beams. Most of these ships (indeed, most Hydran ships) carry fighters which are used to supplement the firepower of the warship itself. As these fighters carry fusion beams (and, after Y170, gatling phasers), they are deadly and a small squadron firing from short range can cripple any cruiser in the game. The tactics of these Hydran ships revolve around bringing the fighters into action and preventing them from being destroyed before they can fire.

Later ships (after Y156) carried the longer-ranged hellbore cannon and fewer fighters. Most hellbore-equipped ships are re-designed (not necessarily converted) copies of the earlier ships. The hellbore-equipped ships were originally used primarily on the Lyran border and in a special Expeditionary Fleet (intended to operate deep in Klingon territory and possibly fight its way through to the Federation or Kzinti border), but this deployment was changed during the war, and the ship types were mixed.

All Hydran ships are known by their Federation-supplied code names (e.g. Ranger, Dragoon, etc.).

Hydran history, having already suffered from one foreign occupation (Y87-135), suffered another when their capital was captured by the combined Klingon-Lyran fleet early in the war. It was not liberated until later in the General War. During the intervening period, the Hydran fleet operated from the Old Colonies and was upgraded with refits and new ship designs.

*The Hydran background, weapons, and the original ships (Paladin, Ranger, Horseman, Traveler, Lancer, Hunter, Scout, Pegasus) and the Stinger fighters were designed by Andrew Robinson.*



**HYDRAN NATIONAL INSIGNIA**

## HYDRAN FLEET REFITS

**(R9.R1) HYDRAN "+" FLEET REFITS:** During the period from Y170-Y180, the Hydrans refitted most of their ships to improve their combat performance. Each class and sub-class received various improvements (stronger shields, replaced some ph–2s with ph–1s, increased warp power, additional equipment, revised firing arcs, etc.), known collectively as the "plus" refits. These refits are shown on the SSD for each ship. Ships with this refit are marked with a "+" after their designation, for example RN+.

**(R9.R2) FIGHTER BAYS:** While not a refit, most Hydran ships have launch tubes for their fighters. These are shown on the SSD and are covered by rule (J1.54).

Hydran shuttle bays which do not have admin shuttles as part of their original design cannot lay mines; see (M2.1).

**(R9.R3) PRE-HELLBORE CHANGES:** Before Y158, replace the hellbores on bases, monitors, etc. with fusion beams and reduce the BPV of the unit by 6 points per weapon changed. Note: Some hellbore-armed ships were in service as early as Y156, but the refits did not reach bases and other units until later.

**(R9.R4) TRUE CARRIERS:** The concept of what is and is not a "carrier" breaks down with the Hydrans. Almost all of their ships are "fully capable" (J4.623) in the sense that they normally embark fighters, have the normal provision of supplies (EW pods and chaff packs), and can lend EW to them.

A few Hydran ships are known as "true carriers," a term that primarily applies to *Federation & Empire*, the strategic companion game, and which in SFB confers the ability to operate "heavy fighters" (J10.0). These include:

(R9.15) Cavalier CVA
(R9.17) Uhlan CV
(R9.27) Tug with CV Pallet
(R9.33) Caballero NVL
(R9.42) Iron Duke CVA
(R9.47) Cossack CVM

**(R9.R5) FUSION HOLDING:** See (E7.5).

## HYDRAN WARSHIPS

**(R9.2) RANGER CRUISER (RN):** The Ranger, like most Hydran ships, is a hybrid cruiser-carrier, operating nine fighters for firepower support. The generally low BPV rating of Hydran ships appears more in line when their fighters are considered.

The Ranger uses fusion beams and is designed for close-range combat. Its hellbore-equipped counterpart is the Dragoon (R9.8). During the General War, most Rangers carried two Stinger–Hs to provide a hellbore capability for the squadron.

SSD and counters are in Module C1.

Refits were installed in Y170.

No (J1.59) transfers between shuttle bays.

Variants include: Dragoon (R9.8), Cavalier (R9.15), Caravan (R9.20). The Command Cruisers, such as the Lord Marshal (R9.19), are built on a longer version of the Ranger hull.

**(R9.3) LANCER DESTROYER (LN):** The Lancer is, like the Ranger, a fusion-armed hybrid warship-carrier. Its hellbore-armed counterpart is the Knight. The Lancer was, class for class, the most effective of the fusion-armed ships.

There are three shuttle bays, two for fighters and one for the admin shuttle. Transfers between bays (J1.59) are possible.

SSD and counters are in Module C1.

Refits were installed in Y172 as the cruisers received priority on the limited resources available.

Variants include: Knight (R9.9), Warrior (R9.48), Escort Lancer (R9.16), Aegis Lancer (R9.16A), Picador minesweeper (R9.14), Uhlan carrier (R9.17), and the Outrider survey ship (R9.31).

**(R9.4) PALADIN DREADNOUGHT (PAL):** The Hydran Paladin was built in answer to the C8 and C9 dreadnoughts used by the Klingons against the Hydrans. It carries a mix of hellbore and fusion cannons. Like most Hydran ships, it carries fighters, which comprised a significant part of its combat power. The shortage of reserve power (compared to other DNs) remains a curiosity but was never corrected.

SSD and counters are in Module C1.

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

Refit was installed in Y172.

Variants include: Lord Paladin (R9.54), Iron Duke (R9.42).

**(R9.5) SCOUT (SC):** The Hydran Scout is used for various reconnaissance and research activities and sees some service in patrol and police work. It can carry out all scout functions (G24.0). Note that this class and the Hunter/Cuirassier carry no fighters.

SSD and counter are in Module C1.

No refits.

The Scout is a variant of the Hunter.

**(R9.6) HUNTER (HN):** A frigate-class ship, its hellbore-armed counterpart is the Cuirassier. The Hunter has been described as a suicide ship, and the combat history of the ship does much to bolster this reputation. It should be made clear, however, that this is the result of aggressive tactics on the part of some crews and not any fault in design. An analysis of all major fleet actions in the last century indicates an overall tendency for small ships to be lost at a higher rate than cruisers.

SSD and counters are in Module C1.

No refits.

Variants include: Scout (R9.5), Cuirassier frigate (R9.7), Escort Hunter (R9.13), Aegis Hunter (R9.13A), Crusader frigate leader (R9.41), Saracen frigate leader (R9.44), Scythian carrier (R9.46).

**(R9.7) CUIRASSIER (CU):** This is the hellbore version of the Hunter. It had significant stand-off firepower.

No refits.

SSD and counters are in Module C1.

**(R9.8) DRAGOON CRUISER (DG):** This is a modified version of the Ranger, with long-range hellbores instead of the short-range fusion beams. The fighter group was reduced (and concentrated in a single bay) to provide space to add more power for the hellbores.

Refits were installed in Y170.

SSD and counters are in Module C1.

**(R9.9) KNIGHT DESTROYER (KN):** The hellbore-armed variant of the Lancer, this ship provided much needed depth to the hellbore support of a battle fleet. As the largest pre-war Hydran ship without fighters, it demonstrated to the ship designers that a ship without fighters could be effective. The value of this ship as a fire support platform made fleet admirals reserve it for larger actions, and it was only rarely used for solo patrols.

Refits were installed in Y172.

SSD and counters are in Module C1.

**(R9.10) HORSEMAN LIGHT CRUISER (HR):** Designed to be 90% as effective and only 70% as expensive as the Ranger/Dragoon series, this class of light cruisers came into use about Y168 (along with the war cruisers of other races). Note the commonality with the structural framework of the Ranger, but with better arranged armament. While the ship has only two fusion beams, the designers hoped that centered firing arcs would make them as useful as the larger number on the Ranger class. They were proven wrong in combat.

The Horseman was a disappointment as a war cruiser (it was less powerful than most CWs, and the 90% effectiveness sought was never achieved), and even the extensive refits did not solve the basic problems. The Horseman was eventually replaced by the more powerful Mongol, but remained in production for use as a source of hulls for variants. (There were persistent rumors that corrupt trade cartels designed the Horseman series and used political pressure to keep it in production. It is known that the Mongols were built by a different cartel, so there may be some validity to this theory.)

Refits were installed in Y173.

No (J1.59) transfers between shuttle bays.

SSD and counters are in Module C1.

Variants include: Traveler cruiser (R9.11), Baron light command cruiser (R9.32), Trooper carrier (R9.33), New Escort Cruiser and New Aegis Cruiser (R9.34), New minesweeper (R9.35), New Scout (R9.36), New PF Tender (R9.37), Mule light tactical transport (R9.38), Cataphract commando ship (R9.53). The Mongol (R9.49), which is the base ship for a series of variants, is based on a stretched version of the Horseman, but is a new hull.

**(R9.11) TRAVELER LIGHT CRUISER (TR):** Corresponding to the Dragoon as the Horseman did to the Ranger, the Traveler class was originally assigned primarily to the Expeditionary Fleet. During the course of the General War, however, most of them served with the border fleets.

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

Refits were installed in Y173.

SSD and counters are in Module C1.

**(R9.12) PEGASUS PF TENDER:** This ship is in Module K.

**(R9.13) ESCORT HUNTER (EH):** Constructed to provide escorts for Hydran carriers, the Escort Hunter was based on the Hunter-class frigate with limited aegis (D13.4). The weapons were designed to kill enemy fighters and drones, but it could give a good account of itself in short-range combat with another ship.

Has one deck crew; shuttle bay has facilities for one fusion fighter but there are no fighters on board. This is to service the fighters of the carrier.

SSD and counters (designated AH) are in Module C1.

**(R9.13A) AEGIS HUNTER (AH):** The Escort Hunter was re-equipped with full aegis fire control in Y175 and became the Aegis Hunter (FF-AH).

SSD is combined with Escort Hunter; counters designated AH.

**(R9.14) PICADOR MINESWEEPER (MS):** Modified Lancers were used for minesweeping.

There are three shuttle bays; transfers between bays (J1.59) are possible. Has two MSS; see (M8.312).

Refits were installed in Y173.

SSD and counter are in Module C1.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## HYDRAN TRUE CARRIERS AND ESCORTS

**(R9.15) CAVALIER (CAV):** The Hydrans produced two ships of this type during the early stages of the General War. It is unclear how many of the planned class of eight were ever completed. The ship lacked heavy weapons, but the huge fighter group made up for this shortage.

The design is based on that of the Ranger/Dragoon, but the first two were built as new construction; conversions of cruiser-class ships were possible but were considered impractical due to the shortage of cruisers. The Cavalier carries 21 fighters and 4 admin shuttles. It was classed as a CVA by Federation and Klingon sources. It has three launch tubes for each bay.

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

Refits were installed in Y175.

SSD and counters are in Module C1.

| Year | Escorts | Fighters |
|---|---|---|
| Y170-74 | DE, 2xEH | 17xSt2, 4xStH |
| Y175+ | DA, 2xAH | 17xSt2, 4xStH |

The fighters listed are those for the Cavalier itself. Its escorts would have Stinger–2. There are not enough Hydran fighter counters in Module C1 for this carrier. More Hydran fighter counters are provided in Module R3; if you do not have that module, the Hydrans can borrow Kzinti fighter counters.

**(R9.16) ESCORT LANCER (DE):** The carrier escort variant of the Lancer, it has the limited aegis system (D13.4). This ship included not only escort weapons but its own fighters (rather than just facilities to service the fighters on the carrier), making Hydran carrier groups particularly powerful.

Refits were installed in Y172.

SSD and counters are in Module C1.

**(R9.16A) AEGIS LANCER (DA):** The Escort Lancer was upgraded in Y175 to the Aegis Lancer (DA) with full aegis. Use the DE counters.

**(R9.17) UHLAN CARRIER (UH):** This ship was an experimental pure-CV variant of the Lancer; relatively few were built as new construction.

| Year | Escorts | Fighters |
|---|---|---|
| Y169 | DE, 2xEH | 16xSt1 |
| Y170-74 | DE, 2xEH | 12xSt2, 4xStH |
| Y175+ | DA, 2xAH | 12xSt2, 4xStH |

The fighters listed are those for the Uhlan itself. Its escorts would have Stinger–2. There are not enough Hydran fighter counters in Module C1 for this carrier. More Hydran fighter counters are provided in Module R3; if you do not have that module, the Hydrans can borrow Kzinti fighter counters.

Transfers between the two bays by (J1.59) are possible.

Refits were installed in Y172.

SSD and counter are in Module C1.

## ADDITIONAL HYDRAN SHIPS AND VARIANTS

**(R9.18) CAPTURED D7 CRUISER *Anarchist* (D7H):** In Y170 the Klingon D7 battlecruiser *Anarchist* was captured relatively intact by Hydran forces (after its crew mutinied). The Hydrans decided to convert this ship to their technology and use it as one of their own. There was no intent to use it in a deceptive operation (although it accidentally confused the Lyrans once), and it was not markedly superior to Hydran ships. The conversion was merely intended to create a propaganda coup by turning a Klingon weapon against its former masters.

The wing fusion beams use the stated arcs, not the special Klingon arcs used by the original phasers in those positions.

*Design by David Solomon.*

The plus refit (R9.R1) increased the rear shields and improved the phasers in Y173.

SSD and counters are in Module C1.

**(R9.19) LORD MARSHAL COMMAND CRUISER (LM):** The flagships of the Hydran fleet until the advent of the Paladin, the Lord Marshal class (and the similar Lord Bishop) were the first combined-technology (hellbore and fusion) ships built. The mixed weaponry was subject to rapid destruction in combat once the ship started taking damage.

The admin and MRS shuttles are in the rear bay, which has no launch tubes. No (J1.59) transfers between shuttle bays.

SSD and counters are in Module C1.

No refit.

The Lord Marshal is a variant of the Lord Commander (R9.40).

**(R9.20) CARAVAN TUG (TUG):** The Hydran tug included substantial internal cargo volume, effectively having one built-in pallet. This created tactical limitations, in that there was no way to "drop" the internal cargo pallet in order to replace it with a combat pallet. This meant that Hydran battle and carrier tugs were slower than those of other races, although more resistant to damage. (It is impossible to add *any* pallet to the tug without increasing the movement cost.)

The Caravan (sometimes called "Camel") was provided with a variety of external pallets, allowing it to serve in a variety of roles. The ship can only carry one pallet at a time. (The term "pallet" refers to a pod that is generally flat, rather than cylindrical, in shape. It is operationally identical to a pod.) Like all tugs, the movement rate and turn mode vary with the pallets carried. The movement rate of the Caravan with one pallet is 1.5 energy points per hex; see Annex #3A.

While the Caravan-class tug is outwardly similar to the Ranger-class cruiser, it includes special internal bracing to carry pallets. The Ranger-class cruiser (or any ship built on a Ranger-type hull, such as the Dragoon, Lord Bishop, Lord Marshal, Cavalier, etc.) cannot carry pallets.

The Caravan has three fighters in the rear shuttle bay.

No (J1.59) transfers between the ship and any pallets.

Refits were installed in Y175.

SSD and counters are in Module C1.

## HYDRAN PALLETS

A variety of pallets were created for the tug. None of the eight pallets listed here are capable of independent operation.

**(R9.21) CARGO PALLET (P-C):** Generally similar to any other cargo pod in service; used to transport important supplies.

SSD is on the Hydran pallets sheet in Module C1.

**(R9.22) SHUTTLE CONVEYOR PALLET (P-FC):** Used to carry replacement fighters. While other races did (and the Hydrans could) carry spare fighters as cargo, this pallet allowed the fighters to be serviced and readied for transfer more efficiently, a factor beyond the scope of SFB. The fighters are stored (two per box) as cargo (G25.11) and cannot be operated from the ship. It is known that a pallet of this type was carried by a tug involved in the Hydran Expedition (to Federation space), but it is unclear if there were any others.

SSD is on the Hydran pallets sheet in Module C1.

**(R9.23) FIRE SUPPORT PALLET (P-FS):** An unusual arrangement with side-firing weapons, the fire-support pallet was designed to assist in attacking bases. The ship could follow the rotation of the base at a set distance, bombarding it with its weapons. The hellbores can fire in either the L or R arcs (not both); this must be decided before the scenario begins and is announced when the ship fires the hellbores. (The facing can be detected by tactical intelligence at level F.) There was no "early" (i.e. fusion) version of this pallet.

SSD is on the Hydran pallets sheet in Module C1.

**(R9.24) COMBAT PALLET (P-CM):** With this pallet, the tug mounted roughly the same firepower as a command cruiser. There is an earlier fusion-armed version; see (R9.45).

SSD is on the Hydran pallets sheet in Module C1.

**(R9.25) TROOP TRANSPORT PALLET (P-TT):** Designed to carry troops into combat, this pallet was used in peacetime to carry replacement crews and, rarely, colonists.

This pallet carries two GAS shuttles and one HTS. The 60 boarding parties include 2 commando, 6 HWS. There are 6 GCVs.

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

SSD is on the Hydran pallets sheet in Module C1.

**(R9.26) SELF-DEFENSE PALLET (P-SD):** Designed to provide additional defenses while retaining some cargo capacity for supporting forces in a combat zone.

SSD is on the Hydran pallets sheet in Module C1.

**(R9.27) CV PALLET (P-CV):** A rarely used but interesting pallet designed to provide the effect of a fleet carrier, although with less maneuverability. If carried on a Tug or LTT:

| Year | Escorts | Fighters |
|---|---|---|
| Y165–69 | DD, 2xHN | 15xSt1 |
| Y170-74 | DE, 2xEH | 13xSt2, 2xStH |
| Y175+ | DA, 2xAH | 13xSt2, 2xStH |

There are two shuttle bays. Transfers between the two bays on the pallet (J1.59) are possible, but not between the pallet and the tug.

SSD is on the Hydran pallets sheet in Module C1.

**(R9.28) PFT PALLET (P-PF):** A late-war development designed to supplement the NPFT and Pegasus classes.

The SSD is in Module K.

**(R9.29) REPAIR PALLET (P-R):** Developed to provide a mobile repair capability for front-line units.

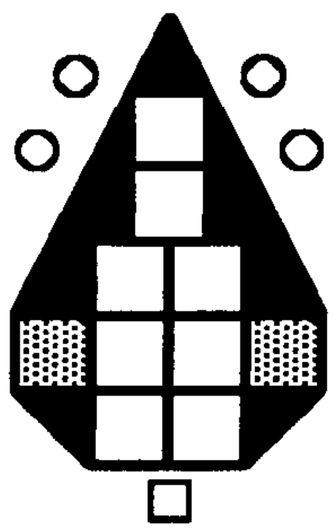
SSD is on the Hydran pallets sheet in Module C1.

## (R9.F) HYDRAN FIGHTERS

The Hydrans were the first race to use warp-powered fighters and consider them an integral part of fleet operations. They can increase the ship's firepower by as much as 300% and divert enemy attention (and weapons) from the ship. Normally the fighters operate within 30,000km of a fusion ship, which under Hydran doctrine will operate within 50,000km (preferably less) of the enemy. Fighters on a hellbore ship will tend to operate more independently as doctrine calls for hellbore ships to fight from longer range.

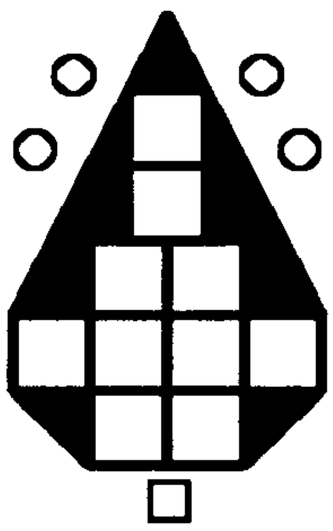
Counters for Hydran fighters are found in Modules C1 and R3 and some other products.

**(R9.F1) STINGER-I FIGHTER** was in service when the Guilds defeated the Klingons and Lyrans in Y135. It has two fusion beams (J4.83), each of which has two charges (i.e. can fire twice). The two beams can be fired at the same or different times; each can fire one charge per turn (or use a double shot, see below) and can fire its two charges on consecutive turns (but not within 1/4 turn). The weapons cannot use each other's charges (e.g. a double-shot from one fusion on turn 1 and a single-shot from both on turn 2 would be impossible). The range of the fusion beam is limited to three hexes, but if two charges are used for one shot, the beam can fire to a maximum range of 10 hexes (this does not produce increased damage). The fighter can "double shot" both fusions at the same time. Most Hydran SSDs show Stinger–2s; to convert those fighter SSDs to Stinger–1s, reduce the number of damage boxes to 8.

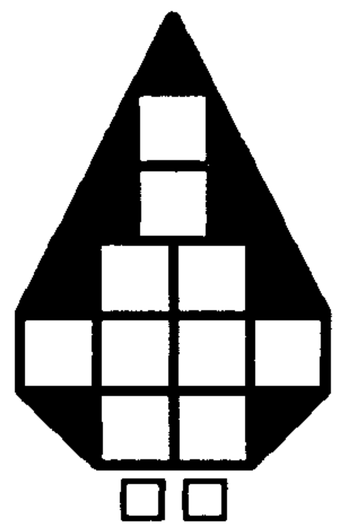


**(R9.F2) STINGER-II FIGHTER** carries the fusion beams of the Stinger-I but mounts a ph-G in lieu of the ph-3, is faster, and can absorb more punishment.

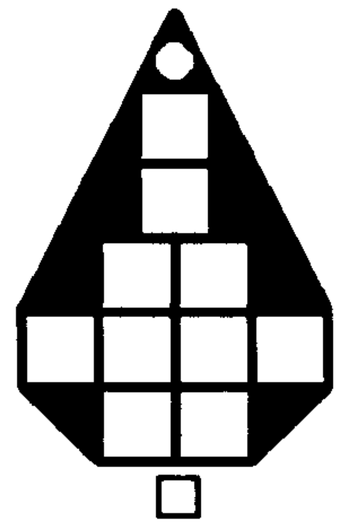
This was the standard Hydran fighter during the General War and is shown on all Hydran ship SSD sheets.



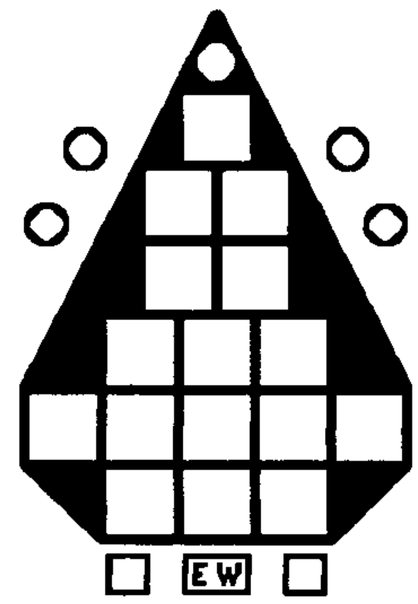
**(R9.F3) STINGER-F FIGHTER** (sometimes called Stinger-III) is a pure superiority (anti-fighter-) fighter without fusion beams (note second chaff pack). Stinger–Fs can replace Stinger–IIs, although this was rarely done. The theory behind the Stinger–F was that it was cheaper than the Stinger–2 but adequate for defensive missions. The fighter was unpopular and was seldom used. To convert a Stinger–2 SSD to a Stinger–F, delete the fusion beam reloads and add a chaff pack.



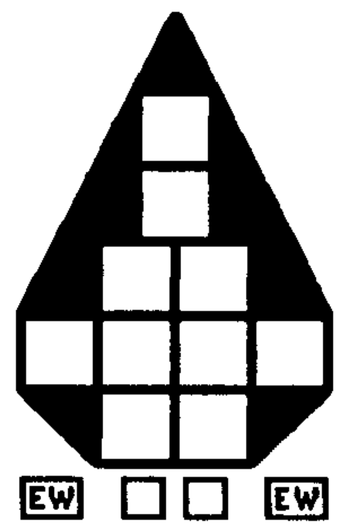
**(R9.F4) STINGER-H FIGHTER** carries a single hellbore, which can fire one time (before it needs reloading by the carrier). Its charges are loaded as per (J4.834). Range is limited to 10 hexes. This fighter was relatively rare; only true carriers and a few cruiser classes carried it. Those ships which had Stinger–Hs are shown as such on their SSDs; Stinger-Hs cannot be added to other ships (or increased on ships that have some of them).



**(R9.F5) SUPER-STING HEAVY FIGHTER:** The Hydrans produced a combined fusion-hellbore heavy fighter, rather than two competing versions as in the smaller Stinger-II/Stinger-H. This is a double-size fighter (J10.0) requiring two shuttle boxes. It cannot use the Hydran launch tubes and can only operate from the large "true" carriers (R9.R4); for this reason the Super-Sting was assigned primarily to bases. If assigned to a carrier, they replaced the Stinger–Hs (plus other fighters, depending on the number to be embarked). It was unpopular because it was too slow for fleet combat, but this speed was no disadvantage in defending (or attacking) fixed installations, such as planets or bases.




**(R9.F6) STINGER-E ELECTRONIC WARFARE FIGHTER:** A two-seat version of the Stinger-II was built with two built-in electronic warfare pods replacing the two fusion beams. This provided a fighter able to keep up with the strike groups.




**NOTE:** Rules for Heavy and EW fighters are in Module J. The fighters are listed here for player convenience after acquiring those products.

**END OF SECTION (R9.0) MODULE C1**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# (R11.0) THE LYRAN STAR EMPIRE

**(R11.1) LYRAN BACKGROUND:** Superficially similar to their neighbors the Kzintis, the Lyrans (pronounced Lear-uhns) are human-sized cat-like humanoids with great physical strength. Their fur coats and features bear a striking resemblance to those of a Terran Lynx, and their temperaments are also similar. Lyrans have short fur-covered tails.

Federation scientists have theorized that Lyrans and Kzintis are descended from common stock, but if this theory is mentioned in the presence of a member of either race, the discussion is likely to become heated (and bloody). Federation diplomats attending international conferences have been advised not to stand physically between Kzinti and Lyran diplomats, even when the discussions are proceeding calmly. (Kzintis and Lyrans somehow coexist peacefully inside the WYN Cluster, to the embarrassment of both empires.)

The Lyran government is based on a feudal structure. There are 21 counties, each ruled by a count. Four of the 21 counties are "duchies" ruled by a duke, each of whom governs four of the counties (plus his own). (The 21st county is ruled by the King-Emperor.) The duchies, at the start of the General War, included:

Homeworld (Royal–Imperial Province) (F&E hex 0408)
Red Claw Duchy (Kzinti border) (0404)
- Black Stripe County (0101)
- Pelt Hunter County (0301)
- Golden Fang County (0402)
- Predator County (0604)

Enemy's Blood (Hydran border) (0310)
- White Stripe County (0109)
- Hidden Dagger County (0312)
- Bloody Claw County (0111)
- Dark Star (0711) This county achieved independence as the Lyran Democratic Republic; see (R14.0).

Far Stars Duchy (farthest from Kzinti-Klingon border) (off map)
- Doom Star County (off map)
- Blood Star County (0103)
- Night Star County (off map)
- Dark Storm County (off map)

Foremost (central region, Klingon Border) (0707)
- Apex County (0306)
- Silver Moon County (0609)
- Black Claw County (0107)
- Night Roar County (0105)

The hex numbers correspond to the provinces on the strategic map in the game Federation & Empire.

Each county controls and pays the cost of maintaining a portion of the fleet; the count has a Tiger-class cruiser as his personal ship (which is why these units have flag bridges). Originally the Dukes used Bengal Tiger Command Cruisers; by Y171 the Dukes had received Lion-class dreadnoughts. Battlecruisers (captained by Marshals) and some war cruisers (captained by Barons) are directly under Royal control, rather than part of the feudal forces.

One county (near the Hydran-Klingon border) overthrew its count and became the Lyran Democratic Republic (R14.0), which existed in a semi-independent status for several decades.

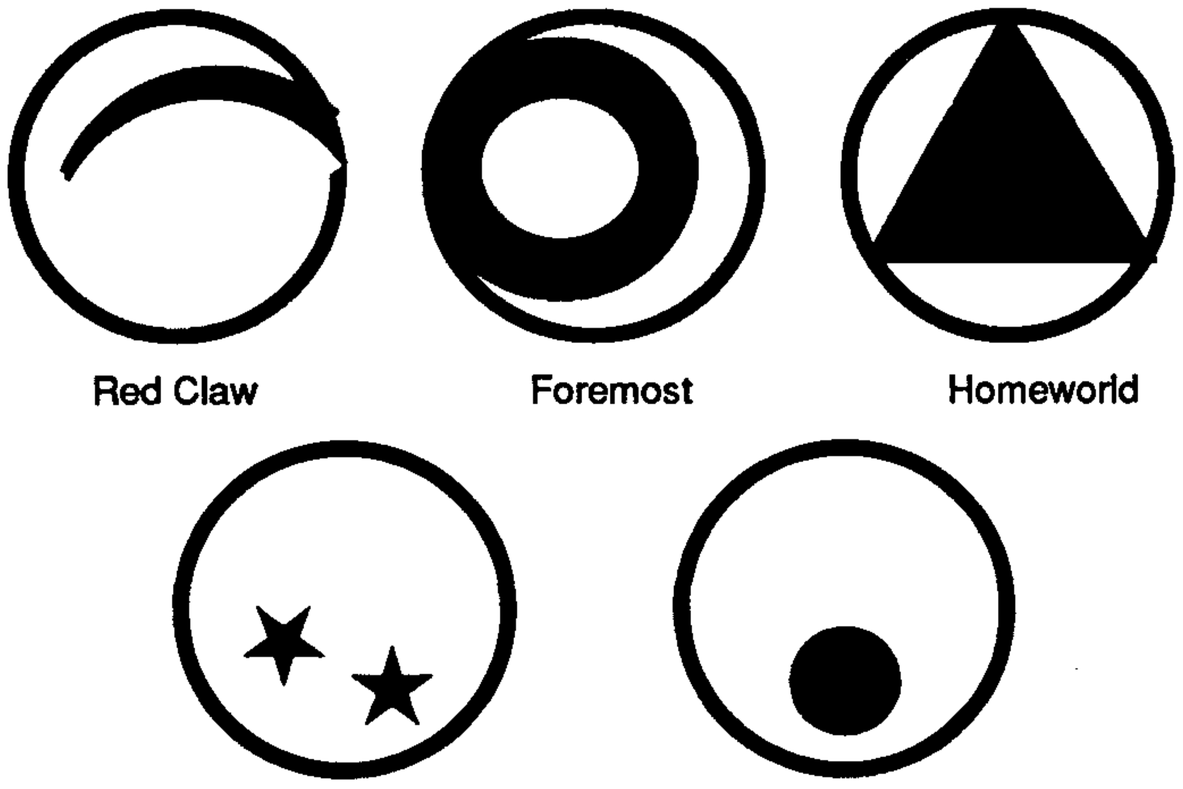
Each station along the border is controlled by the local county; the duchies control the starbases. There is a good deal of conflict within the Lyran Empire, which has kept the race as a whole from dominating a much larger area of the galaxy. The Lyrans have excellent ships; it is surprising that the Lyrans do not dominate even the Klingons. The strong central organization of the Klingon Empire, however, makes the Klingons the senior partner in their alliance.

The main enemy of the Lyrans (other than each other) is the Kzinti Hegemony. The hatred of these two races is so tremendous that every attempt at peace negotiations breaks down into hand-to-hand combat. Such an incident in Y168 precipitated the devastating General War. Geography and hatred for the Kzintis have combined to create the Klingo-Lyran Alliance. The counties in the rimward portions of the Lyran Empire have been fighting the Hydrans almost continuously for 150 years, but the origins of the conflict remain obscure.

Note carefully the designation of hull boxes on Lyran ships as forward, aft, and center (G3.23). Generally, the left hull is "forward" and the right hull is "aft."

*The Lyran race, background, and the first ships (Lion, Wildcat, Tiger, Panther, Leopard, and Cheetah) were designed by Jim Curtis.*

## LYRAN DUCAL EMBLEMS




## LYRAN FLEET REFITS

**(R11.R1) LYRAN "+" FLEET REFITS:** The Lyrans began refitting their ships in Y166, and many had received this refit before the General War began. This refit can be considered standard on all ships as seen on their SSDs. The refits consisted of increasing the #3-4-5 shields to equal the strength of the #2 shield and installing DERFACS (E3.62) if applicable. Ships with this refit are designated as Ship+ (e.g. Jaguar+).

**(R11.R2) LYRAN "p" FLEET REFITS:** Some size class 2 and 3 ships were further refitted with one phaser–3 on each side replaced by a phaser–1. This refit, which increases the BPV by 4 points, was common but is not considered a formal refit as most variants did not receive it. It first appeared in Y168 and became common by Y170.

(For size class 4 ships, one ph–2 replaces one ph–3 on each side, increasing the BPV by 2 points.)

Ships with this refit are designated as Ship-p (e.g. Tiger-p or perhaps, if it had both the + and P refits, as the Tiger+p). This refit was very common for the larger ships (size–2 ships and Tiger CAs) and less so for smaller ships. It was never applied to support variants.

**(R11.R3) MECH-LINKS:** Starting in Y178, mech-links were added to the tractor beams of many ships. This increases the BPV by one point for each mech-link added. Some Lyran SSDs are shown with mech-links (because they were far more prevalent in the Lyran fleet than any other); if they are used, the BPV must be increased by one point per mech-link. Mech-links on ships in scenarios will be designated on a ship by ship basis with the subscript "m" as in Leopard+pm.

There is some indication that a very few ships were fitted with mech-links to operate interceptors, but it is unclear if this was done after PFs were invented (to practice operational techniques) or prior to Y178.

**(R11.R4) UIM REFITS:** Many Lyran ships had UIM fire control installed for their disruptors starting in Y166. See (R3.R3) and (D6.56). The Lyrans received this technology from the Klingons along with DERFACS (E3.62) and generally installed it along with the plus refits.

If a given ship has this refit for a given battle, it will be specifically noted in the scenario. In a "patrol scenario" (where ships are purchased for their BPV cost), the player can use (and pay for) the UIM refit at his option (so long as the ship is eligible for it). This refit was not commonly used; eligible ships are noted on their SSDs and descriptions.

**(R11.R5) POWER PACK:** The trimaran classes were found to be extremely power deficient. To make up for this shortage, a special power pack was designed and fielded in Y168. This consisted of four APR power reactors and one battery. It was hard welded to the belly of the center section of the CW and DW (i.e. it cannot be dropped),

improving their performance. The cost of this "refit" is 9 BPV points. Packs were:

Standard: DN, SCS, BCH, BC, CW, CWL, CWS, CWE, CWA, STJ, DW, DWL, DWS.
Common: CVL, PFW, DWE, DWA.
Never: LTT, CWM, DWM, CWG.

The Wildcat BC and Hellcat BCH carried two of these power packs. The Lion DN carried only one. The packs do not increase the movement cost of any ship. The unique configuration of the Lyran trimaran ships made the addition of this pack possible. Such weld-on packs for other ships are impossible. Analysts suspect that the power pack was in fact part of the original design of the trimaran ships. The fact that no non-trimaran ships had them, the fact that the DN had only one, and the fact that the ships are almost unworkable without the extra power, support this thesis.

Ships with power packs installed will be designated with the letter "B" (e.g. Jaguar-B). Such ships are also known, colloquially, as "packed" as in "packed Hellcat."

**(R11.R6) ESG CAPACITOR:** The ESG capacitor system (G23.24) was developed in Y167 to increase the power flexibility and combat capability of Lyran ships. It was first installed on the ships of the Red Claw Duchy, but all Lyran ships had this refit before their respective fleets were committed to combat in the General War. See (G23.24) for data on when other ships obtained this technology.

The BPV of all Lyran ships assumes the presence of this refit (unless specifically noted otherwise). If using the ships before their capacitors were installed, the BPV is reduced by 1 point per ESG. A ship may have capacitors on all of the ESGs or none of them, but will never have capacitors on only some of its ESGs.

## LYRAN WARSHIPS

**(R11.2) LION DREADNOUGHT (DN):** As other races began to construct dreadnoughts, the Lyrans wasted much time in debating the issue. Opinion was (as is traditional with the Lyrans) divided along clan lines. As a result, when the first Federation DN was commissioned in Y167 and the first Klingon C8 later that year, the Lyrans had not even started construction.

Panic finally produced a consensus, and the design that could provide a DN in the shortest amount of time was selected. It involved cutting a Tiger-class cruiser in half and installing a new center section. (This was based on previous conversions of the DD/CW and FF/DW classes.) The design proved to be very successful.

SSD and counter in Module C1.

MECH-LINKS: The SSD shows the class as it appeared in Y180. Prior to Y178, there were no mech-links and the repair boxes were cargo boxes. The Lion is a true PFT (after PFs are deployed); see (K2.113). The repair boxes can only repair PFs, not the ship itself (K2.61). PFs on the center mech-links (only) can be repaired.

REFITS: Power pack standard from Y169. Plus-refit and P-refit standard in Y170. Mech-link refit standard in Y178.

UIM: There are two UIM modules as standard equipment; if the ship is used prior to Y166, these would not have been available and the BPV is reduced by 10 points. Backups available for purchase under (S3.2).

Variants: Siberian Lion (R11.29). See also the Mountain Lion and Cave Lion, which are based on elements of the Lion hull. These two ships are in products in development.

**(R11.3) WILDCAT BATTLECRUISER (BC):** As work on the first Lion-class DN was being started, the Lyrans decided that what would work with a Tiger-class hull would also work with a Panther-class light cruiser. Moreover, such a conversion would not reduce the production of Lions since this design could (barely) fit into slipways designed for Tiger-class cruisers. The result was the Wildcat-class ship, designated a battlecruiser. Larger than most competing cruisers but smaller than a true DN, the Wildcat was an anomaly resulting from the need to get as many heavy units into service as possible (until BCHs appeared a decade later).

The Wildcat is sometimes regarded as a dreadnought, but it is in fact a cruiser. When the wartime economy curtailed production of DNs throughout the galaxy, the Wildcat remained in production and, compared to the new light cruisers that appeared during the war (and after the Hellcat upgrade), became a true dreadnought by default.

SSD and counter in Module C1.

MECH-LINKS: The SSD shows the class as it appeared in Y180. Prior to Y178, there were no mech-links and the repair boxes were cargo boxes. The Wildcat is a casual PFT (after PFs are deployed); see (K2.114). The repair boxes can only repair PFs, not the ship itself (K2.61). PFs on the center mech-links (only) can be repaired.

REFITS: Power pack standard from Y169. Plus-refit and P-refit standard in Y170. Mech-link refit standard in Y178.

UIM: There is one UIM module as standard equipment; if the ship is used prior to Y166, these would not have been available and the BPV is reduced by 5 points. Backups available for purchase under (S3.2).

Variants: Hellcat (R11.36).

**(R11.4) TIGER CRUISER (CA):** A superb cruiser designed for patrol and combat duties, the Tiger is well able to stand up against any other cruiser class in the area. Note that, unlike most "heavy" cruisers, the Tiger has a flag bridge, resulting from the Lyran feudal structure, as Tigers were the flagships of counts.

SSD and counters in Module C1.

Refits: Plus refit standard Y166; phaser refit very common after Y170; mech-links standard Y179.

UIM: Available for purchase under (S3.2) Y166 and after.

Variants: Siberian Tiger (R11.12), Puma (R11.15), Cougar (R11.16), Saber-Tooth Tiger (R11.21), Bengal Tiger (R11.30), Prairie Cat (R11.32). There are records of a Royal Tiger (before Y165) and a Java Tiger, but there is no data available at this time. The Lion (R11.2) is converted from a Tiger, and the tugs (Cougar and Puma) are very similar, but these are all considered separate classes.

**(R11.5) PANTHER LIGHT CRUISER (CL):** An acceptable light cruiser which became a "buried treasure" after the Wildcat conversion (R11.3) was developed.

Refits: Plus refit standard Y167; phaser refit common after Y170. Mech-links would presumably have been common from Y179, but it is doubtful any CLs were in service that late.

UIM: Available for purchase under (S3.2) Y166 and after.

SSD and counters in Module C1.

**(R11.6) LEOPARD DESTROYER (DD):** Used primarily to support larger ships in fleet actions, the excellent Leopard is a fully capable starship. Like the other catamarans, it was suitable for conversion into a larger ship, in this case the Jaguar war cruiser (R11.13).

SSD and counters in Module C1.

Refits: Plus refit standard Y167; phaser refit sometimes after Y170; mech-links sometimes from Y179.

UIM: Available for purchase under (S3.2) Y166 and after, but almost never carried.

Variants: Minesweeper (R11.8), Ocelot Scout (R11.9), PF Tender (R11.10). The Jaguar (R11.13) is a heavily modified Leopard. See also the WYN-Lyran DD (R12.3) and PBB (R12.12).

**(R11.7) CHEETAH FRIGATE (FF):** Used for patrol and police duties, the Cheetah has plenty of firepower for a ship its size. Its diminutive size, however, rendered it unfit for service in the heavy battles of the General War. After Y170, its primary value was its suitability for conversion into the more powerful Alleycat war destroyer (R11.14).

SSD and counters in Module C1.

Refits: Plus refit standard Y167; phaser refit sometimes after Y170; mech-links sometimes from Y179.

UIM: Not available.

Variants include the FFE (R11.11) and FFA escorts (R11.11A). The Alleycat war destroyer (R11.14) is a heavily modified Cheetah.

**(R11.8) MINESWEEPER (MS):** This ship was converted from the Leopard class DD. This ship carries two MSS.

The Lyrans, like other races, found destroyer-hull minesweepers too small and replaced them during the General War with cruiser-hulled designs. For the Lyrans, this was particularly easy due to their ability to use trimaran conversions.

SSD and counter in Module C1.

Refits: Plus standard from Y167. No p-refit; mech-links (R11.R4) were virtually standard after Y178 for mine warfare PFs (R1.PF4), although any DD-hull MS which survived in Y178 would have long since been relegated to rear areas and quiet sectors or converted to a CWM (R11.26).

UIM: Not available. MSS: see (M8.312).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**(R11.9) OCELOT SCOUT (SC):** This ship was converted from the Leopard DD to provide long-range detection of enemy forces. The Ocelot was actually a very good scout for the pre-General War era, superior to most Kzinti, Hydran, and Klingon scouts. Its multiple channels made it very effective against the drone-using Kzintis.

The Lyrans, like other races, found destroyer-hull scouts too small and replaced them during the General War with cruiser-hulled designs. For the Lyrans, this was particularly easy due to their ability to use trimaran conversions.

SSD and counter in Module C1.
Plus refit standard Y168. No p-refit.
UIM: Not available.

**(R11.10) PF TENDER (PFT):** This ship is in Module K.

## LYRAN CARRIER AND ESCORTS

**(R11.11) CHEETAH-E ESCORT FRIGATE (FFE):** Several frigates were modified to this design as escorts for CVs and CVLs. The only significant difference between an FF and an FFE was the installation of limited aegis (D13.4) and fighter reload facilities on the FFE; the weapons were unchanged.

SSD and counters are in Module C1.
The p-refit was not common. Plus refit was part of design.
UIM: Not available.

**(R11.11A) CHEETAH–A AEGIS FRIGATE (FFA):** In Y175, the few surviving FFEs were given the full aegis fire control system and redesignated FFA. There is some possibility that all FFEs were converted to DWAs at this point, but there are persistent reports of at least one FFE as late as Y181.

SSD combined with FFE. Use the FFE counters.

**(R11.12) SIBERIAN TIGER CARRIER (CV):** The Lyrans borrowed or purchased large numbers of fighters from the Klingons for local defense and produced this design as their fleet carrier. The cheaper Yaguarundi-class was more numerous but less useful. The Siberian Tiger was a modified Tiger-class cruiser, which operated 12 fighters (6 per bay), 1 MRS, and 3 admin shuttles from two bays. The first was named *Red Claw Glory,* the second was *Enemy's Blood Fury.*

The Lyran CV was not considered a particularly successful conversion, but more because of the way it was used than any flaw in the design. The incident in Y178 when the *Glory's* entire fighter group was destroyed by a nervous admiral activating the ESGs in response to a wave of approaching Kzinti drones is certainly a case in point. The *Red Claw Glory* was operating Fi–Con PFs with Z-Y fighters when it was destroyed in combat in Y180.

The CV can control seeking weapons equal to double its sensor rating.

| Year | Escorts | Fighters |
|---|---|---|
| Y172-74 | CL, FFE, FFE | Z–2 |
| Y173-74 | CWE, DWE, FFE | Z–2 |
| Y175-78 | CWA, FFA, FFA | Z–V |
| Y175-80 | CWA, DWA, FFA | Z–V |
| Y175-80 | CWA, DWA, DWA | Z–V |
| Y178-81 | CWA, DWA, FFA | Z–Y |
| Y179+ | CWA, DWA, DWA | Z–Y |

The CWA and DWA are not in this product. Use CW and DW, or use CL and FFE.

UIM: One UIM standard; backups available for purchase under (S3.2).

SSD and counter in Module C1.
Plus refit standard Y176. Phaser refit standard from Y173. All had mech-links from Y179.

## (R11.F) LYRAN FIGHTERS

The Lyrans did not design fighters themselves, but used several types of Klingon fighters extensively, apparently building them under license. Lyran fighters use the same (i.e. Klingon) drones as their Klingon equivalents; the carriers use the "carrier percentage" (FD10.6), while the escorts use the historical Klingon allowances for special drones.

Lyran pilots operated most of the fighters in Lyran service; numerous Klingon pilots served in exchange programs.

The Lyrans used unmodified Z–2, Z–Vs, and eventually Z–Ys. The assault fighters (Z–1s, Z–Ps, and Z–Ds) were apparently evaluated but not used, at least not in widespread use. The handful imported for evaluation might have been used for special missions.

## LYRAN WARTIME-PRODUCTION COMBAT SHIPS

**(R11.13) JAGUAR WAR CRUISER (CW):** A trimaran version of the destroyer (see illustration below), the Jaguar became the most common Lyran cruiser by the middle years of the war, although the firepower (having mostly phaser-2s and only three disruptors) was considered marginal. The first DD/CW prototype conversion was made in Y164 (in the Foremost Fleet), and the concept was copied for larger ships a few years later.

The original design had grossly inadequate power, making it slow and weak, but this was corrected by the addition of the power pack (R11.R5). Most sources believe that the power pack was part of the original design, not a later addition, but agreement on this point is not universal.

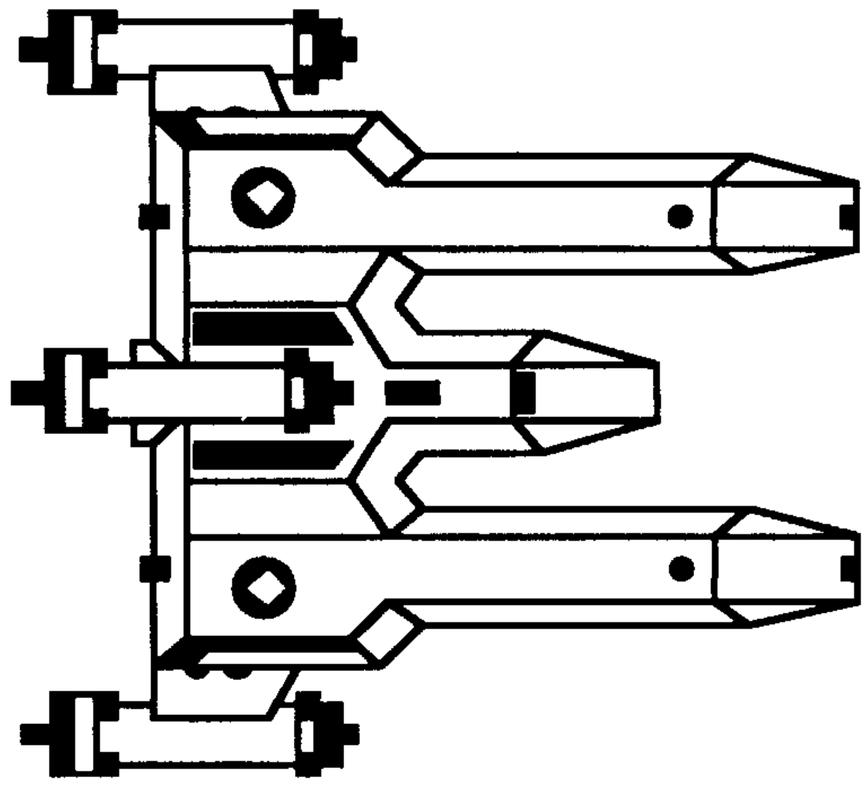
SSD and counters in Module C1.

Refits: Plus (shield) refit standard from Y168. The p-refit was common from Y173. Power pack was standard from Y168.

*Design by Josh Spencer.*

UIM: Available for purchase under (S3.2) Y166 and after.

As with all war cruisers, the Jaguar became the basis of many variants: CVL carrier (R11.22), CWL leader (R11.23), CWE escort (R11.24), CWA aegis escort (R11.25), CWM minesweeper (R11.26), CWS Serval scout (R11.27), PFW tender (R11.28), STJ mauler (R11.43), CWG commando ship (R11.44), LTV carrier transport (R11.45), and LTT transport (R11.33). Also see the WYN Pocket Battleship (R12.12).



**(R11.14) ALLEYCAT WAR DESTROYER (DW):** A smaller brother to the Jaguar, the Alleycat primarily resulted from conversions of the undersized frigates. The first prototype conversion was done in Y164. Indeed, the origin of the trimaran concept was a Y162 study forecasting the ineffectiveness of frigates in fleet battles.

SSD and counters in Module C1.

Refits: The plus (shield) refit was standard from Y168. The p-refit was extremely rare. Power pack standard from Y168.

UIM: Available for purchase under (S3.2) Y166 and after.

Variants include DWL leader (R11.38), DWE escort (R11.39), DWA aegis escort (R11.40), DWS scout (R11.41), DWM minesweeper (R11.42).

## (R11.N1) LYRAN TUGS AND PODS

The Lyrans produced two similar tugs. The more heavily-armed Cougar was used for combat missions, while the less-expensive Puma was used for transport missions.

Both tugs are designed to carry a single pallet, but can carry two pallets, in which case the second pallet can only be a cargo pallet [turned backwards in an exception to (G14.42), under the forward portion of the hull, blocking the FA arcs of weapons on the center but not the sides of the other pallet]. This second pallet could NOT be an inactive (G14.13) pallet.

Alternatively, each tug can carry one or two Klingon pods (R11.37) or BLM pods using the side-by-side (G14.43) concept. Tugs cannot mix Lyran pallets and Klingon pods. (The Lyrans carried modified Klingon pods, but in mid-scenario a Lyran tug could attach a Klingon pod.)

While the Cougar/Puma-class tug is outwardly similar to the Tiger-class cruiser, it includes special internal bracing to carry pallets. The Tiger-class cruiser cannot carry pallets or pods. See also the Prairie Cat (R11.32), which is also a tug.

All Lyran pallets are single-weight, except the troop pod and the sole Klingon CVA pod.

**(R11.15) PUMA TRANSPORT TUG (TGP):** This is the transport version of the tug, with fewer weapons to lower the cost and never intended for combat. Most of those that survived the early war years were converted to Cougars, with their non-combat missions taken over by LTTs.

SSD and counter in Module R3. (To convert a Cougar to a Puma, delete one disruptor, one phaser–2, one phaser–3, and one tractor beam from each of the two hulls.) Use the TGC counter.

REFITS: Plus refit (shields) standard in Y171. Phaser refit never used. Mech-link refit sometimes installed after Y178 (never on center tractors).

UIM: Available for purchase under (S3.2) Y166 and after.

The Puma is a variant of the Cougar (R11.16).

**(R11.16) COUGAR FLEET TUG (TGC):** The combat version of the tug. Having 90% of a cruiser's firepower, it was more than capable of engaging in combat, but too valuable to risk in that role more often than necessary. Most Cougars were used to construct bases in dangerous forward combat zones.

SSD and counter in Module C1.

REFITS: Plus refit (shields) standard in Y167. Phaser refit common after Y170. Mech-link refit often installed after Y178 (never on center tractors).

UIM: Available for purchase under (S3.2) Y166 and after.

Variants: Puma transport tug (R11.15), Prairie Cat survey ship (R11.32). The Cougar is a radically modified Tiger (R11.4) hull.

**(R11.17) BATTLE PALLET (Pal-Bt):** The battle pallet provides substantially increased firepower for the tug. A cargo pallet carried in addition to this pallet will block the FA firing arc for weapons in the battle pallet.

An SSD for the pallet is in Module C1.

An SSD of the fleet tug carrying this pallet (TGB or Battle Tug) is in Module R3.

No refits; cannot have its own UIM but can use the tug's.

**(R11.18) CARGO PALLET (Pal-C):** The cargo pallet was the most common type. As with other races, this represents a variety of liquid, dry bulk, and break-bulk types.

An SSD for the pallet (and a counter for a separated pallet) is in Module C1.

An SSD of the tug carrying this pallet is in Module R3.

No refits.

**(R11.19) PF TENDER PALLET (Pal-PFT):** This pallet turned the tug into a very powerful PF tender. It was virtually the only non-cargo pallet assigned to the Puma. A cargo pallet carried with this type will block the special sensors.

An SSD for the pallet is in Module C1.

No refits.

**(R11.20) TROOP TRANSPORT PALLET (Pal-TT):** This is the only pallet able to operate independently, albeit at sublight speed. A cargo pallet carried in addition to this pallet will block its FA-arc weapons. This pallet is double-weight. The troop pallet has its own shields, which are combined with those of the tug when attached.

The 64 boarding parties include 2 commando and 6 heavy weapon squads. There are 6 GCVs, 2 GAS shuttles, and 1 HTS shuttle.

An SSD for the pallet operating independently, and for a tug carrying this pallet, is in Module M. No refits.

This pallet can land using the gravity landing system (P2.432).

## LYRAN MAULER

**(R11.21) SABER-TOOTH TIGER MAULER CRUISER (STT):** Four of these ships were built to provide fleet fire support, with more being built during the war. The two mauler weapons are completely independent of each other and cannot draw on each other's power sources or the impulse engines.

SSD and counter in Module C1.

SHOCK: Lyran STT must roll for shock when firing the mauler; see (D23.24).

REFITS: Plus refit standard in Y171. No p-refit. Mech-link refit sometimes installed after Y178.

UIM: Not available.

## END OF SECTION (R11.0) MODULE C1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# (R12.0) THE WYN STAR CLUSTER

## (R12.1) WYN BACKGROUND

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

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

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

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

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

The WYN position was perfect for defense for two reasons. First, any ship coming through the radiation belts would be disoriented for a considerable period. Until the effects of the radiation wore off (P7.0), attacking ships would suffer continuous computer and electronic malfunctions that drastically reduced their effectiveness in combat. The small WYN fleet, which would have been blasted to dust in high space, could easily handle intruders disoriented by the radiation.

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

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

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

*The concept for the WYNs was created by C Michael Thompson.*

## ADDITIONAL INFORMATION

**(R12.1A) DESIGNATION:** The designation "WYN" is pronounced "win," not "wine" or "W-Y-N." The term arises from the astronomical survey of Y77-90, in which various clusters were designated alphabetically. The WYN Cluster was listed in the catalog after WYM and before WYO. None of the other clusters, however, approached the WYN for size or unusual features.

**(R12.1B) OPTIONAL WEAPONS:** Due to their close association with certain Orion pirate groups, the WYNs have optional weapon mounts on some of their ships. These are the same as Orion optional weapon mounts; see (G15.442) for available weapons. WYN ships (including those of Orion design) are not pirate ships.

WYN Auxiliary ships can use the weapons marked * (on Annex #8B) in two adjacent option mounts (even though they are not "centerline" mounts) because of the nature of the ship's construction. The wings of Orion ships are not designed for the shock of these weapons, while the side mounts on WYN auxiliaries are much stronger, being mounted directly to the hull.

**(R12.1C) OTHER CONDITIONS:** Some WYN ships have ready racks for fighters in some of their shuttle boxes. These were set up for the type of fighter carried by that ship. Those ships with ready racks are shown on their SSD.

All WYN ships are always at WS–III at the start of cluster defense scenarios (P7.42).

WYN ships virtually never leave the cluster, although individual WYN citizens might do so from time to time. The circumstances of (T6S6.0) are virtually unique. The WYN "Fish Ships" in Module C3 are an exception.

**(R12.1D) SHIP CLASSES:** The WYNs did not need and never operated police ships (they had Klingon G-2 police gunboats but used them as warships), exploration ships, tugs, starbases, Q-ships, fleet repair docks, mobile bases, space control ships, or dreadnoughts.

The WYNs operated some of their auxiliaries as electronic warfare platforms by installing scout sensors in their option mounts.

The WYNs received three monitor ships (one each from the Klingons, Kzintis, and Lyrans) about Y165. These are described in (R1.22). These arrived with robot pilots as they are far too slow for any living crew to survive the radiation. They arrived with support pallets, but were later provided with fighter (and ultimately with space control) pallets of local manufacture.

While WYN ships appear to be particularly well armed for such small hulls, the ships are never more than a few days from their shipyards, and the crews are not required to live on board for more than a few weeks at a time.

**(R12.1E) AUXILIARY CLASSES MANEUVER RESTRICTIONS:** The WYNs used large numbers of converted freighters (generously termed auxiliaries). These have certain maneuver limits. They can accelerate by five, or to double the current speed with a maximum acceleration of 10. They have no HET bonus. Otherwise they operate normally (e.g. they can disengage by acceleration).

**(R12.1F) DEPLOYMENT LIMITATIONS:** Some ships are heavily modified versions of other ships. The modifications are far beyond what other races could do. Such improvements were not possible in non-WYN ships for two reasons:

First, only the WYN ships could count on fighting within very short distances of their home shipyards. They required constant maintenance, to the point that they can only be deployed inside the cluster or immediately outside of it. These are marked as "Limited Deployment" ships.

Secondly, the improvements would have been prohibitively expensive for other races (which could have more easily built a new ship), but the WYNs had only a few hulls on which to expend their budget.

## (R12.R) WYN FLEET REFITS

**(R12.R1) DRONE RACK REFIT:** As the General War went on, the old type-A drone rack was found less and less suitable for the evolving combat situation. The WYNs upgraded the drone racks on their ships at about the start of Y175. All anti-drones were increased to 12 rounds (cost 1.5 points each); all type-A drone racks were converted to type-B (cost 1 point each). Unless otherwise specified, all ships have double drone reloads (no cost for the extra basic drones) as part of this refit. It is assumed that this refit applies to all WYN ships as of 1 Jan Y175. This does not apply to PFs.

## (R12.2) WYN CAPTURED/CONVERTED SHIPS

The WYN fleet consisted mostly of captured ships, purchased Orion ships, and auxiliary warships. During the General War, their fleet included:

- A Lyran DD (R12.3) later converted to a PBB (R12.12).
- Five Kzinti frigates (R12.4).
- At least three Klingon G-2 police gunboats (R12.5).
- A number of purchased Orion ships (R12.14).
- Three monitors (R12.1D).
- At least 50 assorted PFs and interceptors (R12.PF0) by Y181.
- At least 200 assorted fighters (R12.F0).
- At least ten Auxiliary Cruisers, three Auxiliary Carriers, three Auxiliary Battlecruisers, three Auxiliary PF Tenders, one Auxiliary CVA, and three Auxiliary Minesweepers; see below.
- Various other captured and converted ships and (in Module C3) a few home-built ships of various types.
- Several base stations and battle stations.

As an Orion base is in the WYN Cluster, several Orion ships of various types are often available for use in an emergency.

## WARSHIPS OF THE WYN DEFENSE FORCES

**(R12.3) WYN (LYRAN) DESTROYER (LDD):** The most powerful WYN ship (until the AxBCs) was a Lyran Destroyer which fled into the cluster in Y139 after a fratricidal dispute within the Predator county. This ship was heavily modified (as seen on the SSD). This ship received a shield refit in Y172 and a phaser refit in Y176. It was eventually refitted as a Pocket Battleship (R12.12).

SSD and counter are in Module C1. Limited Deployment.

**(R12.4) WYN (KZINTI) FRIGATE (ZFF):** These Kzinti frigates (some captured, some original Usurper vessels, and others provided as gifts) have been modified with extra power and weapons. These ships formed the backbone of the WYN fleet for many years.

SSD and counters are in Module C1. Limited Deployment.

**(R12.5) WYN (KLINGON) GUNBOAT (KG2):** These G-2s were apparently captured by Orions and sold to the WYNs, although at least one was a gift from the Klingons. The ship is nimble.

SSD and counters are in Module C1. Limited Deployment.

**(R12.6) AUXILIARY CRUISER (AxC):** Built on a small freighter hull, this ship is tough competition for intruding enemy frigates. These ships formed the bulk of the WYN fleet.

Auxiliary Maneuver Limitations; see (R12.1E).

SSD and counters are in Module C1. Limited Deployment.

**(R12.7) AUXILIARY CARRIER (AxCV):** Also built on a small freighter hull, this ship is used to patrol border areas. One of the known ships operates Federation F–18s, another Kzinti AAS, and another has a mixture of various types. WYN carriers did not have formal escort groups as they were always part of integrated fleet formations. It should be noted that this unit has virtually the same weapons as the AxC and only six fighters.

Auxiliary Maneuver Limitations; see (R12.1E).

SSD and counter are in Module C1. Limited Deployment.

**(R12.8) AUXILIARY PF TENDER (AxPFT):** This ship is in Module K.

**(R12.9) AUXILIARY BATTLECRUISER (AxBC):** To provide increased firepower after a major assault in Y172, the WYNs procured three standard large freighters and modified them as "battlecruisers."

Auxiliary Maneuver Limitations; see (R12.1E).

SSD and counter are in Module C1. Limited Deployment.

**(R12.10) AUXILIARY HEAVY CARRIER (AxCVA):** The Kzinti faction of the WYN Cluster built a single ship of this class in Y173. The ship is a large auxiliary carrier listed in (R1.13). It carried 24 Kzinti AAS fighters, 6 admin shuttles (one Kzinti MRS optional). WYN carriers did not have formal escort groups as they were always part of integrated fleet formations.

Auxiliary Maneuver Limitations; see (R12.1E).

SSD and counter are in Module C1. Limited Deployment.

**(R12.11) AUXILIARY MINESWEEPER (AxMS):** Designed to support and maintain the minefields laid just inside some sectors of the radiation belt, this ship was less than successful. Three were in operation. If a mine explodes against the #1 shield, any internal damage is first applied to the tractor beam and phaser-2s, then to the cargo, and finally by the DAC. This procedure is not used for non-mine damage.

Auxiliary Maneuver Limitations; see (R12.1E). See (M8.312).

SSD and counters are in Module C1. Limited Deployment.

**(R12.12) POCKET BATTLESHIP (PBB):** In Y181 the WYNs decided to perform a trimaran conversion on their single Lyran destroyer, which had been heavily damaged in combat [see scenario (SH16) for this battle] and had to be taken into the shipyard for an extended period in any event. This would produce what ultimately became their most powerful ship to that date. As seen on the SSD, the ship has the usual WYN (factory unauthorized) improvements.

The ship was equipped with mech-links to tow PFs to the site of a battle, but was too small to accommodate any repair capability or storage for reload drones (or spare booster packs). It is considered a "casual" PF tender (K2.114). Ready racks are installed, and two fighters can replace two of the admin shuttles.

*Design proposed by Bill McLamb.*

The PBB is too heavily modified to use the Lyran power pack.

SSD and counter are in Module C1. Limited Deployment.

**(R12.13) AUXILIARY SCS (Ax–SCS):** This ship is in Module K.

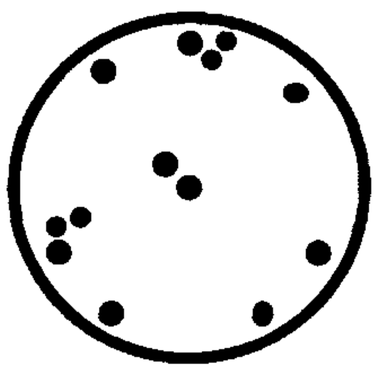
**(R12.14) ORION-DESIGNED SHIPS:** The WYNs purchased several warships from the Orion shipyard. These cannot double their engines (G15.28), have no suicide bombs (G15.12), but do have the Orion stealth bonus (G15.8). Option mounts are as per (G15.442). NOT Limited Deployment.

## (R12.F) WYN FIGHTERS

**(R12.F0)** The WYNs use mostly early Klingon and Kzinti types, but at least 10 Federation F–18s were in service. Small numbers of Romulan and Hydran fighters have also been observed in use, although their arrival is unexplained.

Counters are provided in Module C1.

**(R12.F1) WYN MRS SHUTTLES:** The WYNs are known to have several Klingon, Lyran, and Kzinti MRS shuttles (of any of the available types) in service.



**WYN FLEET INSIGNIA**

*If you save the Cluster, it's a good stardate to die.*

**END OF SECTION (R12.0) MODULE C1**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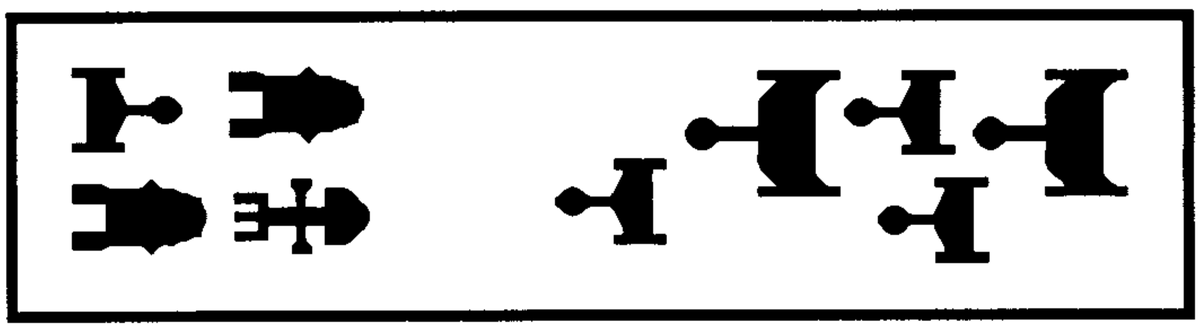
# (SG17.0) PROBING THE WYN CLUSTER



*by Stephen V. Cole, Texas*

The WYNs have managed to defend their homes by playing their neighbors against each other. This political balance keeps any of the larger races from sending a massive fleet against the WYN, but probing forays by small fleet units are a constant source of irritation. The small WYN fleet, consisting of a rag-tag collection of captured, stolen, and converted ships, is usually (though barely) able to repel these incursions.

**(SG17.1) NUMBER OF PLAYERS:** 2; the WYN player and the attacking (Lyran, Kzinti, or Klingon) player.

**(SG17.2) INITIAL SET UP**

WYN: Pre-Y168: 1xlarge ship (Orion CR, Lyran DD, Kzinti FF), 1xsmall ship (LR or G-2), 2xAuxiliary Cruisers.
Y168-Y180: As above but replace one Auxiliary Cruiser with an Auxiliary CV with 12xfighters (various types, Class–II).
Post-Y180: As above, but add Barracuda FFs and Mako DDs to the list of possible large ships and replace both Auxiliary ships and the fighters with 6xPFs (various types).
All within six hexes of 3507, heading at option of owning player, speed max, WS–III. WYN may select any type of PFs or fighters as per (R12.0), but no more than one PF or two fighters may be from outside Klingon, Kzinti, and Lyran space.

ATTACKERS: Pre-Y168: Kzinti, Klingon, or Lyran ships (all must be from one of the three races, not a combination of the three), equalling a total of 500 points combat BPV (including drone speed costs), no size class 2 ships or battle tugs. Set up within six hexes of 0824, heading at option of owning player, speed max, WS–III.
Y168-Y180: As above, but use 550 points.
Post-Y180: As above, but use 650 points.

**(SG17.3) LENGTH OF SCENARIO:** The scenario continues until all forces belonging to one player have been destroyed, captured, or have disengaged.

**(SG17.4) SPECIAL RULES**

**(SG17.41)** Map: The map is fixed; it does not float. Ships exiting the map have disengaged and cannot return. The invading forces can only disengage from the 01xx map edge.
**(SG17.42)** SHUTTLES AND PFs: All shuttles and PFs may have warp booster packs if the selected year allows for their use.
**(SG17.421)** MRS shuttles may be purchased [up to the limits in (J8.5)] under (SG17.431).
**(SG17.422)** One fighter in any single squadron of eight or more fighters can be an EW fighter. If not using EW fighters, the EW fighter would be a standard fighter of the most common type.
**(SG17.423)** The WYN PFs are a casual flotilla and will not include a scout or leader type and can only be combat variants. PFs used by the attacker may be individuals brought in on mech-links or an organized flotilla brought in by a tender that is part of the battle force.

**(SG17.43)** COMMANDER'S OPTION ITEMS
**(SG17.431)** 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 Standard Victory Conditions (S2.2) as victory points for the enemy.
**(SG17.432)** All drone speeds and types are available subject to agreement by the players on their use and the year of the scenario. Each drone-armed ship could purchase special drones up to the historical racial percentages as part of the Commander's Option Items.
**(SG17.44)** All refits are available, depending on the players' mutual agreement on their use and the year selected for the scenario.
**(SG17.45)** Use the WYN radiation zone rules (P7.0). The zone is located just off the map. The attacking forces have just exited the zone on turn 1.

**(SG17.5) VICTORY CONDITIONS:** Use the Standard Victory Conditions (S2.20). Attackers score a bonus of 25% of the BPV of any of their ships that exit the board (uncrippled) within five hexes of 4201. The WYNs receive no points for "forcing" enemy ships to disengage from within five hexes of 4201.

**(SG17.6) VARIATIONS:** The scenario can be played again under different conditions by making one or more of the following changes:
**(SG17.61)** Substitute a race that does not border the cluster (i.e. Federation, Hydran, etc.) for a probing force. The ISC tried (once) to break into the cluster. Note that Andromedan ships cannot enter the cluster and, hence, cannot be used in this scenario.
**(SG17.62)** Add 150 BPV to the attacking force and one pirate CR or two pirate LRs to the WYN Cluster force.
**(SG17.63)** The entire attacking fore is composed of Orion ships from the Daven (or Lion's Heart) Cartel. Another possibility would be a group of independent Orions [i.e. no (G15.44) restrictions, but no CA or BC either].

**(SG17.7) BALANCE:** The scenario can be balanced between players of different skill levels by one or more of the following:
**(SG17.71)** Increasing or decreasing the BPV which the attacker uses to purchase his forces.
**(SG17.72)** Allowing the attacker one or more turns of recovery from the effects of the radiation zone.
**(SG17.73)** Adding one or two ships to the WYN Cluster forces.
**(SG17.74)** Deleting a ship or some fighters or some PFs from the WYN forces, depending on the year.

**(SG17.8) TACTICS**

**WYN:** Hit them hard and fast. You cannot afford to let them recover from the radiation zone's effects. While it would be chivalrous to do so, it is not in the interests of the cluster to be chivalrous to an enemy, especially when the zone's effects will be all that stops one cruiser from mauling most of your small ships. Always remember what is enshrined above the entrance way to the WYN Space Academy: "If you save the Cluster, it's a good stardate to die."

**ATTACKER:** You cannot fight while under the effects of the zone, and you cannot run. You will spend several turns of hell trying to survive. However, if your ships are not too severely damaged by the WYN, you can look forward to much fun-filled sport later on as you cut their ships to pieces. If you are too badly damaged to fight, then run and save what you can. The cluster will be there to attack another day, and then you can have your revenge for the humiliation of having your cruisers shot up by mere freighters!

## ADDITIONAL FORCES FOR BASIC SET SCENARIO (SG2.0)

**(SG2.65)** With the addition of "Module C1," some new races have been added to the game. The following are some suggested fleets to use in playing (SG2.0) "Fleet Action" in order to allow players more variation and a feel for the capabilities of the ships used by these races. Any of the following forces may be used as Force "A" or Force "B":

| RACE | POSSIBLE FORCES |
|---|---|
| HYDRAN | 1xPAL (12xStingers), 2xDD-L (8xStingers), 1xSC -or-<br>1xPAL (12xStingers), 1xCA-D (3xStingers), 1xDD-K -or-<br>2xCA-R (18xStingers), 2xDD-L (8xStingers) -or-<br>2xCL-H (12xStingers), 2xDD-L (8xStingers), 2xFF-H -or-<br>3xCL-T, 3xDD-K -or-<br>2xCA-D (6xStingers), 2xDD-K -or-<br>1xLM (6xStingers), 1xCA-D (9xStingers), 1xDD-L (8xStingers), 2xFF-H -or-<br>1xLB (3xStingers), 1xCA-R (3xStingers), 1xDD-K, 2xFF-C -or-<br>1xCVA (21xStingers), 1xDE (6xStingers), 2xEH, 1xSC -or-<br>CV (16xStingers), 1xDE (6xStingers), 2xEH, 1xSC -or-<br>BT (7xStingers), 1xCL-H (6xStingers), 1xCL-T, 1xFF-H, 1xFF-C, 1xSC |
| LYRAN | 1xDN, 1xCW, 1xDW, 1xFF, 1xSC-or-<br>1xBC, 1xCA, 1xDD, 1xFF, 1xSC -or-<br>1xCC, 1xSTT, 1xCL, 1xDD, 1xFF -or-<br>1xBT, CW, DW, 1xDD, 1xFF -or-<br>CV (12xZ-V), 2xFFE, 2xFF -or-<br>2xCW, 2xDW, 2xFF |

Players will no doubt design their own forces as they gain experience in the game system. The forces provided for (SG2.0) vary substantially (between 500 and 600 points), and some combinations may not be perfectly balanced. Players can balance the scenarios by calculating the BPVs and adjusting refits, Commander's Options, and other factors. Captain's Log #7 included a series of 500-point fleets.

**END OF SECTION (SG0.0) MODULE C1**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## (SH40.0) BROTHERS

**(Y171)** *by Mark J Kicmol, Pennsylvania*

A Lyran CL lured a Hydran Lancer into a trap. The Hydrans began a hasty retreat. The scenario begins immediately after the Lyran ship, in pursuit of the fleeing Hydran, struck a T–bomb.

**(SH40.1) NUMBER OF PLAYERS:** 2; the Hydran player and the Lyran player.

**(SH40.2) INITIAL SET UP**
**HYDRAN:** Lancer *Concept* in hex 2315, heading in direction F, speed 10, WS–III.
Four Stinger-I fighters (launched by the Lancer) within two hexes of the Lancer, facing direction C, speed max (or on the ship). The fighters are fully armed.
**LYRAN:** CL *Djinn of the Desert* in hex 3119, heading in direction F, speed 13, WS–III.

**(SH40.3) LENGTH OF SCENARIO:** The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged or for six turns.

**(SH40.4) SPECIAL RULES**
**(SH40.41)** MAP: Use a floating map.
**(SH40.42)** SHUTTLES AND PFs: No shuttles or PFs have warp booster packs. There are no MRS shuttles, PFs, or EW fighters in this scenario.
**(SH40.43)** COMMANDER'S OPTION ITEMS: The Hydran Lancer had two T-bombs and two dummy T-bombs aboard. The Lyran CL struck one of these (laid before the actual scenario began) last turn. The Hydran Lancer has two dummy and one real T-bomb remaining. These may be retained aboard ship for use or deployed under (SH40.45). No other Commander's Options are available.
**(SH40.44)** REFITS: Neither ship has any refit.
**(SH40.45)** The Hydran ship originally had two transporter bombs. One of these (in hex 3119) has been detonated by the Lyran ship on the #1 shield in the final impulse of the previous turn. The second is either on board the Hydran ship or in one of the following hexes: 2917, 2918, 2716, 2717, 2718, 2515, 2516, or 2517. In all cases, the Hydran player secretly records the location of the bomb in writing.
**(SH40.46)** At the start of the game, mark off as destroyed the #5 and #6 shields, five hull, and one phaser on the Hydran ship. These can be repaired by normal means. Also mark off as destroyed four #1 shield boxes on the Lyran CL, which represents the damage done by the T–bomb (allowing for shield reinforcement).

**(SH40.5) VICTORY CONDITIONS:** If either ship is destroyed, the other player wins. If both are destroyed, it is a draw. At the end of turn 6, if neither ship is destroyed, each player totals his internal damage (if any) using the Cost of Repair chart to arrive at the figure each player needs to *totally* repair the internal damage to his ship (including sensor, scanner, damage control, and excess damage). The player with the lower total is the winner (even though both ships automatically disengage after turn 6). Shields are not included in the cost of repair total, only internal damage. There is no penalty for either player for disengaging before the end of the scenario, except that the opponent automatically wins. Shuttles and fighters are not included in the cost of repair total.

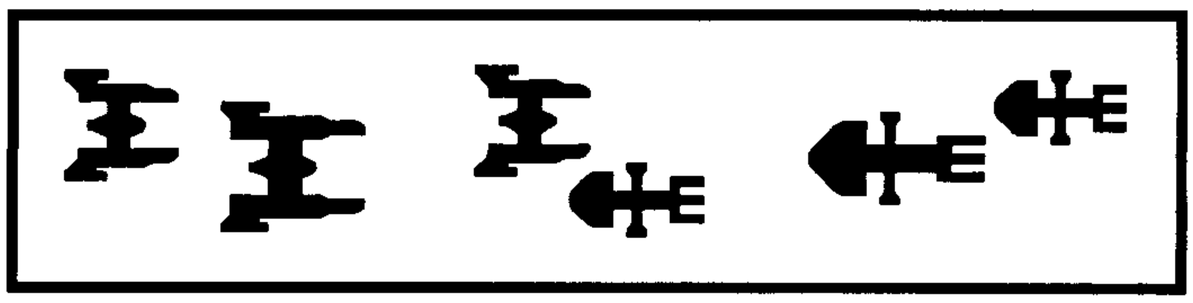
**(SH40.6) VARIATIONS:** For variety, players could:
**(SH40.61)** Reverse the position of the ships. It is the Hydran who is pursuing the Lyran; the T-bombs were dropped by the Lyran ship. Possibly replace the Hydran with a Ranger or Horseman.
**(SH40.62)** Use ships of other races. A Gorn Heavy Destroyer and Romulan FireHawk are one possible combination.
**(SH40.63)** Continue the scenario indefinitely. Each player rolls one die before Energy Allocation on each turn (starting with turn 5). If the result is a "1," a frigate (friendly to that player) arrives 30 hexes (in direction F for the Hydrans, C for the Lyrans) from the friendly ship, speed max, WS–III. Each player can get only one frigate.

**(SH40.7) BALANCE:** The scenario can be balanced by:
**(SH40.71)** Replacing the Lyran CL with a CA, CW, or DW.
**(SH40.72)** Replacing the Hydran Lancer with a Knight or Horseman.
**(SH40.73)** Deleting one Hydran fighter, or using the more powerful Stinger–2s. Or requiring the Hydran fighters to begin on board the ship.
**(SH40.74)** While neither ship has the refits, either of them could have received them by this time.

**(SH40.8) TACTICS**
**HYDRAN:** Repair the shield damage ASAP. You will eventually have to turn and fight. Keep the Lyran away from the down shields.
**LYRAN:** Avoid potential T-bomb hexes. If you go around the left side, you'll force him to turn away to protect the weak shields and you'll have a long circular route to engage him. Going around the right side of the mines will invite him to turn and engage. Bold captains can crank up the ESGs and proceed full speed ahead. Pick off the Hydran fighters while waiting for the Hydran ship to turn and fight.

**HISTORICAL OUTCOME:** Both the CL and the DD were badly damaged and withdrew. The Hydrans also lost one fighter, whose pilot was the brother of the DD's commander.
This scenario originally appeared in Nexus #17, along with a story of the same title by the same author, and was reprinted in Update #2. It was originally numbered (SN20.0).

## (SH41.0) BLOOD FEUD



**Y166** *by Peter Dinero, California*

Relations between the Lyrans and Kzintis were never cordial and were marked by many border skirmishes. This battle was interesting because the terrain (an asteroid field) was disadvantageous to both sides due to their secondary weapons (drones and ESGs). Two patrolling frigates met and both summoned help.

**(SH41.1) NUMBER OF PLAYERS:** 2; the Lyran player and the Kzinti player.

**(SH41.2) INITIAL SET UP**
**TERRAIN:** Use a standard asteroid field (P3.1) or the Asteroid Field map from Module B.
**LYRAN PELT HUNTER COUNTY:** CA *Scalp Hunter* in 0327, DD *Stalker* in 0328, FF *Defender of the Race* in 1615, all at WS–III, heading B, speed max.
**KZINTI COUNT'S FLEET:** CC *Cosmos* in 3702, FF *FF134* in 3710, FF *FF115* in 2710, all at WS–III, heading E, speed max.

**(SH41.3) LENGTH OF SCENARIO:** The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

**(SH41.4) SPECIAL RULES**
**(SH41.41)** MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.
**(SH41.42)** SHUTTLES AND PFs: No shuttles have warp booster packs. There are no fighters or PFs. MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH41.431).
**(SH41.43)** COMMANDER'S OPTION ITEMS
**(SH41.431)** 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 Victory Conditions (SH41.5) as victory points for the enemy.

**(SH41.432)** All drones are "slow," speed–8. Type-II and type-V drones (speed 12) are available for purchase as special drones. Medium-speed drones are available as Restricted items. Each drone-armed ship can purchase special drones up to the historical percentages as part of the Commander's Option Items.
**(SH41.44)** REFITS: While both races had begun the installation of refits at this time, none of the ships had received them.

**(SH41.5) VICTORY CONDITIONS:** Use the Modified Victory Conditions (S2.201).

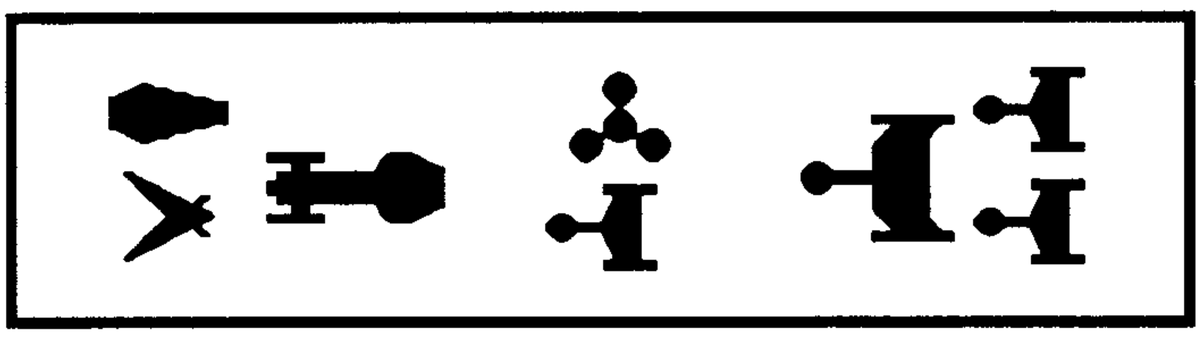
**(SH41.6) VARIATIONS:** The scenario can be played again under different conditions by making one or more of the following changes:
**(SH41.61)** Replace the Lyrans with Klingon ships (D7C, F5, E4).
**(SH41.62)** Replace the Kzintis with Hydran ships (Ranger, two Hunters, Stinger–1 fighters).
**(SH41.63)** For a faster scenario, just use the two cruisers.
**(SH41.64)** Set the scenario at the beginning of the General War. Both sides are fully refitted; the Lyrans have ESG capacitors, and the Kzintis have all medium-speed drones.

**(SH41.7) BALANCE:** The scenario can be balanced by:
**(SH41.71)** Change the Kzinti CC to a CS or one of the FFs to a CL.
**(SH41.72)** Allow the Kzinti to have all medium speed drones.
**(SH41.73)** Change the Lyran force to three DDs.

**(SH41.8) TACTICS:**
**BOTH:** Use the terrain to divide, divert, and contain your enemy. Try to concentrate all of your ships against one enemy ship while the other ships are separated from it by asteroids. The Lyran has a firepower advantage which the Kzinti must overcome by a concentrated short-range attack. The Kzinti should use ECM drones. Shoot for the #1 shield to restrict maneuverability in the asteroids.

**HISTORICAL OUTCOME:** In a brief clash, Lyran firepower finally told over Kzinti drones. Kzinti FF *FF115* was destroyed, and the remaining Kzinti ships withdrew to avoid destruction. It was not all one-sided as both the Lyran DD and FF sustained heavy damage and had to be taken in hand for major repairs.

## (SH42.0) SELECTED ATTACK



**(Y152)** *by John McGillis, California*

The Hydran-Klingon frontier was the scene of many skirmishes, as are most unfriendly borders. In this case, however, the normal border skirmishing included a large number of "selected attacks" on opposing bases, such as this battle in Y152.

**(SH42.1) NUMBER OF PLAYERS:** 2; the Klingon player and the Hydran player.

**(SH42.2) INITIAL SET UP**
**KLINGON BASE:** Base Station in 2215, initial facing and rotation rate at the Klingon player's option, WS–II. Add one power module, and there are two docked cargo pods.
G2 police ship anywhere within 4 hexes of the base, WS–I, speed 4, any heading.
Border Reaction Squadron: D6 *Desecration,* F5 *Fury,* E4 *Guardian,* appear on the 42xx map edge on impulse #1 turn 3, WS–III, speed max, heading toward base.
**HYDRAN:** Ranger *Punctuality* (9xStinger-1), Lancer *Concept* (4xStinger-1), Hunter *Vainglory,* appear on the 01xx map edge on turn 1, WS–III, speed max, heading B.

**(SH42.3) LENGTH OF SCENARIO:** The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

**(SH42.4) SPECIAL RULES**
**(SH42.41)** MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.
**(SH42.42)** SHUTTLES AND PFs: No shuttles have warp packs.
**(SH42.421)** MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH42.431).
**(SH42.422)** There are no EW fighters in this scenario as none had been developed at this time. The Hydrans occasionally used MRS shuttles in this role at this time, and if an MRS is purchased for the Hydrans, it may be designated for this role rather than to support the Ranger.
**(SH42.423)** There are no PFs in this scenario.
**(SH42.43)** COMMANDER'S OPTION ITEMS
**(SH42.431)** 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 Victory Conditions (SH42.5) as points for the enemy.
**(SH42.432)** All drones are "slow," speed–8. Type-II and type-V drones (speed 12) are available for purchase as special drones.
Each Klingon ship can purchase special drones up to the historical percentages as part of the Commander's Option Items.
**(SH42.44)** No ships have any refits.
**(SH42.45)** Before the game begins, the Klingon player must secretly write down the arrival hex of each of his reinforcements. These ships cannot be delayed but must enter the map when called for.

**(SH42.5) VICTORY CONDITIONS:** Use the Modified Victory Conditions (S2.201), except that the BS is worth 150 points for purposes of Hydran victory points.

**(SH42.6) VARIATIONS:** For variety:
**(SH42.61)** Replace the Klingons with Lyrans, specifically a CA, DD, and FF for the reinforcements, and another FF (or POL) for the G2.
**(SH42.62)** Allow the Klingons to use non-carrier variants of the reinforcement ships and use tactical intelligence.
**(SH42.63)** Allow the Hydrans to replace their force with the equivalent hellbore versions (Dragoon, Knight, and Cuirasser, Y158).
**(SH42.64)** At the start of each turn before the Energy Allocation Phase, the Klingon player rolls one die for each reinforcement ship and records the running total for each ship. When the running total for a given ship equals or exceeds 10, that ship arrives on the current turn. These die rolls, and the running totals, are not secret.

**(SH42.7) BALANCE:** The scenario can be balanced by:
**(SH42.71)** Replacing one ship with a larger or smaller ship.
**(SH42.72)** Adding a second frigate to the Hydran side or a second G2 to the Klingon at start forces.
**(SH42.73)** Upgrade the base station to a battle station.

**(SH42.8) TACTICS**
**HYDRAN:** Do not fiddle around. Get in close to the station and hit it with everything on overload, stopping at one hex range. After the salvos hit, Tac to bring the gatlings to bear. Keep a few phasers handy to swat drones, but otherwise wait for the recharge and hit the base again (use suicide overloads this time). After the second salvo, RUN. Remember, your goal is the destruction of the base.
While you were approaching, launch all the fighters (and the shuttles, no time for half measures, try to have as many suicide shuttles going in as you can). As soon as they fire their second shot, start recovering them. They should have maneuvered for a shot at the already downed shield as their second salvo. Go ahead and reload them with your deck crews because you might have to launch a few on suicide runs to try to finish the base or to keep away any pesky pursuing Klingons.
**KLINGONS:** Klingons do not pray, or I would strongly advise it. While help might arrive on turn 2, it more than likely will not arrive before turn 3 begins, and you probably will not be around if help does not arrive by then.

**HISTORICAL OUTCOME:** Not for the last time, Border Station 13 was destroyed; the Hydrans then successfully withdrew with Klingon ships in hot pursuit, but the Hydrans successfully evaded. Three months later the Klingons retaliated by destroying a Hydran base.

**END OF SECTION (SH0.0) MODULE C1**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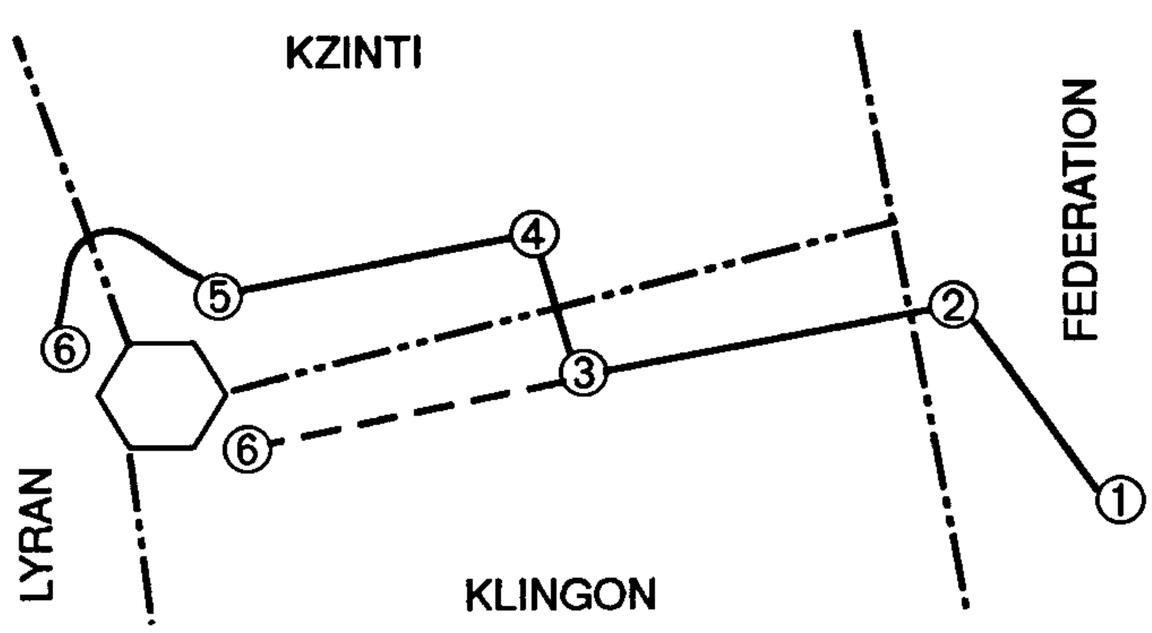
# (T6.0) THE RED WYN EXPRESS

**Y180** *by Stewart Frazier, Ohio*

In Y180, as the General War was reaching new heights of savagery, the Orion shipyard in the WYN Cluster desperately needed a shipment of special high technology equipment to complete the construction of several new ships. The shipment had to be brought all the way from Federation territory; four previous convoys had been trapped and destroyed.

Finally, the Orions and WYNs turned to a renegade Lyran, who was known as "Red Fur" because of his unusual rust-colored pelt. Red Fur agreed to deliver the shipment in exchange for a brand new Battle Raider to replace his aging Raider. The scenarios of this mini-campaign portray his epic journey.




The above map shows Red Fur's route from the Federation base station, where he picked up the supplies for the WYN Star Cluster and Orion Cluster Cartel. The numbered circles correspond to the scenarios of this campaign. Note that, if Red Fur is successful in scenario (T6S3), he can skip scenarios (T6S4) and (T6S5) and proceed directly to the final scenario (T6S6).

## (T6.1) ORGANIZATION

This mini-campaign consists of six scenarios designated (T6S1.0) through (T6S6.0). These are designed to be played one after another, with those pirate ships that survive one scenario becoming the starting forces for the next. Only those ships which disengage according to the requirements of one scenario are carried over to the next; other ships which survive are presumed to have left the convoy. Because four different defending races are involved, this can be an excellent campaign for a local gaming club. During several successive sessions, the club's pirate player must defeat (or at least get past) the Federation, Klingon, Kzinti, and Lyran forces.

**(T6.11) SCENARIO NOTES:** In each scenario, it is assumed that all drones are fast (speed 32) and that all fighters and PFs have warp booster packs [subject to limited supply (T6.24) in campaign games]. All scenarios continue until all forces belonging to one side have been destroyed, captured, or have disengaged. Orion ships with cloaking devices cannot enter a scenario cloaked. Where no victory conditions are listed for the anti-pirates, their mission is to thwart the pirate victory conditions.

**(T6.12) RED FUR:** Players may keep track of Red Fur's location (and survival) using the procedures for a legendary officer (G22.13) (although he is not treated as one for any other purpose).

**(T6.13) DRONE RACKS:** Before the first scenario is played, the player(s) must figure out the drone loads for every drone rack they have in writing. In effect, the Kzinti player (for example) will not be able to see what weapons the pirates have and adjust his drone loads just before the scenario. The Orion player must select his optional weapons in secret within the limits of (T6.23), but must reveal what is in each option mount under the rules prescribed in (D17.0). Note that the optional weapons of mercenaries are selected when they are hired but are limited by the area they are hired from (T6.3). The contents of the Orion's drone racks will vary between scenarios as result of his purchases and expenditures. No Orion ship can ever have more drones than is provided for under the rules for the given ship and any refits.

## (T6.2) PIRATE FORCES

**(T6.21) PIRATE FLEET:** For each scenario, starting forces for the pirates are listed. These allow the scenarios to be played independently without playing the prior scenario. The Orion fleet at the start of the campaign includes:

BR *Thunderduck* (with cloaking device)(Cluster Cartel)
CR *Warbride* (Red Fur's ship)(Independent)
CVL *Ransacker* (8xTAAS)(Cluster Cartel)
Salvage Cruiser *Boneyard* (Cluster Cartel)
PFT *Raven's Nest* (6xBuccaneer–Ds *Ravens*)(Cluster Cartel)
DBR *Bon Homme Deth O'Kay* (Cluster Cartel)
LR *Lost and Found* (with cloaking device)(Independent)
LR *Road Warrior* (Independent)
SLAV *Centennial Eagle* (Cluster Cartel)
SLAV *Quantum Leap* (Cluster Cartel)
SLAV *Rum Runner* (Cluster Cartel)
SLAV *Custom Free* (Independent)
1xlarge freighter, 2xsmall freighter (these can be left behind)

All the ships of Red Fur's fleet have received all available refits, except as modified by (T6.22). See also (T6.25).

The six PFs are a standard flotilla of Buccaneer–Ds, including a leader and a scout.

If the freighters reach the cluster in scenario (T6.S5.411) or (T6.S6.41), there must be time to evacuate the crew and lock the auto-pilots; see (P7.95). For purposes of command limits (S8.2), the Slavers and Freighters are counted as cargo ships under (S8.54).

**(T6.22) EXTRA SYSTEMS:** The pirate player has certain additional equipment to distribute among his ships.

**(T6.221)** The Orion fleet has four KI/Kz-C MRS shuttles, one each on the CR, CVL, PFT, and Salvage Cruiser. These MRS shuttles can only be armed or operated by the ship they are assigned to at the start of the campaign. If the assigned ship is destroyed, any other ship can carry the MRS that belonged to it, but only another ship that had an MRS can arm it or use its special systems.

**(T6.222)** The Orion fleet also has 20 extra boarding parties (including 4 commandoes) to distribute among its ships.

**(T6.223)** OAKDISC may be installed in three ships of the pirate player's choice.

**(T6.23) OPTION MOUNTS:** The pirates may select any optional weapons before beginning the campaign, but these cannot be changed during the campaign.

**(T6.231)** In all, 23 of the option mounts must be filled with weapons from the Klingon, Kzinti, and Lyran Empires; 7 of the mounts can be filled with weapons from the Federation or Hydran Kingdom; the remaining 3 may be filled with any legal weapons (Annex #8B) except an SFG. The mounting of weapons is counted in terms of option mounts, not weapons mounted. Thus if two plasma-S/G torpedoes are mounted, this counts as all four of the "any weapons" allowed.

**(T6.232)** All standard rules for the installation of weapons are in force, which means, for example, that any hellbores selected cannot be placed in wing option mounts. Note specifically that all 7 of the Federation/Hydran option mounts and the 4 "any weapon" mounts could be used to, for example, hold up to 11 phaser-gatlings or hellbores or photons or fusions.

**(T6.233)** If there are more or fewer option mounts due to (T6.25), adjust the number of Klingon-Kzinti-Lyran mounts.

**(T6.24) SHUTTLES AND PFs:** The pirates have two sets of booster packs for each shuttle and/or PF. The booster packs are stored on the carrier in the case of the fighter packs and on the Tender in the case of the PF packs, and all ships carry packs for their own admin (or MRS) shuttles.

**(T6.241)** If a shuttle (or PF) was destroyed, the Orion might not have used its spare packs and these would be available for another shuttle (or PF in the case of PF packs).

**(T6.242)** They can buy extras (by check, not by trading cargo) at the pit-stop (T6S4.0), but they can never have more than two spare sets of booster packs at any time for each shuttle or PF. However, when the Pirates leave the base, they cannot have more than two spare sets per shuttle/PF that they have operational unless the overage is

caused by remaining packs from before reaching the base and not by buying any.

**EXAMPLE:** If Red Fur has only two TAAS fighters when he arrives at the base and does not buy any more fighters and has a total of five booster packs for the two fighters (counting the two that are installed on the fighters already), he can only buy one more set of booster packs as the maximum permissible is 6 for two fighters.

**(T6.243)** Admin shuttle booster packs CANNOT be used by fighters or MRS shuttles; MRS shuttle booster packs cannot be used by admin shuttles or fighters; and fighter booster packs cannot be used by admin shuttles or MRS shuttles. All must be kept track of separately.

**(T6.25) NOTE ON UNITS USED:** The above forces (indeed, all of the forces listed in the campaign) are the historical units involved. Unfortunately, some of these units are not in Module C1 (or in Basic Set or Advanced Missions, which one must have to use C1). Substitutes are provided on this list. This will cause minor changes in play balance.

| Rule..... | Unit ..... | Product ..... | Substitute |
|---|---|---|---|
| T6.21 ..... | CVL ..... | Module J ..... | Kzinti CVE† |
| T6.21 ..... | PFT ..... | Module K..... | Kzinti CV† |
| T6.21 ..... | Buc–D ..... | Module K..... | 2xTAAS* |
| T6.21 ..... | DBR..... | Module R2 ..... | CR |
| T6S3.2..... | D5l ..... | Module R3 ..... | D5† |
| T6S3.2..... | G2C..... | Module R3 ..... | G2 |
| T6S4.2..... | MDC..... | Module R2 ..... | CM |
| T6S4.2..... | Buc–D ..... | Module K..... | 2xTAAS |
| T6S4.2..... | PFT Mod ..... | Module K..... | HBM |
| T6S4.3..... | 3xG1..... | Module K..... | 3xG2 |
| T6S4–5..... | NT..... | Module K..... | CV† |
| T6S4–5..... | Needle..... | Module K..... | 2xTAAS* |
| T6S5.2..... | DWA..... | Module R2 ..... | FFE |
| T6S5.2..... | MAC..... | Module J ..... | MEC |
| T6S6.2..... | PFT ..... | Module K..... | CW |
| T6S6.2..... | CVL ..... | Module J ..... | CA |
| T6S6.2..... | DWA..... | Module J ..... | DW |
| T6S6.2..... | CWA..... | Module J ..... | CW |
| T6S6.6..... | D6P ..... | Module K..... | D6V |
| T6S6.6..... | 6xG1..... | Module K..... | 10xZV* |
| T6S6.6..... | D5E ..... | Module J ..... | D5 |
| T6S6.6..... | D7V ..... | Module J ..... | CVT |
| T6S6.6..... | Z–Y ..... | Module J ..... | Z–V |
| T6S6.6..... | F5E ..... | Module R3 ..... | F5B |
| Various..... | Commando..... | Module M..... | BP |

* On the accompanying CV.
† No Refits.

## (T6.3) MERCENARIES

**(T6.31) HIRING:** After scenario (T6S2.0), Red Fur can "hire" one or two additional LRs. No more than two "hired" LRs can be with the convoy at any time; new (undamaged) ships are available each time. However, if a mercenary LR is destroyed, another cannot be hired to replace it. Red Fur can hire a different pair of LRs before going into each new scenario, but can never have more than two hired LRs working for him in any single scenario.

Note specifically that he could: hire two LRs before (T6S3.0) for six cargo boxes, fight (T6S4.0) with no mercenary ships, hire one LR to support him in (T6S5.0) and (T6S6.0) for six cargo boxes, and hire another to support him in (T6S6.0) for three more cargo boxes. If one of the first pair of LRs hired had been destroyed, Red Fur would only have been able to hire one LR in any subsequent scenario (and have lost the cargo paid to that LR if it had been paid to support him for all four remaining scenarios, e.g. paid 12 cargo and was destroyed in the first battle, the remaining 9 cargo paid to that ship is lost.

**(T6.32) COST:** Each LR is paid (in advance) three boxes of the precious cargo for each scenario it participates in.

**(T6.33) WEAPONS:** Mercenary LRs can only have the weapons of the race in whose area they are hired.

**(T6.34) COMMAND LIMIT:** Red Fur can only hire mercenaries if they will not be excess to his Command Limits (S8.2). He could detach a ship under (T6.52) to make room to hire another.

## (T6.4) CAMPAIGN SCENARIO VICTORY

When playing these scenarios as a campaign, the only Orion victory conditions are that the survivors go on to the next scenario.

## (T6.5) POST-SCENARIO REORGANIZATION

**(T6.51) RECORDS:** After each scenario, the Orion player can transfer cargo [can be transferred during a scenario by (G25.2)] and crew units between ships and break out spare shuttles.

**(T6.511)** He can complete the maximum allowable repairs under (D9.7), but once this maximum repair is reached, no further repairs can be made under (D9.7) in any subsequent scenarios until after the "pit-stop;" e.g if a ship has a repair rating of four and repairs four systems in the first scenario, it can make no other (D9.7) repairs until after the pit-stop, and then only if the Kzinti are defeated. All damage to shields and shuttles is also repaired. There are no repairs under (D9.4), except (possibly) at the pit-stop; however, all ships will be assumed to have restocked with spare parts after the "pit-stop" and can again make (D9.7) repairs until they again exhaust this source. While (D14.0) repairs may be attempted during any scenario, no attempts may be made following the turn the last enemy ship was destroyed, captured, or disengaged or after the pirate ship disengaged. Repairs under (G17.132) can be conducted, but the time before the pit-stop is considered to be a total of "one scenario interval" (as is the time after the pit-stop) for purposes of the limit in (G17.1321).

**(T6.512)** The only place in which replacement shuttles (no replacement MRS shuttles are available), T-bombs, ADDs, drones, or plasma-Ds, can be received is at the "pit-stop." This means that the Orion player will have to be very sparing of his "throw away" weapons during the campaign, or he could find himself with no shuttles or drones in the final battle.

**(T6.52) DETACHMENTS:** Ships may be detached from the convoy and their crew and cargo and any remaining drones or admin shuttles transferred to other ships. Such detached ship are removed permanently from play, and anything remaining on them is lost.

**(T6.53) CAPTURED SHIPS** can be added to the convoy but only if within command limits (S8.2). Ships may be detached for this purpose, or the captured ship may be detached. (The safety interlocks on the weapons of captured ships are unlocked between scenarios, not during the scenario in which they were captured). These must be provided with crew units from other ships. This includes Klingon ships that mutiny (G6.33).

The following are optional (and complex) rules for dealing with captured crews.

**(T6.531)** In the case of captured Klingon ships of size class 4, 1d6 (the result of one six-sided die roll) of crew units join the pirates. In the case of Klingon ships of size class 3, 2d6 of crew units join the pirates. In each case, 25% of the crew units joining the pirates from Klingon ships are boarding parties (if any survived), round fractions down, e.g. 25% of 3 is 0. These crew units join the pirates between scenarios and cannot join during a scenario.

**(T6.532)** With the exception of Klingon crew units who join the pirates, the crews of captured ships must be guarded and may mutiny with 25% of the survivors converted to militia if the conditions of (G6.0) are met, counting all control boxes as security stations for this purpose. Captured crew units CANNOT simply be executed, but they may be moved about the pirate's ships (but not PFs) between scenarios in any manner the pirate wishes, and they can all be placed on a single ship (not a PF) and that ship abandoned to be captured by the major race or off-loaded at the "pit-stop."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## (T6.6) CAMPAIGN VICTORY

The basis of campaign victory is the number of cargo boxes of equipment the pirates delivered to the WYN Cluster. This cargo is stored in the cargo boxes of the ships. These are Orion cargo boxes (G25.0) of 25 space points each. Naturally, the more cargo the pirates can steal in the first scenario, the more they will be able to deliver. Note that the cargo boxes on the freighters are normal cargo boxes (G25.12), and each can hold 50 spaces of cargo and would be the equivalent of two cargo boxes on this chart.

| CARGO BOXES | LEVEL OF SUCCESS ACHIEVED |
|---|---|
| 0-10 boxes | Operation is a failure; the delivered goods will not be enough to replace the lost ships. |
| 11-30 boxes | Barely enough to break even; the delivered goods will be enough to replace the lost ships. |
| 31-50 boxes | Reasonable success; some new ships can be built. Historical outcome. |
| 51-70 boxes | Profitable trip; powerful new ships can be built. |
| 71-90 boxes | Very profitable venture; several new ship types, both pirate and WYN, can be completed. |
| 91-99 boxes | Extremely profitable venture; WYN/pirate forces will be able to establish and protect some colonies outside of the cluster. |
| 100+ boxes | Red Fur is recognized as a legendary pirate. |

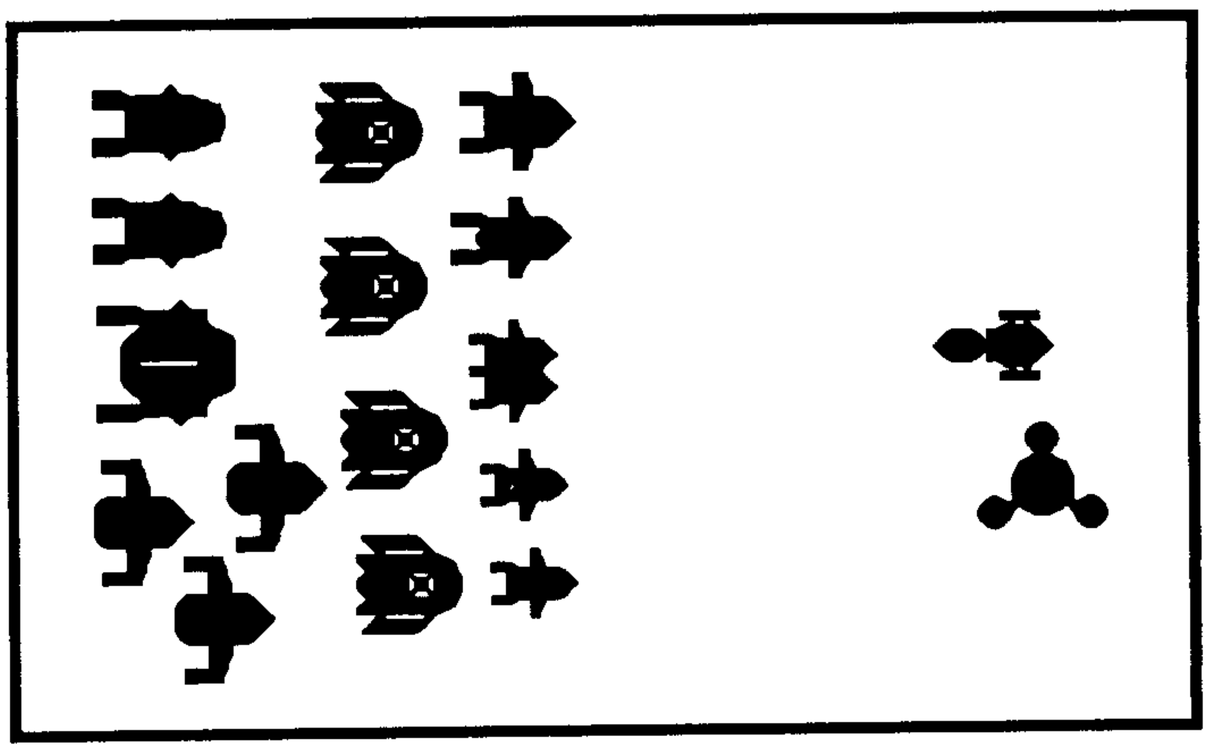
## (T6.7) INDEPENDENT SCENARIOS

All six scenarios in this campaign can be played independently. That is, you can play scenario (T6S5) without playing the four previous scenarios by using the set-up information provided.

**(T6.71)** In some scenarios, the highest level of victory will be impossible with the starting forces given. For non-campaign purposes, assume that every 10 (economic) BPV points lost (ships destroyed) costs one cargo box deducted from those surviving.

**(T6.72)** As the pirates are expected to play the scenarios successively, they will have little difficulty winning any given scenario. The difficulty comes in holding a cumulative lead throughout all six. For this reason, players may want to increase the anti-pirate forces (by a size class 3 ship) in each scenario.

## (T6S1.0) SHOPPING TRIP



While the high-technology equipment had been produced in the Federation, the factory that built it did not know that the customer was a pirate. The equipment had been ordered under a dummy corporation, but the Federation Customs Service detected the fraudulent order and impounded the equipment. Red Fur learned that he not only had to deliver the goods, but also pick them up as well.

**(T6S1.1) NUMBER OF PLAYERS:** 2; the Orion player and the Federation player.

**(T6S1.2) INITIAL SET UP**

**FEDERATION:** Base station+ (6xFederation cargo pods, no augmentation modules) in 2215, initial facing and rotation rate at player's option, WS–I.
POL+ in 2018, heading A, speed 4, WS–I.
REINFORCEMENTS: CC+ *Exeter*, DD+ *Hannibal*, 2xFFG *Ushakov* and *John Paul Jones* arrive any map edge(s) at start of turn 4, facing base, speed max, WS–III.

**ORION PIRATES:** See (T6.2). Enter any map edge(s) on turn 1 or later, heading at player's option, speed max, WS–III.

**(T6S1.3) LENGTH OF SCENARIO:** The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

**(T6S1.4) SPECIAL RULES**

**(T6S1.41)** The map is fixed; it does not float. Any ship leaving the map has disengaged and cannot return. This is the only means by which ships can disengage.

**(T6S1.42)** SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

**(T6S1.421)** MRS shuttles for the pirates are as given in (T6.2). The Federation CC has an MRS-B.

**(T6S1.422)** If using EW fighters, one of the TAASs on the CVL is a TAASE. If not using EW fighters, it is a standard TAAS.

**(T6S1.423)** The six Buccaneers on the PFT are as given in (T6.2).

**(T6S1.43)** COMMANDER'S OPTION ITEMS

**(T6S1.431)** All ships carry their full complements of T–bombs and the additional boarding parties defined in (T6.2); no other Commander's Option Items are present.

**(T6S1.432)** All drones are "fast," i.e. speed–32.
All ships have special drones up to their historical racial percentages.

**(T6S1.44)** REFITS: All ships and the base have received all applicable refits, but no PF has received the shield refit.

**(T6S1.45)** The base is required to mark cargo hits on repair so long as repair boxes remain. The base cannot self destruct.

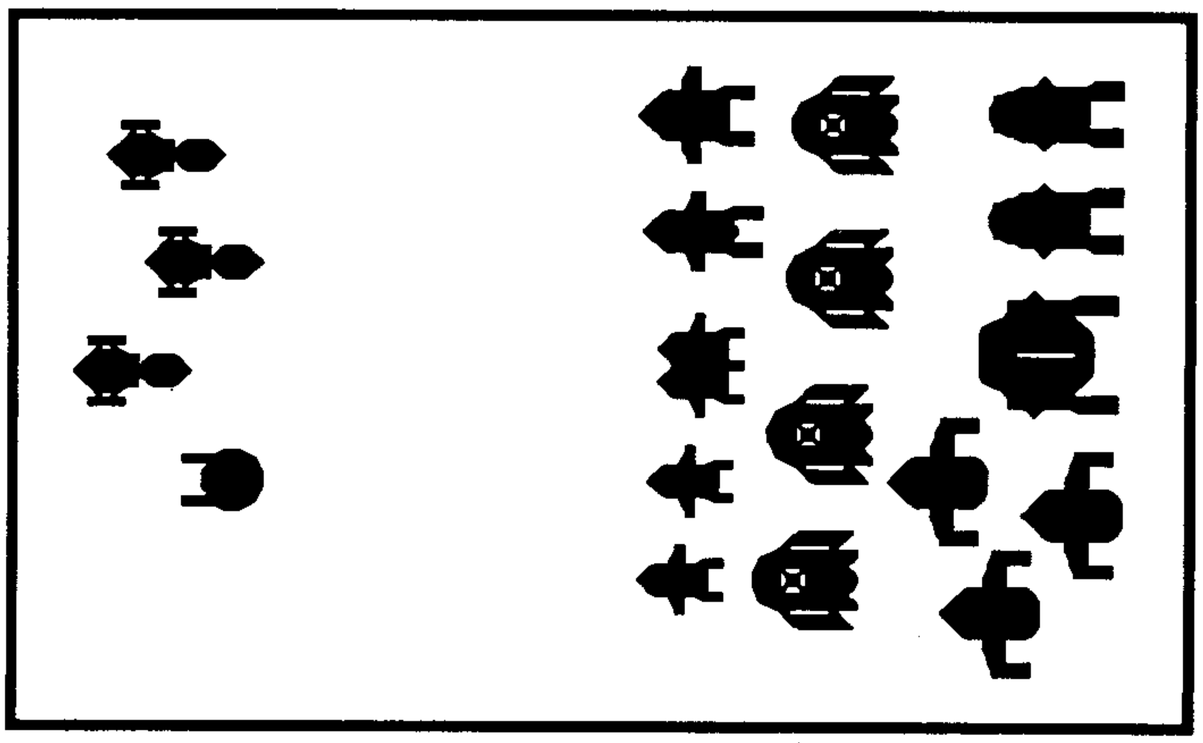
**(T6S1.46)** The point of the scenario is for the pirates to steal cargo from the base. Every cargo box has this cargo. The pirates must capture the station to transfer cargo. Capture is as defined in (D7.50)-(D7.501). Transfer of cargo may continue until the Federation recaptures the station by the same procedure. As an alternative, if using the boarding party module (D16.0), the pirates must control the area that includes a cargo box before it can be removed. Cargo can be transferred by shuttle, transporter, or docking to the base under the provisions of (G25.0).

**(T6S1.47)** CAMPAIGN CONSIDERATIONS: To qualify for the next scenario, a pirate ship must remain uncrippled and leave from the same map edge as all other pirate ships that qualify.

**(T6S1.5) VICTORY CONDITIONS:** See (T6.6).

**(T6S1.6) TACTICS:** The Orions must Mizia the weapons off the base as soon as a shield is penetrated. Base player must try to cripple as many Orions as possible so that they cannot continue the campaign and cannot carry cargo away.

## (T6S2.0) OUT OF THE BLOCKS



Red Fur's first challenge was to get out of Federation territory. Reaching the frontier, he encountered a police patrol.

**(T6S2.1) NUMBER OF PLAYERS:** 2; the Orion player and the Federation player.

**(T6S2.2) INITIAL SET UP**
**FEDERATION:** 1xFFG *Shaw*, 3xPOL+, anywhere in area B or E, speed 4, heading at option of the owning player, WS–I.
**ORION PIRATES:** Survivors of (T6S1.0) or:
BR (with cloak), CR, CVL (6xTAAS), Salvage cruiser, PFT (six Buccaneer–Ds), DBR, 2xLR (one with cloak), 4xSlaver, 1xlarge freighter, 2xsmall freighter; 4xKl/Kz-C MRS and 20 extra boarding parties (4 are commandoes), 100 cargo boxes.
All ships on 42xx map edge, speed 12, heading E or F, WS–I.

**(T6S2.3) LENGTH OF SCENARIO:** The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

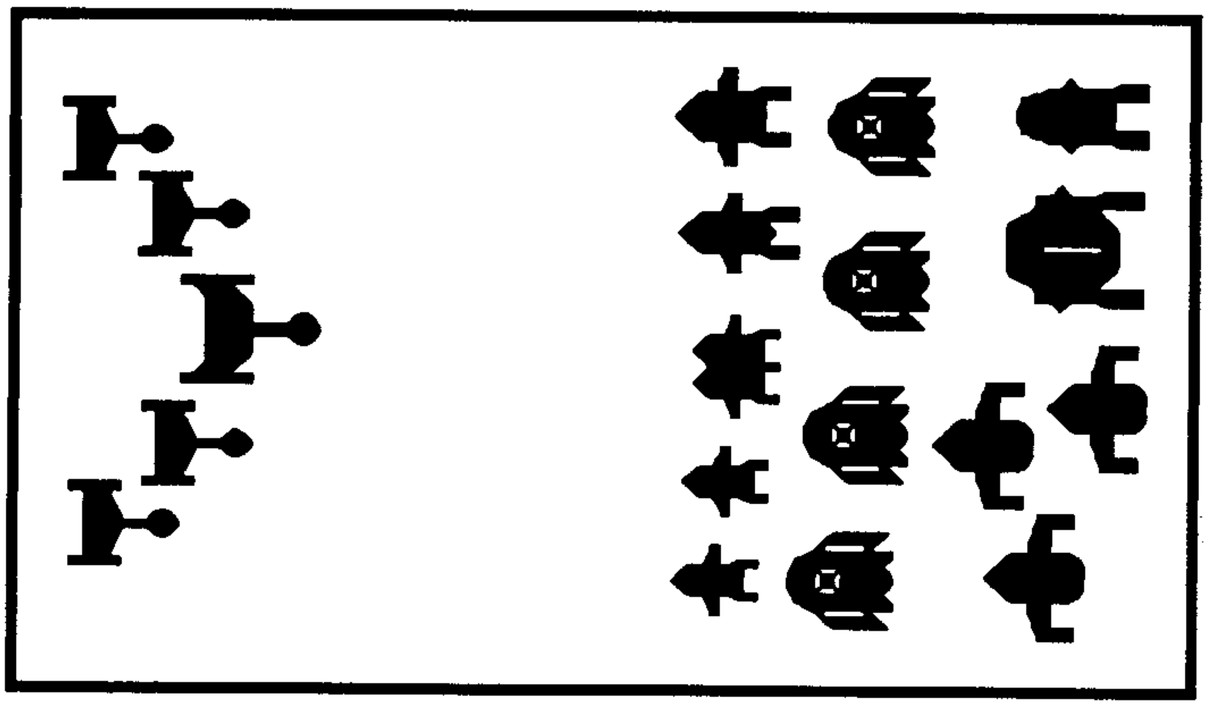
**(T6S2.4) SPECIAL RULE**
**(T6S2.41)** The map is fixed; it does not float. Any ship leaving the map has disengaged and cannot return. This is the only means by which ships can disengage.
**(T6S2.42)** SHUTTLES AND PFs: All shuttles and PFs have warp booster packs; see (T6.24) for limits on Orion packs.
**(T6S2.421)** MRS shuttles for the pirates are as given in (T6.2) unless they have been destroyed before this time. The Federation has no MRS shuttles in this scenario.
**(T6S2.422)** If using EW fighters, one of the TAASs on the CVL can be a TAASE at the pirate's option. If not using EW fighters, it is a standard TAAS. If playing as part of a campaign, the TAASs are what survived the previous battle, plus any spares that may have been broken out of storage.
**(T6S2.423)** The six Buccaneer–Ds on the PFT are a standard flotilla including one leader and one scout. If played as part of a campaign, they are whatever survived the first battle.
**(T6S2.43)** COMMANDER'S OPTION ITEMS
**(T6S2.431)** All ships carry their full complements of T–bombs and the additional boarding parties defined in (T6.2); no other Commander's Option Items are present. Note that if played as part of a campaign the pirate ships may have used some of their T–bombs in the preceding battle.
**(T6S2.432)** All drones are "fast," i.e. speed–32.
All ships have special drones up to their historical racial percentages. If played as part of a campaign, the pirate ships may not have full drone racks or may have more than the normal numbers of special drones loaded due to previous use of weapons and transfers.
**(T6S2.44)** REFITS: All ships have received all applicable refits, but no PF has received the shield refit.
**(T6S2.45)** CAMPAIGN CONSIDERATIONS: To qualify for the next scenario, an ***Orion*** ship must escape the board from the 01xx map edge. The condition of the ship is not important.

**(T6S2.5) VICTORY CONDITIONS:** Determined by how much cargo the Orions can get across the border; see (T6.6).

**(T6S2.6) TACTICS**
**ORION:** A cakewalk. The Orions will probably use the scenario to repair ships. The Orions might try to capture one or more of the Federation ships; any additional firepower will be helpful later on.
**FEDERATION:** You cannot stop him. Your primary duty is to avoid being captured. Try to penetrate the shields of one ship and score some internal damage.

**(T6S2.7) VARIATIONS:** This scenario is practically a cakewalk, but is necessary for the campaign. For non-campaign purposes, the police patrol can be reinforced with an FFG and AxCVL, or a Pol-CVE+ with F-4s, or replaced with a naval patrol including an NCL+, DD+, and 2xFFG.

## (T6S3.0) DOWN THE BACKSTRETCH



Red Fur led his convoy into Klingon territory on the most direct route to the WYN Star Cluster. After two weeks of uneventful travel, he was intercepted by the Commander of the Internal Security Forces, who had detected the operation and wanted the equipment for himself (as the Deep Space Fleet would not allow the ISF to have advanced equipment).

**(T6S3.1) NUMBER OF PLAYERS:** 2; the Orion player and the Klingon player.

**(T6S3.2) INITIAL SET UP**
**KLINGONS:** D5I *Regulator*, F5IB *Interdiction*, 1xG2C *Stalker*, 2xG2 *Fencer* and *Fetcher*, 3xG1 within six hexes of 0725, heading B, speed 10, WS–II.
**ORION PIRATES:** The survivors of (T6S2.0) or:
BR (with cloak), CR, CVL (5xTAAS), Salvage cruiser, PFT (5xBuccaneer), DBR, 2xLR (one with cloak), 4xSlaver, 1xlarge freighter, 1xsmall freighter, 3xKl/Kz-C MRS, 16 extra boarding parties (3 are commandoes), 100 cargo boxes.
All ships on 42xx map edge, speed 12, heading E or F, WS–I.

**(T6S3.3) LENGTH OF SCENARIO:** The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged. If the Orions have not disengaged by acceleration (note that freighters cannot disengage by acceleration) or distance in direction F by the end of turn 6, the convoy has been turned aside (T6S3.45).

**(T6S3.4) SPECIAL RULES**
**(T6S3.41)** MAP: Use a floating map.
**(T6S3.42)** SHUTTLES AND PFs: All shuttles and PFs have warp booster packs; see (T6.24) for limits on Orion packs.
**(T6S3.421)** MRS shuttles for the pirates are as given in (T6S3.2) unless they have been destroyed before this time. The Klingons have no MRS shuttles in this scenario.
**(T6S3.422)** If using EW fighters, one of the TAASs on the CVL can be a TAASE at the pirate's option. If not using EW fighters, it is a standard TAAS. If playing as part of a campaign, the TAASs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are what survived the previous battles, plus any spares that may have been broken out of storage.

**(T6S3.423)** The five Buccaneers on the PFT are a standard flotilla of Buccaneer–Ds less one standard PF but including one leader and one scout. If played as part of a campaign, they are whatever survived the previous battles.

**(T6S3.43)** COMMANDER'S OPTION ITEMS

**(T6S3.431)** All ships carry their full complements of T–bombs and the additional boarding parties defined in (T6S3.2); no other Commander's Option Items are present. Note that if played as part of a campaign the pirate ships may have used some of their T–bombs in the preceding battles.

**(T6S3.432)** All drones are "fast," i.e. speed-32.

All ships have special drones up to their historical racial percentages. If played as part of a campaign, the pirate ships may not have full drone racks or may have more than the normal numbers of special drones loaded due to previous use of weapons and transfers.

**(T6S3.44)** REFITS: All ships have received all applicable refits, but no PF has received the shield refit. Note that ISF units will not receive "K" or UIM refits. The D5I and the F5IB have both received mech-link refits.

**(T6S3.45)** CAMPAIGN CONSIDERATIONS: Historically, Red Fur's convoy was shot up so badly that he had to turn aside to a pirate base in Kzinti territory. If the convoy is "turned aside," all surviving ships go to (T6S4.0).

If all Orion ships are undamaged [or if all damaged ships that cannot complete repairs to all damage under (D9.7) are abandoned, their cargo transferred to other ships to the limit possible], and the convoy has not been turned aside from its route, skip scenarios (T6S4.0) and (T6S5.0); proceed to (T6S6.0) with the alternate Klingon force. Otherwise, play these scenarios.

Alternatively, divide the convoy into those turned aside (or damaged) and those that disengaged, and send some ships to the cluster by each route, counting the total cargo delivered.

**(T6S3.5) VICTORY CONDITIONS:** If the convoy is turned aside, the scenario is a draw. If the convoy breaks through, see (T6.6).

If the Klingons capture 20 boxes of cargo, they win a decisive victory (over the Deep Space Fleet!).

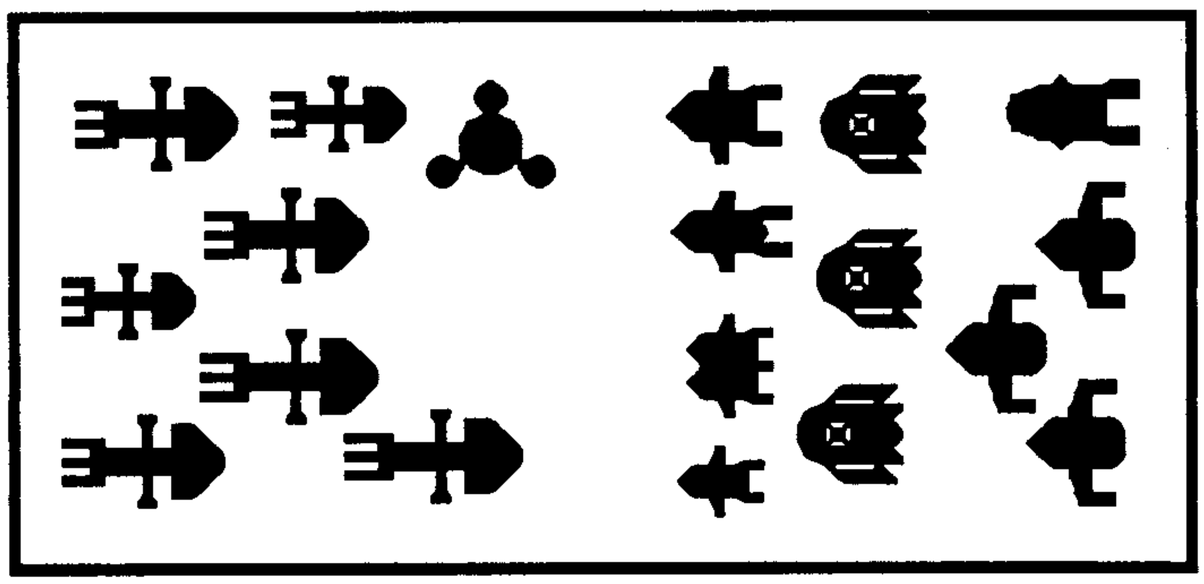
**(T6S3.6) VARIATION:** Assume that Red Fur is traveling in Kzinti space, and replace the Klingon forces with equivalent Kzinti units.

**(T6S3.7) TACTICS**

**KLINGONS:** Retrograde in front of the Orions, trying to prevent their breakthrough as long as possible. Don't be greedy; try to cripple the freighters so that you can get the cargo you want. Let others worry about fighting the pirates. If you are playing as part of the campaign, do as much damage as you can but do not let your own ships get captured.

**ORIONS:** The two basic choices are to abandon or keep the freighters. Obviously, if you get rid of them, you should transfer as much cargo as possible to your other ships and disengage by acceleration. If you keep them, move the freighters in direction F at top speed and try to push the puny Klingon border patrol out of the war, allowing the freighters to disengage by distance.

## (T6S4.0) PIT-STOP



Red Fur could ill-afford to run into another Klingon patrol, and the Klingons now knew about his convoy and its cargo. (Federation electronic equipment would be most welcome in Klingon shipyards!) Cursing the inevitable delays, he turned his convoy toward the Kzinti border. His plan was to refuel and repair his forces at a pirate base in Kzinti territory, then enter the WYN Star Cluster from that direction.

**(T6S4.1) NUMBER OF PLAYERS:** 2; the Orion player and the Kzinti player.

**(T6S4.2) INITIAL SET UP**

**KZINTIS:** 1xCC *Zenith*, 1xBC *Comet*, 1xCM *Berserker Frenzy*, 1xMDC *Assassin*, 1xNT+ *Unicorn* (6xNeedle 43rd flotilla), 2xDF+ *DF255* and *DF 288*; enter from xx01 map edge on turn 1, speed 4, WS–III.

**ORION BASE:** One Orion BATS+ in 2215, with two hangar modules with six Kzinti TAAS fighters each, one PF module with six Buccaneer–Ds, and three Kzinti-type cargo pods, initial facing and rotation rate at player's option, WS–I. The base has Kzinti-type weapons in its option mounts.

**ORION CONVOY:** Survivors from (T6S3.0) or the following:

BR (with cloak), CR, CVL (3xTAAS), Salvage cruiser, PFT (3xBuccaneer), DBR, LR (with cloak), 3xSlaver, 1xsmall freighter, 1xKl/Kz-C MRS, 8 extra boarding parties (2 are commandoes), 80 cargo boxes.

These ships enter on turn 1 from the xx30 map edge in area F, facing the base, WS–I, speed 12.

To simulate prior battles in a non-campaign scenario, roll two dice for each ship (not PF) and subtract six, then distribute that amount of internal damage to the ship as a single non-directional volley.

**(T6S4.3) LENGTH OF SCENARIO:** The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged; see (T6S4.45).

**(T6S4.4) SPECIAL RULES**

**(T6S4.41)** The map is fixed; it does not float. Any ship leaving the map has disengaged and cannot return. This is the only way that any ships can disengage.

**(T6S4.42)** SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

**(T6S4.421)** MRS shuttles for the pirates are as given in (T6S4.2) unless they have been destroyed before this time. The Kzinti CC and BC each have an MRS-B shuttle.

**(T6S4.422)** If using EW fighters, one of the Kzinti TAAS fighters on the Orion base can be a TAASE. If not using EW fighters, it is a standard TAAS. None of the TAASs on the CVL can be an TAASE. If playing as part of a campaign, the TAASs are what survived the previous battles, plus any spares that may have been broken out of storage.

**(T6S4.423)** The three Buccaneers on the PFT are a standard flotilla of Buccaneer–Ds less two standard PFs and the PFL but including one scout. If played as part of a campaign, they are whatever survived the previous battles. The six Buccaneer–Ds on the Orion base are a standard flotilla including one leader and one scout variant.

**(T6S4.43)** COMMANDER'S OPTION ITEMS

**(T6S4.431)** All ships and the base have their full complements of T–bombs and the additional boarding parties defined in

(T6S4.2); no other Commander's Option Items are present. Note that if played as part of a campaign the pirate ships may have used some or all of their T–bombs in the preceding battles.

**(T6S4.432)** All drones are "fast," i.e. speed–32.

All ships have special drones up to their historical racial percentages. If played as part of a campaign, the pirate ships may not have full drone racks or may have more than the normal numbers of special drones loaded due to previous use of weapons and transfers.

**(T6S4.44)** REFITS: All ships and the base have received all applicable refits, but no PF has received the shield refit.

**(T6S4.45)** To qualify for the next scenario, each Orion ship must dock at the base for one full turn to take on supplies and fuel.

**(T6S4.451)** No "cargo" is picked up at the base. Reload drones, replacement booster packs, PPTs, ADDs, and T–bombs are available; payment is made by a draft on the Bank of WYN which the base will honor. No "extra" drones, packs, T–bombs, etc., can be bought. Red Fur is limited to refilling his ammunition bins (drone racks and reload storage), and shuttle/PF storage and his ships must individually adhere to the restrictions of (FD10.6) as a limit on the total number of special drones that can be purchased. The supplies must be transferred under the provisions of (G25.0).

**(T6S4.452)** Red Fur's ships can be repaired at the base (D9.4 establishes maximum possible repairs per ship) if he wants to stay around that long.

**(T6S4.453)** If Red Fur can defeat the Kzinti ships and force them to disengage (or destroy or capture them), he can play 20 more turns for purposes of repairing his ships and/or any captured ships. After that time, a Kzinti fleet will appear and his force will be destroyed.

**(T6S4.46)** For purposes of this scenario, the pirate base and its forces are under control of Red Fur. None of these forces can be taken with the convoy, although some of Red Fur's ships can be left at the base. There are two exceptions:

**(T6S4.461)** Red Fur can buy Kzinti TAAS fighters (for his CVL) for one box of "cargo" each; he can buy Buccaneers (for his PFT) for three boxes each. The base commander will not accept checks for this equipment. The cargo is given to the pirate base. The cargo must be transferred under the conditions of (G25.0) before the base will transfer any of the fighters or PFs to Red Fur. Note that extra packs for them will have to be transferred as in (T6S4.45) above. Cargo transferred to the base in payment is lost to Red Fur.

**(T6S4.462)** If the Kzintis cripple the pirate base during the scenario, Red Fur can evacuate it, taking some or all of its forces (fighters, PFs, crew, and boarding parties) with him. These items must be transferred to ships of his force within the rules (docking, transporter, etc.). This can be accomplished during the scenario or after the scenario if the base is crippled during the scenario and the Kzinti disengage.

**(T6S4.47)** CAMPAIGN CONSIDERATIONS: To qualify for the next scenario, each Orion ship must disengage by moving off the map from a map edge in area A.

### (T6S4.5) VICTORY CONDITIONS

**(T6S4.51) KZINTIS:** Use the Modified Victory Conditions except that destroyed Kzinti ships count at twice the usual point value. Their mission is simply to harass the pirate base by bombarding it with drones, not to destroy the base or become decisively engaged.

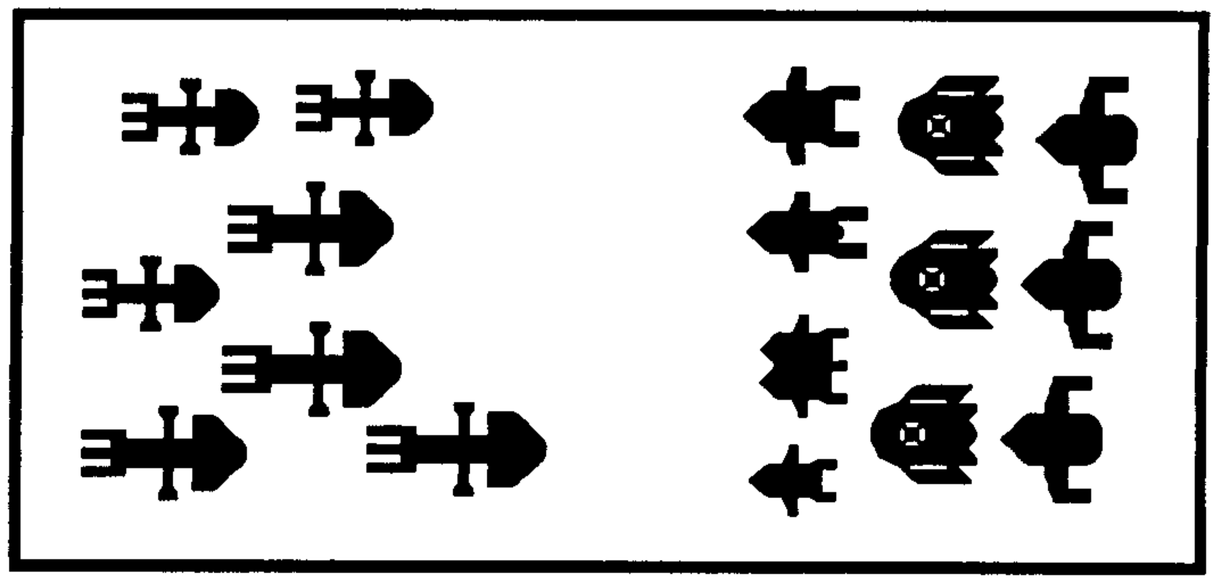
**(T6S4.52) ORIONS:** See (T6.6). In addition, if the base is crippled or destroyed, Red Fur is considered to have lost 30 cargo boxes of cargo.

**(T6S4.6) VARIATION:** Assume that Red Fur, having turned aside from Kzinti space, is entering Klingon space, and replace the Kzinti forces with equivalent Klingon units.

### (T6S4.7) TACTICS

**KZINTI:** Regardless of your orders to harass the base, you should target Red Fur's ships with concentrated fire.

## (T6S5.0) HIGHBALLIN'

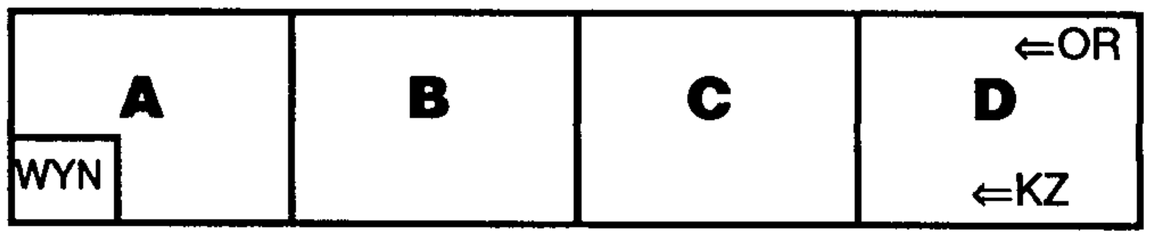


Once again, Red Fur turned his convoy toward the cluster. The Kzintis had learned what he carried, however, and a Kzinti task force engaged his convoy in a running battle.

**(T6S5.1) NUMBER OF PLAYERS:** 2; the Orion player and the Kzinti player.

### (T6S5.2) INITIAL SET UP

**TERRAIN:** This scenario is played on a series of four maps, as shown below:




The scenario begins on map D.

The boundary of the WYN Star Cluster is the xx30 map edge of area D of map A.

A small explosive mine is in every hex of the 15xx hex row of map A (1501, 1502, etc.); these are the only mines allowed in the scenario. They are set for size 4 or larger and will detonate on the first such target each one detects as per (M2.47).

**KZINTI FORCES:** CVL+ *Tempest* (9xHAAS fighters 88th Squadron), MAC *Keeness*, DWA *Dizzy Star*, BC *Comet*, PFT *Unicorn* (six Needles 45th Flotilla), 1xFFK *FFK334*, 1xDF+ *FD301*, set up in area E or F south of the xx25 hex row, heading E or F, speed max, WS–I. If the *Comet* and *Unicorn* were destroyed in (T6S4.0), then other ships of the same types will have arrived for this mission; historically, they were not destroyed or badly damaged in the earlier battle.

**ORION FORCES:** The survivors of (T6S4.0) or:

BR (with cloak), CR, CVL (2xTAAS), Salvage cruiser, PFT (2xBuccaneer), DBR, LR (with cloak), 3xSlaver, 1xKl/Kz-C MRS and 4 extra boarding parties (1 is commando), 80 cargo boxes.

Set up in area C of map D north of the xx10 hex row, heading E or F, speed max, WS–III.

**(T6S5.3) LENGTH OF SCENARIO:** The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

### (T6S5.4) SPECIAL RULES

**(T6S5.41)** MAPS: The maps are fixed; they do not float. Any ship leaving the maps (other than entering the next map) has disengaged and cannot return. This is the only means by which ships can disengage.

**(T6S5.411)** ENTRY TO WYN CLUSTER: Orion ships which exit the last map through the xx30 hex row of section D of map A are presumed to reach the cluster and complete the campaign. To exit here, however, the ship must disengage by acceleration while in area D of map A while facing the xx30 map edge in that area. Ships entering the radiation zone must meet the conditions and procedures in (P7.9). Freighters (and any ship which cannot disengage by acceleration) simply move off the map edge, but the crew must be evacuated first. (The controls will be locked on course by the crew, who will not voluntarily commit suicide.)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**(T6S5.412)** DETOUR: Orion ships which exit any map from the xx01 map edge, or from the 01xx map edge of map A, have been turned aside and must head for the Lyran border to attempt an entry from that area. Orion ships may not leave any other map edge.

**(T6S5.42)** SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

**(T6S5.421)** MRS shuttles for the pirates are as given in (T6S5.2) unless they have been destroyed before this time. The Kzinti CVL and BC each have an MRS-B shuttle.

**(T6S5.422)** If using EW fighters, one of the Kzinti TAAS fighters on the Kzinti CVL can be a TAASE. If not using EW fighters, it is a standard TAAS. None of the TAASs on the Orion CVL can be a TAASE. If playing as part of a campaign, the TAASs on the Orion CVL are what survived the previous battles, plus any spares that may have been broken out of storage or bought at the "pit-stop".

**(T6S5.423)** The two Buccaneers on the Orion PFT are the remnants of a standard flotilla of Buccaneer–Ds and are both standard PFs. If played as part of a campaign, they are whatever survived the previous battles. The six Needles on the Kzinti PFT are a flotilla of standard Needles including one leader and one scout version.

**(T6S5.43)** COMMANDER'S OPTION ITEMS

**(T6S5.431)** All ships have their full complements of T–bombs and the additional boarding parties defined in (T6S5.2); no other Commander's Option Items are present. Note that if played as part of a campaign the pirate ships may have used some or all of their T–bombs in the preceding battles.

**(T6S5.432)** All drones are "fast," i.e. speed–32.

All ships have special drones up to their historical racial percentages. If played as part of a campaign, the pirate ships may not have full drone racks or may have more than the normal numbers of special drones loaded due to previous use of weapons and transfers.

**(T6S5.44)** REFITS: All ships have received all applicable refits, but no PF has received the shield refit.

**(T6S5.45)** CAMPAIGN CONSIDERATIONS: If the convoy turns aside to try the route through Lyran territory, count each box of cargo as 1/2 for purposes of victory in a non-campaign scenario. In a campaign scenario, the convoy may wish to turn aside because entry from the Lyran zone may be easier.

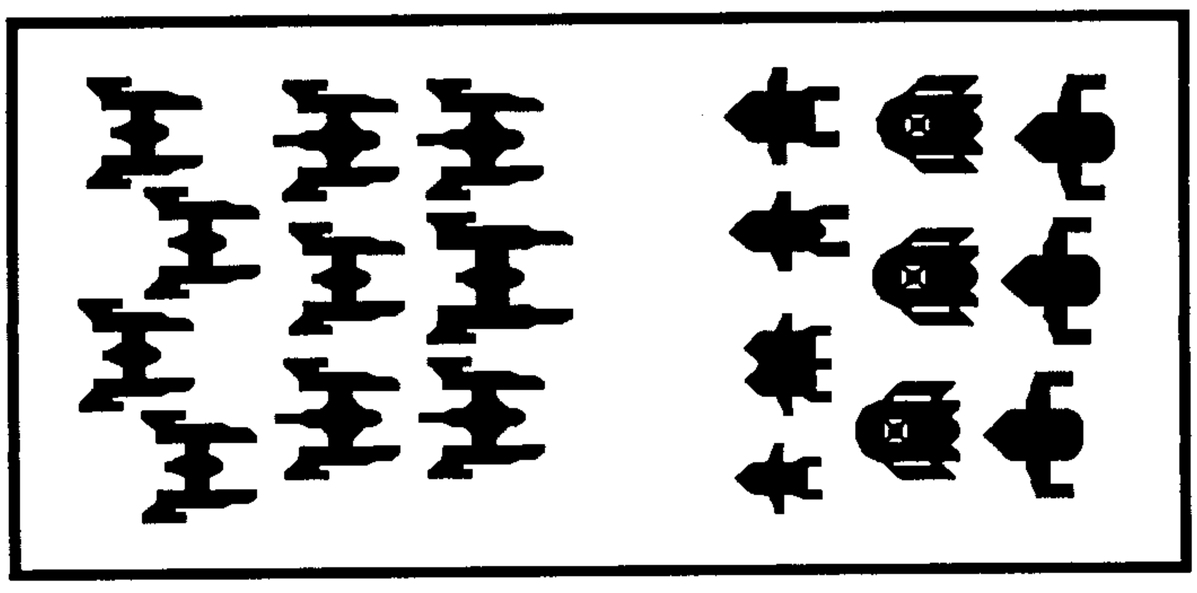
**(T6S5.5) VICTORY CONDITIONS:** See (T6.6). If some ships enter the cluster while others turn aside, play (T6S6) with the ships that turn aside and, for campaign purposes, total the cargo delivered during both scenarios.

**(T6S5.6) VARIATION:** Assume that Red Fur is desperate and out of fuel. Instead of this scenario, play (T6S6.0) with equivalent Kzinti forces and end the campaign at that point.

**(T6S5.7) ORION TACTICS:** Your forces will decide your options. With little damage, and all of your own ships or several captured ships (plus two mercenary LRs), you should be able to break through. With a badly shot-up fleet, turn away and go to (T6S6).

**(T6S5.8) PLAYTESTER'S COMMENTS:** This is the scenario that separates the passable Orion players from the brilliant ones.

## (T6S6.0) AT THE WIRE



Red Fur, cursing the Kzintis (not an unusual activity for Lyrans or pirates), slipped into Lyran territory and turned once more for the WYN Star Cluster. This was his last chance. Low on fuel and cut off from any pirate bases, he had no choice but to make one last, gallant charge for the finish line.

In an extremely rare incident, a small group of WYN ships exited the cluster (remaining within the Lyran minefields) to assist the convoy.

**(T6S6.1) NUMBER OF PLAYERS:** 2; Orion+WYN player and the Lyran (or Klingon) player.

**(T6S6.2) INITIAL SET UP**

**TERRAIN:** WYN RADIATION ZONE: Begins at the 42xx map edge.

MINEFIELD: There are small explosive mines in every hex of the 29xx hex row (2901, 2902, etc). There is a large explosive mine in every third hex of the 29xx hex row (2903, 2906, etc.). They are set to accept any target size 4 or larger.

**LYRANS (RED CLAW DUCHY):** 1xCCm *Sorcerer*, 1xCW+m *Marauder*, 1xCVL+m *Golden Claw* (12xZ-V 40th squadron), 1xCWA+ *Battle Claw*, 1xDWA+ *Maimer*, 1xPFT+ *Berserker* (6xPF *97th flotilla*), 2xDD+p *Flaming* and *Rage*, FF+*Slammer*, FF+ *Jagged Fang*; set up in area E, heading A, speed 4, WS–III.

**ORION FORCES:** The survivors of (T6S5.0) or:

BR (with cloak), CR, CVL (2xTAAS), Salvage cruiser, PFT (2xBuccaneer), DBR, LR (with cloak), 3xSlaver, 1xKl/Kz-C MRS and 4 extra boarding parties (1 is commando), 60 boxes of cargo.

Enter map edge, turn 1, area A, speed 12, WS–III.

**WYN FORCES** (controlled by pirate or a third player)**:** 1xWYN-Or CR *Vengeance*, 2xWYN-Or LRs *Starbeam* and *Starfuture*, 1xAuxMS *Candide*. The AuxMS has an MSS shuttle, and each of the other three ships is carrying one TAAS fighter; set up in area C, speed 0, WS–III. Turn 1 of the scenario is turn 4 after exiting the radiation zone. The WYN player can voluntarily delete (leave home) any or all of these forces. See (T6S6.45) for additional limits on the WYN forces.

**(T6S6.3) LENGTH OF SCENARIO:** The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

**(T6S6.4) SPECIAL RULE**

**(T6S6.41)** MAP: The map is fixed; it does not float. Any ship leaving the map has disengaged and cannot return. Lyran ships can exit from any map edge in areas A, B, D, or E.

WYN-Orion ships can only exit from the 42xx hex row of areas C or F. To exit here, the ships must disengage by acceleration from area C or F while facing that map edge. Freighters (and any ship which cannot disengage by acceleration) simply move off the map edge, but the crew must be evacuated first. [The controls will be locked on course by the crew; see (P7.95)]

**(T6S6.42)** SHUTTLES AND PFs: All shuttles and PFs have warp booster packs. See (T6.24) if playing as part of a campaign.

**(T6S6.421)** MRS shuttles for the pirates are as given in (T6S6.2) unless they have been destroyed before this time. The Lyran CC and CVL both have an MRS shuttle. None of the WYN ships has an MRS.

**(T6S6.422)** If using EW fighters, one of the Lyran ZV fighters on the CVL can be a ZVE. If not using EW fighters, it is a standard ZV. None of the TAASs on the Orion CVL can be a TAASE. If playing as part of a campaign, the TAASs on the Orion CVL are what survived the previous battles, plus any spares that may have been broken out of storage or bought at the "pit-stop" in (T6S4.0). None of the TAASs on the WYN ships is an EW Fighter.

**(T6S6.423)** The two Buccaneers on the Orion PFT are the remnants of a standard flotilla of Buccaneer–Ds and are both standard PFs. If played as part of a campaign, they are whatever survived the previous battles.

**(T6S6.43)** COMMANDER'S OPTION ITEMS

**(T6S6.431)** All ships have their full complements of T–bombs and the additional boarding parties defined in (T6S6.2); no other Commander's Option Items are present. Note that if played as part of a campaign the pirate ships may have used some or all of their T–bombs in the preceding battles.

**(T6S6.432)** All drones are "fast," i.e. speed–32.

All ships have special drones up to their historical racial percentages. If played as part of a campaign, the pirate ships may not have full drone racks or may have more than the normal numbers of special drones loaded due to previous use of weapons and transfers.

**(T6S6.44)** REFITS: Refits are as defined in (T6S6.2) for the Lyrans; WYN and Orion ships have received all applicable refits. None of the PFs of either side have received the shield refit.

**(T6.S6.45)** The AuxMS is unmanned with down shields at start. It was sent through the zone under robot control programed to stop and lower its shields. The crew of the ship is on the other three WYN ships. (There is no way that the AuxMS could move through the radiation zone fast enough to keep a crew alive, and in fact the only ships the WYN have that can are their Orion ships and their newer construction "fish ships.") One turn (32 impulses) after at least two crew units are placed aboard, it can begin functioning subject to the WYN Radiation Zone Effects (i.e. it exited the zone four turns ago beginning turn 1).

**(T6S6.5) VICTORY CONDITIONS:** See (T6.6). Every WYN ship destroyed or captured costs the pirate 5 boxes of cargo.

**(T6S6.6) VARIATIONS:** Depending on Red Fur's success in (T6S3.0), he may be able to skip (T6S4.0) and (T6S5.0) and enter the cluster from Klingon territory. In this case, the set-up is the same; replace the Lyran forces with:

**KLINGONS:** 1xD7L, 1xD6K, 1xD6P+6xG1, 1xD5K, 1xD7VK (12xZ-Y), 1xAD5, 1xAF5, 1xF5L, 1xF5K, 1xF5D.

These ships have received all refits.

**(T6S6.7) TACTICS:** Forget about fighting and run for the goal line. Clear a path through the minefield with the warships, their shields reinforced with doubled engines.

**END OF SECTION (T0.0) MODULE C1**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# (Z10.0) NOTES ON MODULE C1

## (Z10.1) PRODUCT ORGANIZATION, COMPONENTS

**(Z10.11) STAR FLEET BATTLES CAPTAIN'S MODULE C1: NEW WORLDS I**

This is a modular supplement for the Star Fleet Battles Captain's Edition game system. To use this product, you MUST have Star Fleet Battles BASIC SET. To use some portions of this product, you will also need ADVANCED MISSIONS.

This rulebook is designed to be cut into separate pages and integrated into your main SFB rulebook.

This Module adds three new races to the Star Fleet Universe, together with their ships and weapons.

**(Z10.12) MODULE C1:** If you purchased this rulebook as part of a complete copy of Module C1, you will also find included two sheets of die-cut playing pieces (total 216 counters) and a 64-page booklet of SSDs (starship diagrams needed for play).

**(Z10.13) CAPTAIN'S RULEBOOK:** This rulebook is also included in the Captain's Rulebook product, in which case the rulebooks for Basic Set, Advanced Missions, and Module C2 will also be present, but none of the maps, counters, or SSDs from those products will be.

## (Z10.2) DESIGNER'S NOTES

This Module introduces three new races to the *STAR FLEET BATTLES* game universe.

**(Z10.21) THE HYDRANS** are arch-enemies of the Klingons (and Lyrans). They use the short-range fusion beam and long-range hellbore weapons. Most of their ships are hybrid warship-carriers designed to use stinger fighters to supplement their firepower. Their most devastating weapon, however, is the short-range gatling phaser.

**(Z10.22) THE LYRANS** are Klingon allies and the enemies of both the Hydrans and Kzintis. Feline creatures, they are savage in combat. Their ships are armed similarly to the Klingons, but use the Expanding Sphere Generator instead of drones.

**(Z10.23) THE WYNs** live in the small WYN Star Cluster, a neutral enclave at the Klingon-Lyran-Kzinti border. Their population is made of largely of Kzintis and Lyrans, but includes refugees and soldiers of fortune from across the galaxy. Protected by the deadly WYN Radiation Zone, their rag-tag fleet of converted freighters and captured frigates can barely protect their freedom.

**(Z10.24) INTENT:** The original intent of these three races, an intent that is carried forward by this module, was to explore different means of fleet organization and tactics. As all tactics are dictated by the weapons at hand (just as operations are dictated by vehicles and strategy by geography), the formations and combat doctrine of the races is based on their armament.

Hydran battle formations and attack doctrine are based on their fighters and the interaction of the fusion beam (run toward the enemy with unloaded weapons, take his shot with the unified hull as an internal shield, then arm the weapons at the start of the next turn and destroy him) and the hellbore (stand back and take him apart with imploding weapons).

Lyran tactics and formations are dependant on the necessary intervals between ESG fields, or the need to be inside the field of another ship when that ship is activated. Like the Klingons, the Lyrans depend on getting up close and personal and pounding you to death with the "little hammer" (i.e. their disruptors). Unlike the Klingons, they have the ESG as a "big hammer" to smash their enemies.

The WYNs are unique in having their tactics dictated by their geography. Enemy ships entering the cluster are at a severe penalty, but only for a few turns. The WYN ships, which any decent fleet would bush aside that the flotsam and jetsam they are, become dangerous opponents for crippled ships that have just passed through the radiation belt.

When plans for the "Doomsday Edition" of SFB were being made, it was decided to separate out the "new races" into separate modules, and the C-series (New Worlds) were born.

## (Z10.3) DESIGN CREDITS FOR THE CAPTAIN'S EDITION MODULE C1

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| Mike Thompson | WYN Background and original ships. |
| Andrew Robinson | Hydran Background, original ships, fusion beams, hellbores. |

## (Z10.4) PUBLISHER'S INFORMATION

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We will cheerfully answer questions about how the rules work, but cannot answer questions as to "WHY?" various things work the way that they do. Such "WHY?" questions are sometimes printed (with answers) in Captain's Log.

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Starletter is a newsletter dealing with the Star Fleet Universe. Each issue includes, typically:

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# LYRAN ENERGY ALLOCATION FORM

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| SHIP / COUNTER | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
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| 1. WARP ENGINE POWER | | | | | | | | | | | |
| 2. IMPULSE ENGINE POWER | | | | | | | | | | | |
| 3. REACTOR POWER | | | | | | | | | | | |
| 4. TOTAL POWER AVAILABLE | | | | | | | | | | | |
| 5. BATTERY POWER AVAILABLE | | | | | | | | | | | |
| 6. BATTERY CAPACITY DISCHARGED | | | | | | | | | | | |
| 7. LIFE SUPPORT | | | | | | | | | | | |
| 8. ACTIVE FIRE CONTROL | | | | | | | | | | | |
| 9. CHARGE PHASER CAPACITORS | | | | | | | | | | | |
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| 14. ENERGY FOR MOVEMENT | | | | | | | | | | | |
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| EM / BRAKING ENERGY | | | | | | | | | | | |
| | | | | | | | | | | | |
| 15. DAMAGE CONTROL | | | | | | | | | | | |
| 16. RECHARGE BATTERIES / RESERVE WARP | | | | | | | | | | | |
| 17. TRACTOR / NEGATIVE TRACTOR | | | | | | | | | | | |
| 18. TRANSPORTERS | | | | | | | | | | | |
| 19. ECM | | | | | | | | | | | |
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| LABS | | | | | | | | | | | |
| CHARGE WILD WEASEL / SUICIDE SHUTTLE | | | | | | | | | | | |
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| 20. TOTAL POWER USED | | | | | | | | | | | |
| 21. BATTERY POWER USED | | | | | | | | | | | |
| PHASER CAPACITORS CHARGED | | | | | | | | | | | |
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# HYDRAN ENERGY ALLOCATION FORM

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| SHIP / COUNTER | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
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| 5. BATTERY POWER AVAILABLE | | | | | | | | | | | |
| 6. BATTERY CAPACITY DISCHARGED | | | | | | | | | | | |
| 7. LIFE SUPPORT | | | | | | | | | | | |
| 8. ACTIVE FIRE CONTROL | | | | | | | | | | | |
| 9. CHARGE PHASER CAPACITORS | | | | | | | | | | | |
| 10. HEAVY WEAPONS | A | | | | | | | | | | |
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| 11. ACTIVATE SHIELDS | | | | | | | | | | | |
| 12. GENERAL REINFORCEMENT | | | | | | | | | | | |
| 13. SPECIFIC REINFORCEMENT | 1 | | | | | | | | | | |
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| 14. ENERGY FOR MOVEMENT | | | | | | | | | | | |
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| EM / BRAKING ENERGY | | | | | | | | | | | |
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| 15. DAMAGE CONTROL | | | | | | | | | | | |
| 16. RECHARGE BATTERIES / RESERVE WARP | | | | | | | | | | | |
| 17. TRACTOR / NEGATIVE TRACTOR | | | | | | | | | | | |
| 18. TRANSPORTERS | | | | | | | | | | | |
| 19. ECM | | | | | | | | | | | |
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| CHARGE WILD WEASEL / SUICIDE SHUTTLE | | | | | | | | | | | |
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| 20. TOTAL POWER USED | | | | | | | | | | | |
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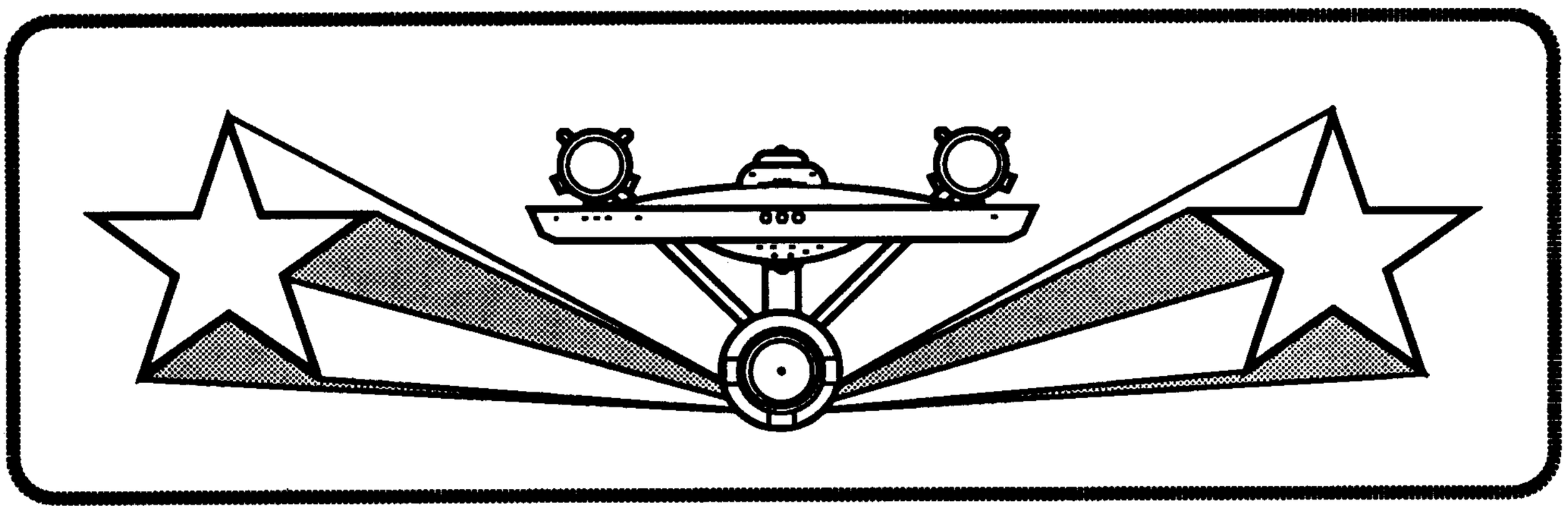
# STAR FLEET BATTLES



# CAPTAIN'S MODULE C1 SSD BOOK

# NEW WORLDS I
# LYRAN – HYDRAN – WYN

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| R11.12 | Lyran Siberian Tiger Carrier | 42 |
| R11.13 | Lyran Jaguar War Cruiser | 43 |
| R11.14 | Lyran Alleycat War Destroyer | 44 |
| R11.15 | Lyran Puma Transport Tug | 45 |
| R11.16 | Lyran Cougar Fleet Tug | 46 |
| R11.17-20 | Lyran Pallets | 47 |
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| R12.3 | WYN (Lyran) Destroyer | 49 |
| R12.4 | WYN (Kzinti) Frigate | 50 |
| R12.5 | WYN (Klingon) Gunboat | 51 |
| R12.6 | WYN Auxiliary Cruiser | 52-55 |
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| R12.7 | WYN Auxiliary Carrier | 57 |
| R12.9 | WYN Auxiliary Battlecruiser | 58 |
| R12.10 | WYN Auxiliary Heavy Carrier | 59 |
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| R12.12 | WYN Pocket Battleship | 61 |
| R12.14 | WYN (Orion) Light Raider | 62 |
| R12.14 | WYN (Orion) Raider Cruiser | 63 |
| R12.14 | WYN (Orion) Battle Raider | 64 |


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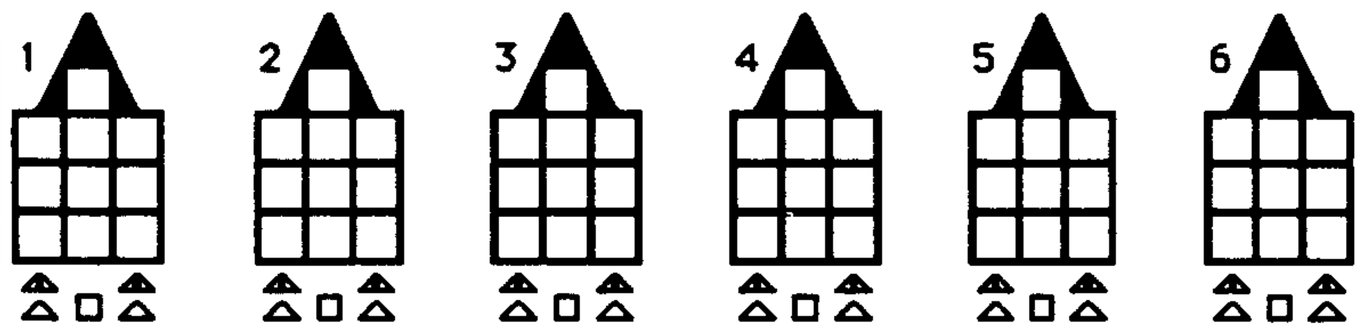
# WYN FIGHTER SQUADRONS

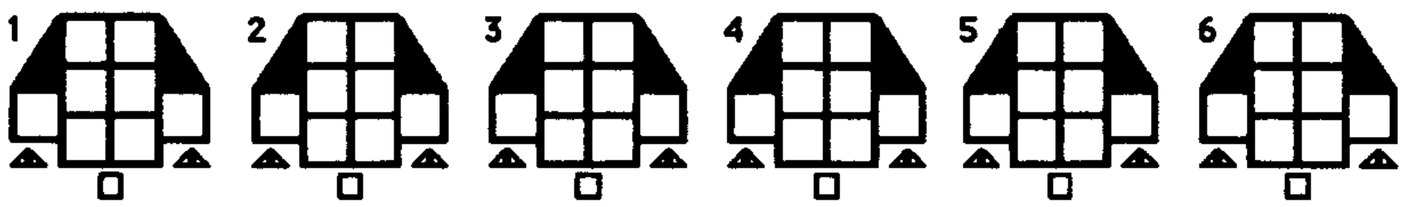
## FEDERATION F-18 FIGHTERS FOR WYN AXCV

F-18 FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 13




## KLINGON Z-2 FIGHTERS FOR WYN AXCV

Z-2 FIGHTERS
1xPh-3-FA
DFR = 2
CRIPPLE = 6
SPEED = 8



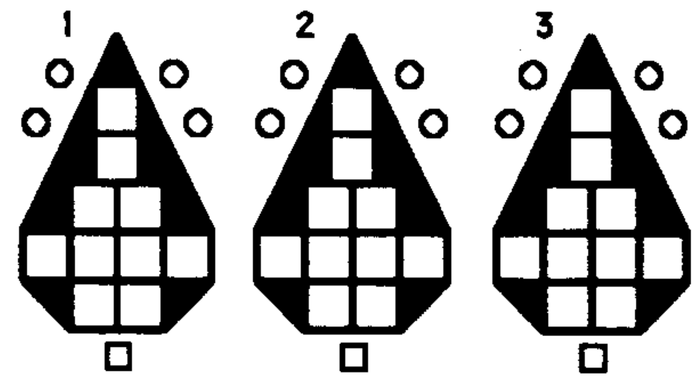

## MIXED FIGHTER GROUP FOR WYN AXCV

AAS FIGHTERS
1 xPh-3-FA
DFR = 2
CRIPPLED = 6
SPEED = 8

Z-2 FIGHTERS
1xPh-3-FA
DFR = 2
CRIPPLE = 6
SPEED = 8

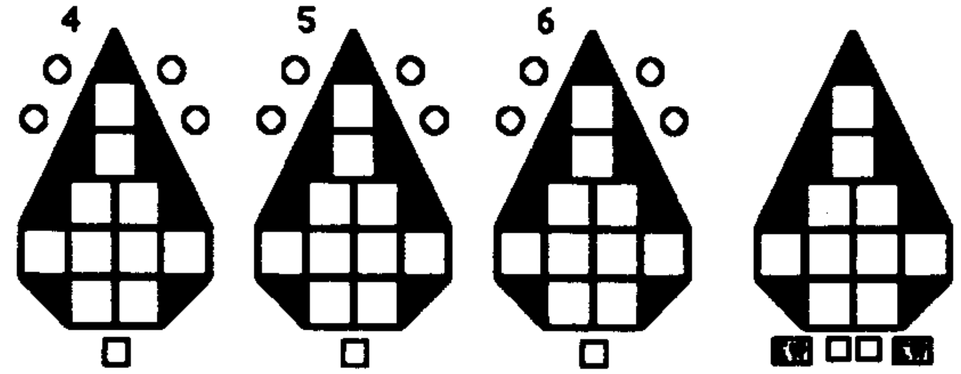


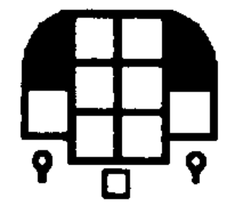

## OTHER FIGHTERS IN WYN SERVICE




HYDRAN
STINGER-2
1xPh-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15

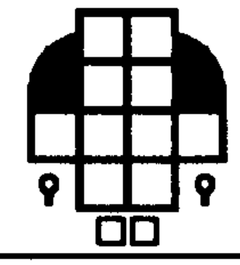
HYDRAN
STINGER-H
1xPh-G-FA
DFR = 2
CRIPPLED = 7
SPEED = 15



ROMULAN
GLADIATOR-F
2xPh-3-FA
DFR = 3
CRIPPLED = 6
SPEED = 8

ROMULAN
GLADIATOR-SF
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 12

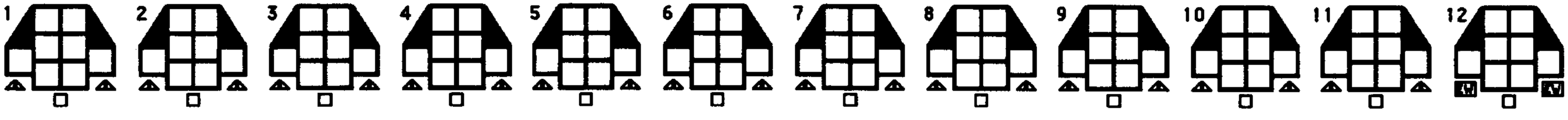


THESE FIGHTERS WERE PURCHASED IN EXTREMELY LIMITED NUMBERS FROM ORION PIRATES FOR RESEARCH PURPOSES. NO MORE THAN ONE AX-CV AT A TIME WOULD OPERATE ANY OF THESE FIGHTERS. IT MIGHT HAVE ONE EW FIGHTER.

# LYRAN FIGHTER SQUADRONS

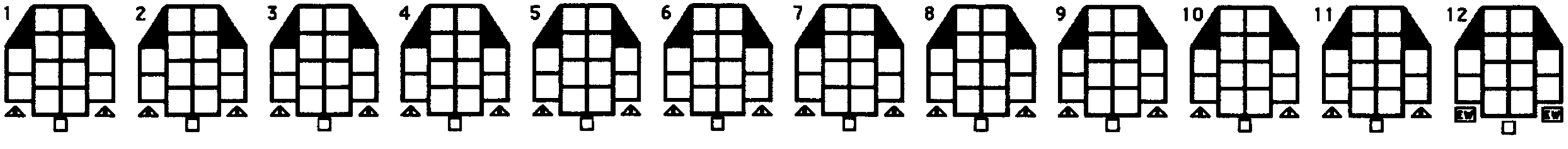
## KLINGON Z-2 FIGHTERS FOR LYRAN CV

Z-2 FIGHTERS
1xPh-3-FA
DFR = 2
CRIPPLE = 6
SPEED = 8




## KLINGON Z-V FIGHTERS FOR LYRAN CV

Z-V FIGHTERS
1xPh-3-FA
DFR = 3
CRIPPLE = 8
SPEED = 12

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# LYRAN LARGE Q SHIP

CREW UNITS: [ ][ ][*][ ][ ][ ][ ][ ][ ][10]

BOARDING PARTIES: [ ][ ][ ][ ][ ][ ][ ][ ][ ][10]

T-BOMBS: [ ][ ] [D][D]

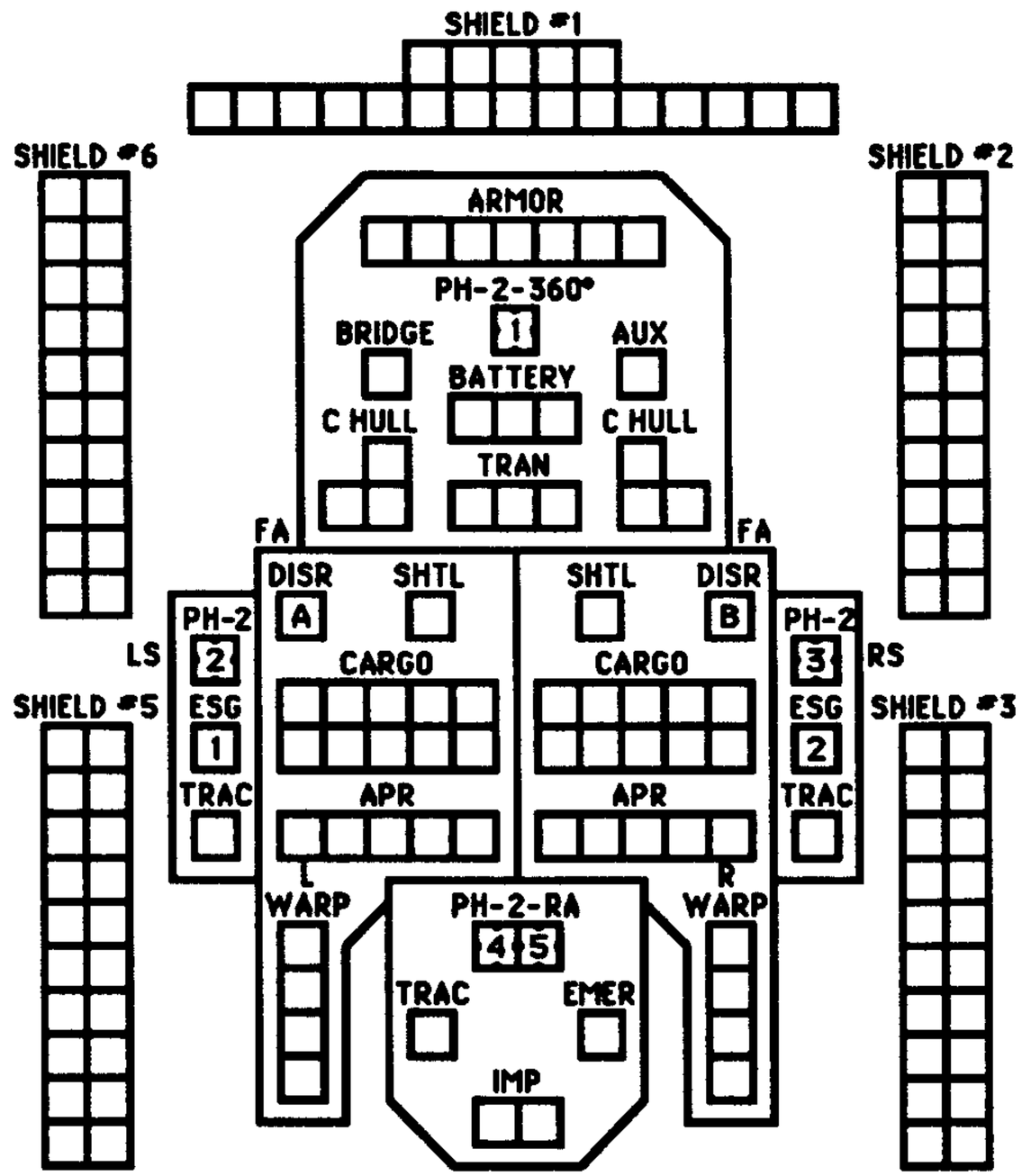
ADMINISTRATIVE SHUTTLES

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |

TWO BAYS — NO TRANSFERS

| SHIP DATA TABLE | | |
|---|---|---|
| TYPE | = | L-Q |
| POINT VALUE | = | 83 |
| BREAKDOWN | = | 2-6 |
| SHIELD COST | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | R1.7 |
| UIM REFIT | = | +5 |

CNTR




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 |

NO HET BONUS

BD [ ][ ]

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

THIS SHIP CAN ACCELERATE BY NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION.

SEE SPECIAL COMBAT RULES (R1.7).

EXPANDING SPHERE TABLE

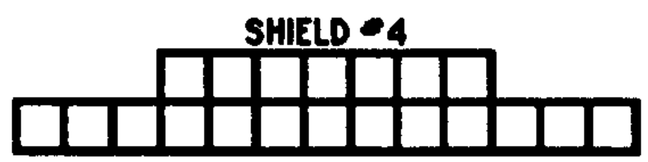
| RADIUS | ENERGY 1 | 2 | 3 | 4 | 5 |
|---|---|---|---|---|---|
| 0 (4.00) | 4 | 8 | 12 | 16 | 20 |
| 1 (3.67) | 4 | 7 | 11 | 15 | 18 |
| 2 (3.33) | 3 | 7 | 10 | 13 | 17 |
| 3 (3.00) | 3 | 6 | 9 | 12 | 15 |

HIT & RUN UIM [ ]

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 (UIM) | NA | 1-5 | 1-5 | 1-4 | 1-4 | 1-4 | 1-4 |
| HIT(OVERLOAD) | 1-6 | 1-5 | 1-5 | 1-4 | 1-4 | NA | NA |
| HIT(OL/UIM) | 1-6 | 1-5 | 1-5 | 1-5 | 1-5 | NA | NA |
| DAMAGE,STD | 0 | 5 | 4 | 4 | 3 | 3 | 2 |
| DAMAGE,OVLD | 10 | 10 | 8 | 8 | 6 | 0 | 0 |

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




| SENSOR | SCANNER | DAM CONTROL | EX DAMAGE |
|---|---|---|---|
| 6 6 3 0 | 0 0 2 9 | 4 2 2 0 | [ ][ ][ ][ ] |

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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CREW UNITS

[ ][*][ ][ ][5]

ADMINISTRATIVE SHUTTLES

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |

BOARDING PARTIES

[ ][ ][ ][ ][5]

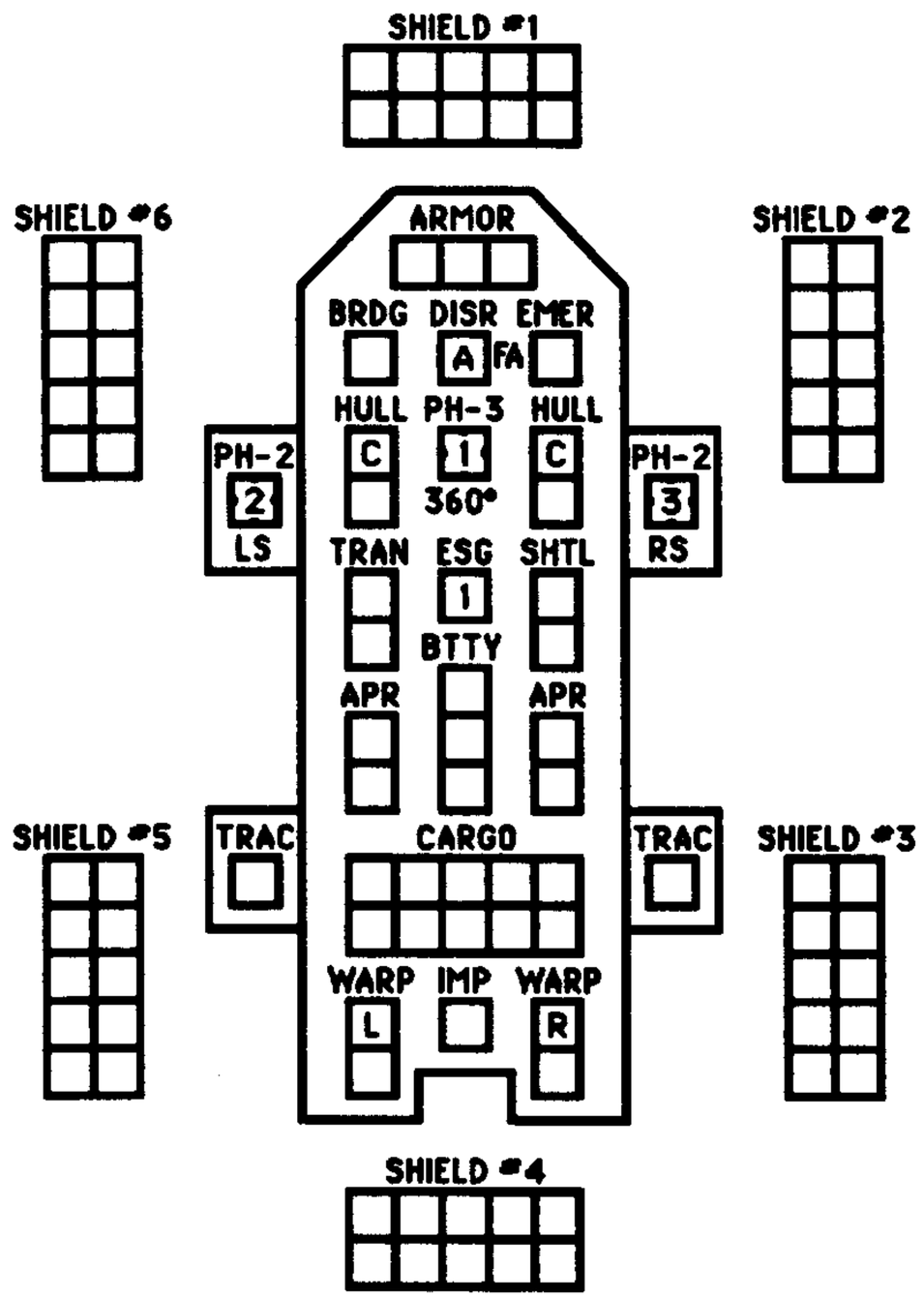
T-BOMBS

[ ][ ] [D][D]

| SHIP DATA TABLE | | |
|---|---|---|
| TYPE | = | S-Q |
| POINT VALUE | = | 41 |
| BREAKDOWN | = | 2-6 |
| SHIELD COST | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | R1.7 |
| UIM REFIT | = | +5 |

CNTR

# LYRAN SMALL Q SHIP




SENSOR [6][4][0]

SCANNER [0][0][9]

DAM CON [4][2][0]

EX DAM [ ][ ]

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

| TURN MODE | | SPEED |
|---|---|---|
| C | 1 | 2-4 |
| NO HET BONUS | 2 | 5-9 |
| | 3 | 10-14 |
| | 4 | 15-20 |
| BD [ ][ ] | 5 | 21-27 |
| | 6 | 28+ |

THIS SHIP CAN ACCELERATE BY NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION.

SEE SPECIAL COMBAT RULES (R1.7).

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 |

HIT & RUN UIM [ ]

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 (UIM) | NA | 1-5 | 1-5 | 1-4 | 1-4 | 1-4 | 1-4 |
| HIT(OVERLOAD) | 1-6 | 1-5 | 1-5 | 1-4 | 1-4 | NA | NA |
| HIT(OL/UIM) | 1-6 | 1-5 | 1-5 | 1-5 | 1-5 | NA | NA |
| DAMAGE,STD | 0 | 5 | 4 | 4 | 3 | 3 | 2 |
| DAMAGE,OVLD | 10 | 10 | 8 | 8 | 6 | 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 |

WARP ENERGY MOVEMENT COST = 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 | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 6 | 7 | 7 | 7 | 8 | 8 | 8 | 9 | 9 | 9 | 10 | 10 | 10 |
| Fract. | ⅓ | ⅔ | 1 | 1⅓ | 1⅔ | 2 | 2⅓ | 2⅔ | 3 | 3⅓ | 3⅔ | 4 | 4⅓ | 4⅔ | 5 | 5⅓ | 5⅔ | 6 | 6⅓ | 6⅔ | 7 | 7⅓ | 7⅔ | 8 | 8⅓ | 8⅔ | 9 | 9⅓ | 9⅔ | 10 |

CREW UNITS

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | | * | | | | | | | 10 |

ADMINISTRATIVE SHUTTLES

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |

TWO BAYS — NO TRANSFERS

BOARDING PARTIES

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | 10 |

T-BOMBS

| | | | |
|---|---|---|---|
| | | D | D |

DECK CREWS

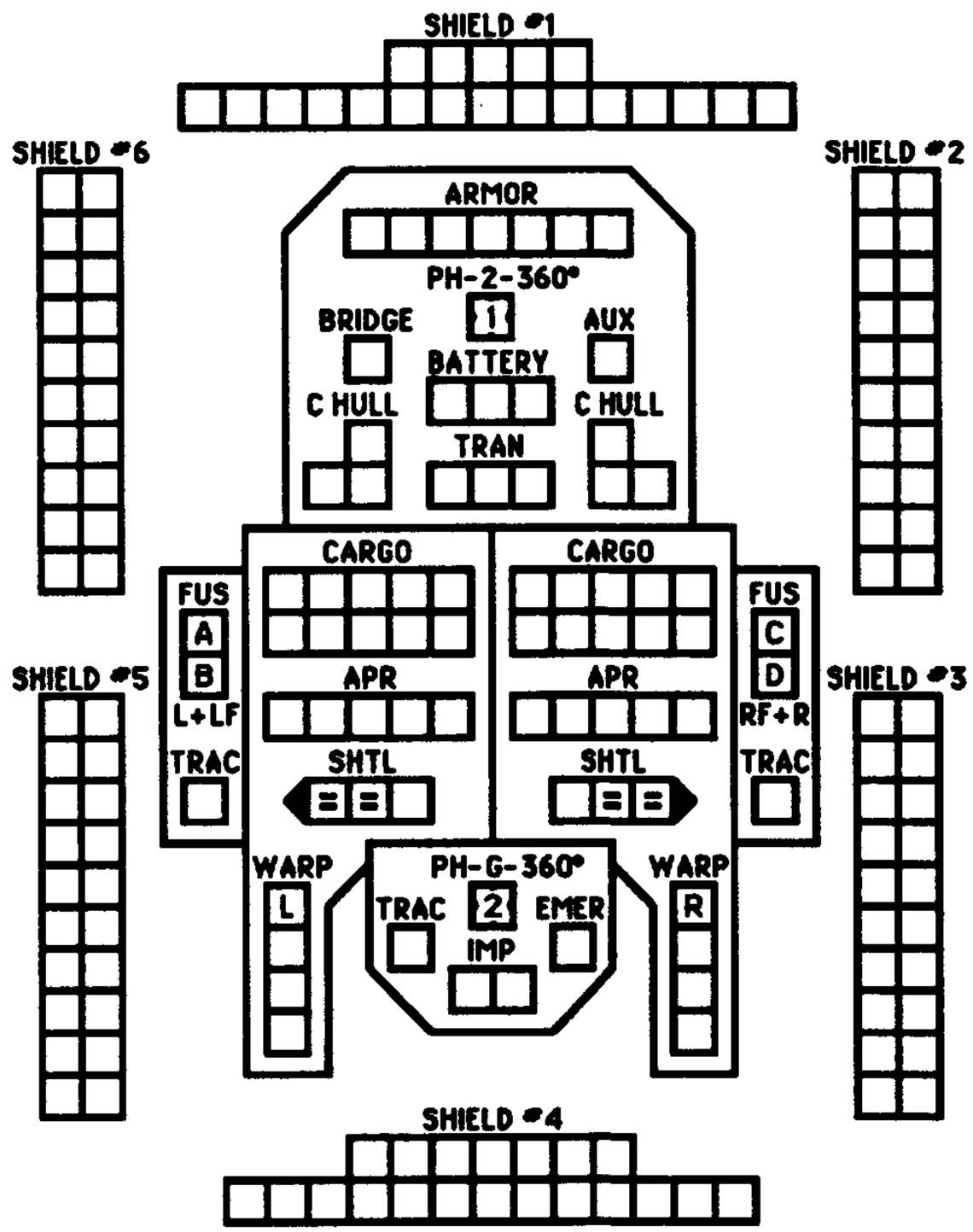
| | | | |
|---|---|---|---|
| | | | 4 |

SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | L-Q |
| POINT VALUE | = | 55 |
| BREAKDOWN | = | 2-6 |
| SHIELD COST | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | R1.7 |

CNTR

# HYDRAN LARGE Q SHIP



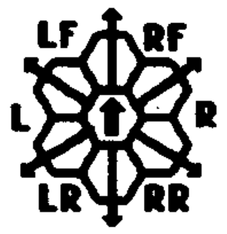

TURN MODE

| | |
|---|---|
| D | |
| NO HET BONUS | |
| BD | |

| | |
|---|---|
| 1 | 2-4 |
| 2 | 5-8 |
| 3 | 9-12 |
| 4 | 13-17 |
| 5 | 18-24 |
| 6 | 25+ |

TYPE II PHASER TABLE

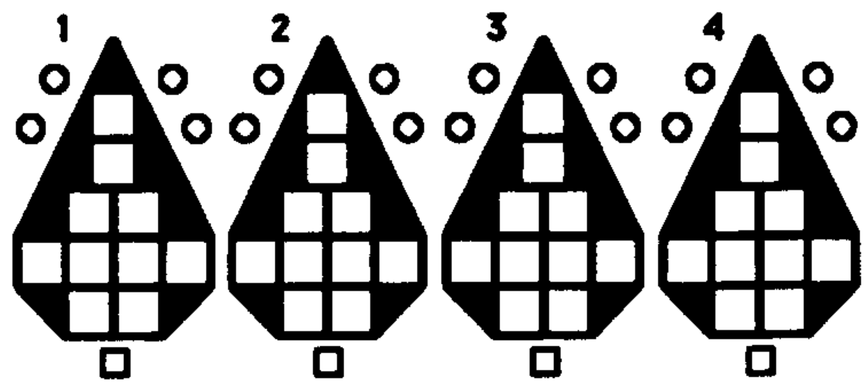
| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 | 16-30 | 31-50 |
|---|---|---|---|---|---|---|---|---|
| 1 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 6 | 5 | 4 | 4 | 2 | 1 | 1 | 0 |
| 3 | 6 | 4 | 4 | 4 | 1 | 1 | 0 | 0 |
| 4 | 5 | 4 | 4 | 3 | 1 | 0 | 0 | 0 |
| 5 | 5 | 4 | 3 | 3 | 0 | 0 | 0 | 0 |
| 6 | 5 | 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 |

STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15




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 |

THIS SHIP CAN ACCELERATE BY NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION.

SEE SPECIAL COMBAT RULES (R1.7).

| SENSOR | SCANNER | DAM CONTROL | EX DAMAGE |
|---|---|---|---|
| 6 6 3 0 | 0 0 2 9 | 4 2 2 0 | |

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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# HYDRAN SMALL Q SHIP

CREW UNITS [ ][*][ ][ ][5]

ADMINISTRATIVE SHUTTLES

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |

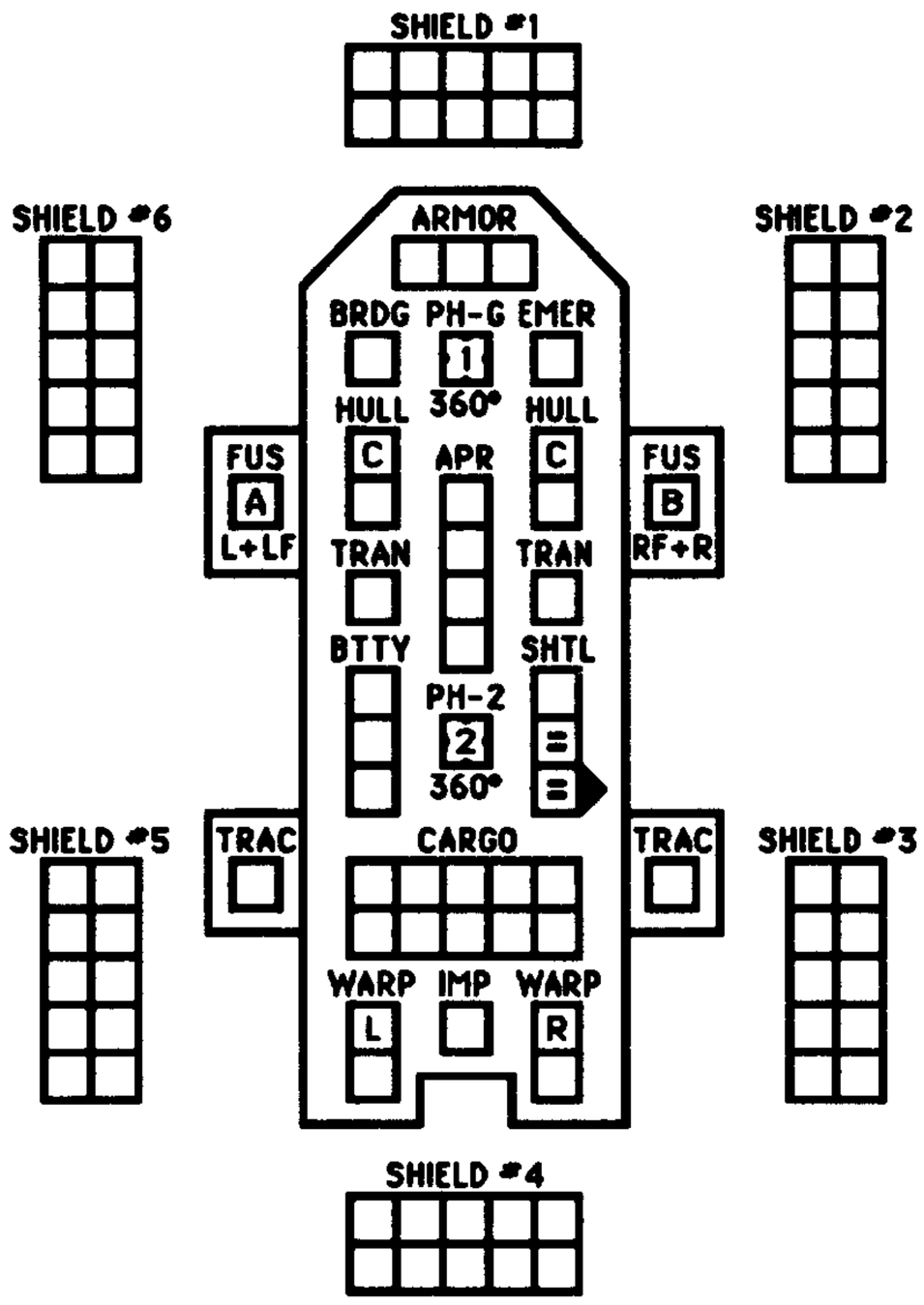
BOARDING PARTIES [ ][ ][ ][ ][5]

T-BOMBS [ ][ ] [D][D]

DECK CREWS [ ][2]

| SHIP DATA TABLE | | |
|---|---|---|
| TYPE | = | S-Q |
| POINT VALUE | = | 25 |
| BREAKDOWN | = | 2-6 |
| SHIELD COST | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | R1.7 |

CNTR




SENSOR [6][4][0] SCANNER [0][0][9] DAM CON [4][2][0] EX DAM [ ][ ]

## 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 |
|---|---|---|
| C | 1 | 2-4 |
| NO HET BONUS | 2 | 5-9 |
| | 3 | 10-14 |
| | 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 |

THIS SHIP CAN ACCELERATE BY NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION.

SEE SPECIAL COMBAT RULES (R1.7).

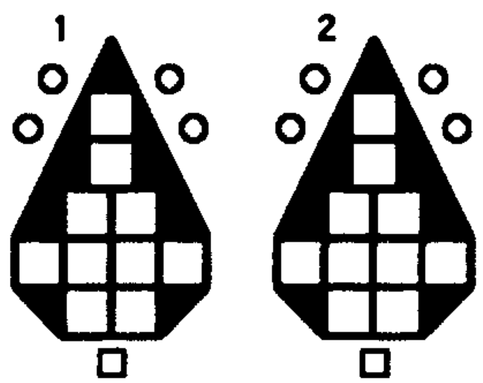
## FUSION BEAM TABLE

| 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 |

STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15




WARP ENERGY MOVEMENT COST = 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 | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 6 | 7 | 7 | 7 | 8 | 8 | 8 | 9 | 9 | 9 | 10 | 10 | 10 |
| Fract. | ⅓ | ⅔ | 1 | 1⅓ | 1⅔ | 2 | 2⅓ | 2⅔ | 3 | 3⅓ | 3⅔ | 4 | 4⅓ | 4⅔ | 5 | 5⅓ | 5⅔ | 6 | 6⅓ | 6⅔ | 7 | 7⅓ | 7⅔ | 8 | 8⅓ | 8⅔ | 9 | 9⅓ | 9⅔ | 10 |

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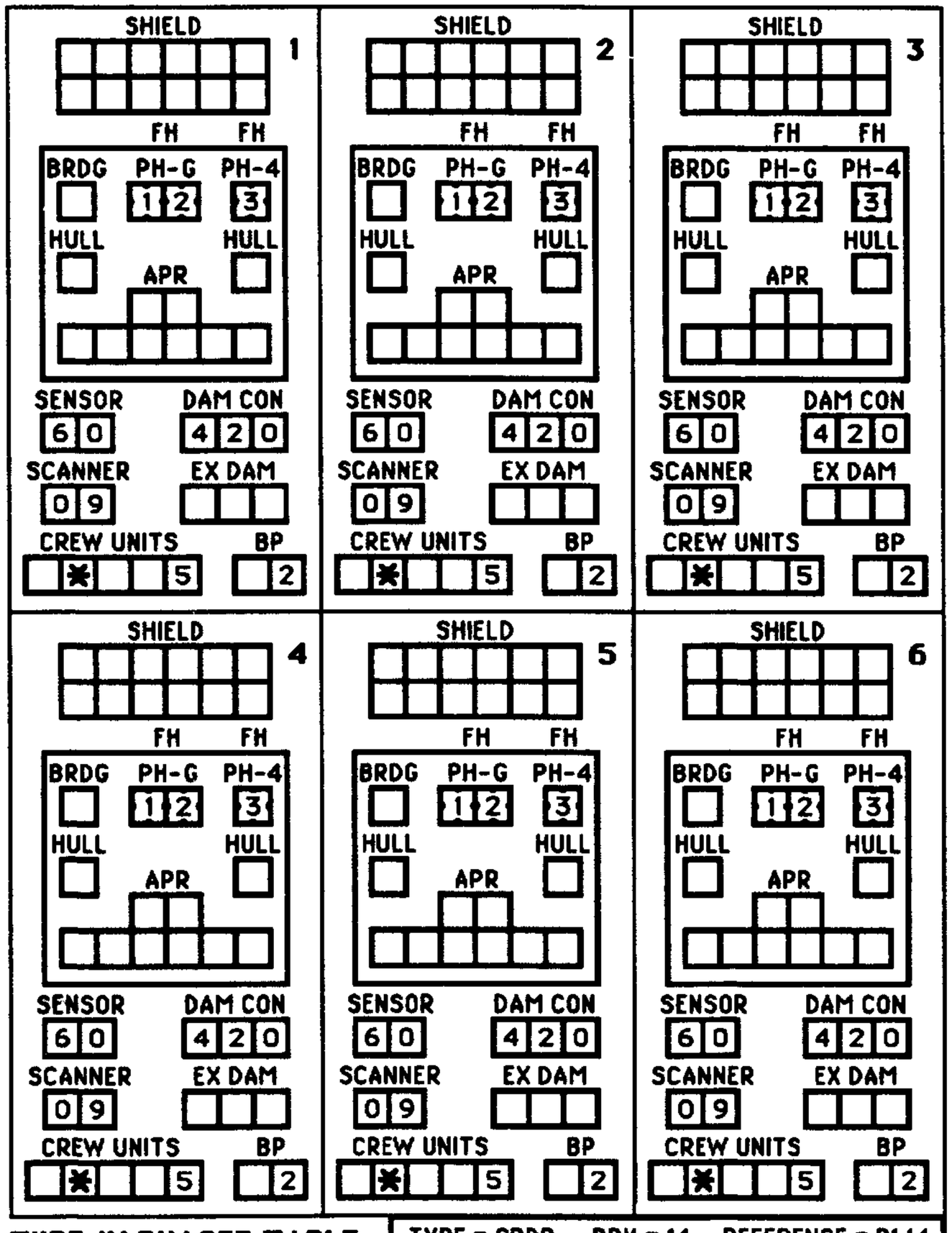
# HYDRAN PLANETARY DEFENSE SYSTEM

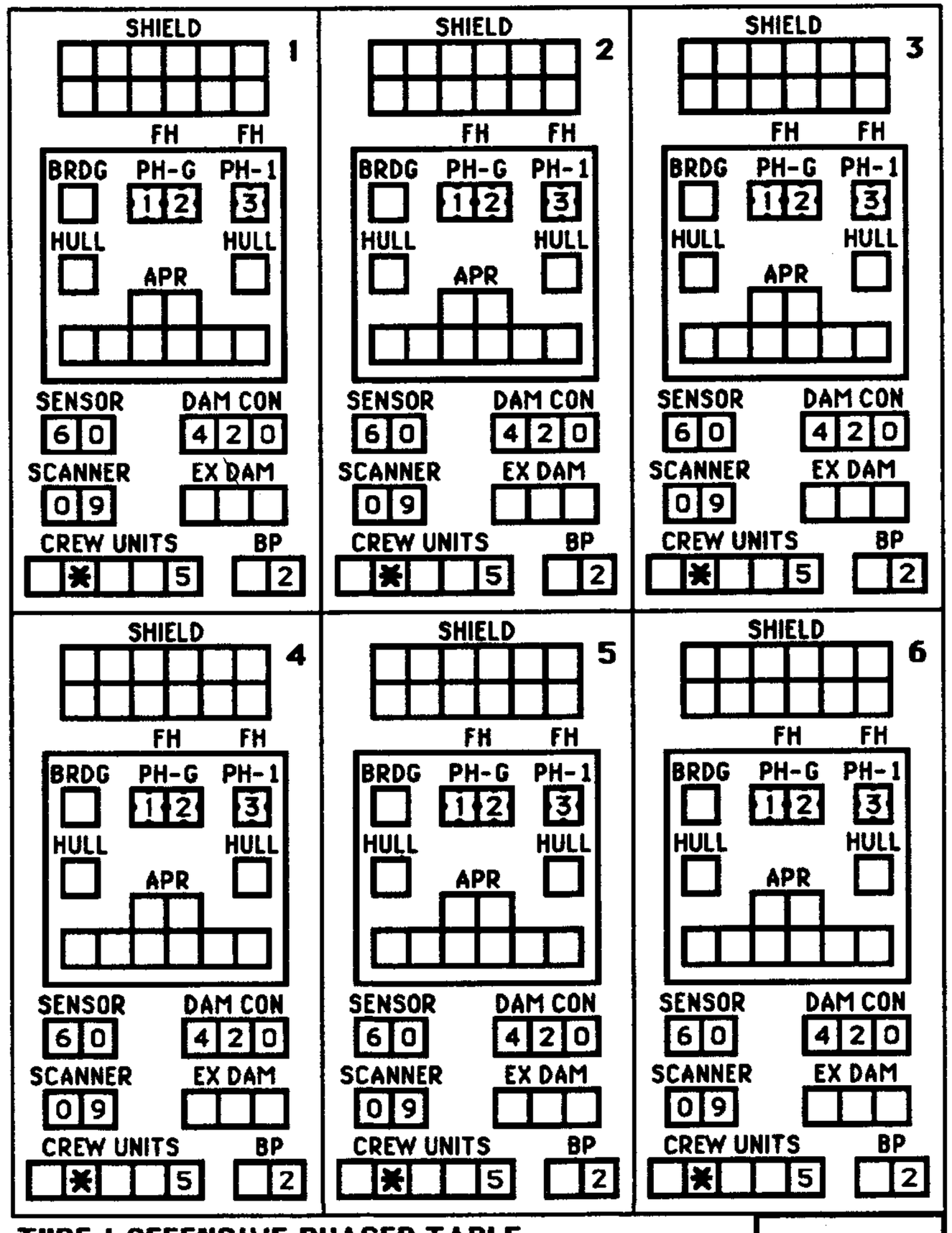
## GROUND-BASED PHASER-4




**TYPE IV PHASER TABLE** — TYPE = GBDP BPV = 14 REFERENCE = R1.14

| DIE ROLL | RANGE 0-3 | 4-5 | 6 | 7 | 8 | 9 | 10 | 11 -13 | 14 -17 | 18 -25 | 26 -40 | 41 -70 | 71 -100 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 20 | 20 | 20 | 15 | 12 | 10 | 8 | 6 | 5 | 4 | 3 | 2 | 1 |
| 2 | 20 | 20 | 15 | 12 | 11 | 9 | 8 | 6 | 4 | 3 | 2 | 1 | 0 |
| 3 | 20 | 15 | 12 | 11 | 10 | 8 | 7 | 5 | 4 | 2 | 1 | 0 | 0 |
| 4 | 20 | 15 | 11 | 10 | 9 | 8 | 6 | 4 | 3 | 1 | 0 | 0 | 0 |
| 5 | 15 | 12 | 10 | 9 | 8 | 7 | 5 | 3 | 2 | 0 | 0 | 0 | 0 |
| 6 | 15 | 10 | 9 | 8 | 7 | 6 | 5 | 3 | 1 | 0 | 0 | 0 | 0 |

## GROUND-BASED PHASER-1




**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 = GBD1
BPV = 8
REF = R1.14

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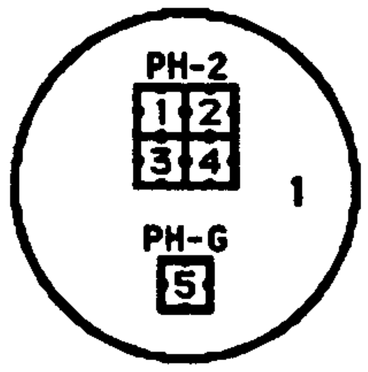
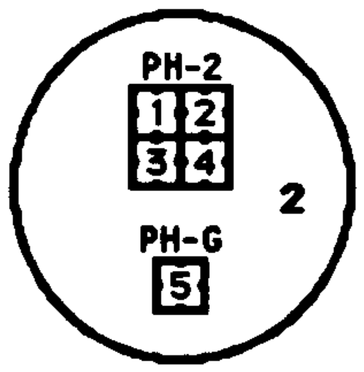
# HYDRAN PLANETARY DEFENSE SYSTEM

## DEFENSE SATELLITES (PHAS-2)

### HIGH ORBIT

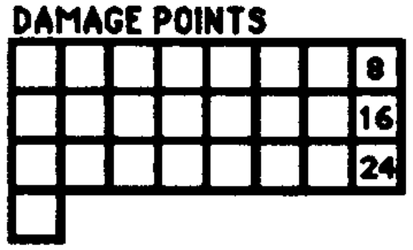
ALL WEAPONS ARE 360°.



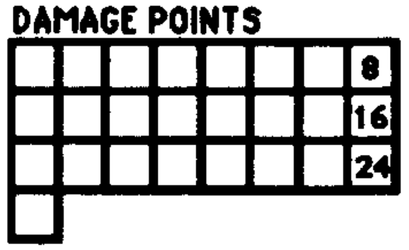




| DATA TABLE | |
|---|---|
| TYPE | = DEFSAT |
| POINT VALUE | = 20 |
| SIZE CLASS | = 7 |
| REFERENCE | = R1.15 |

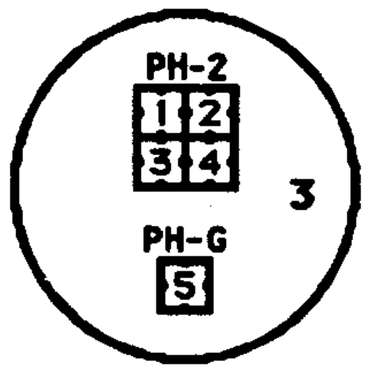
DAMAGE POINTS

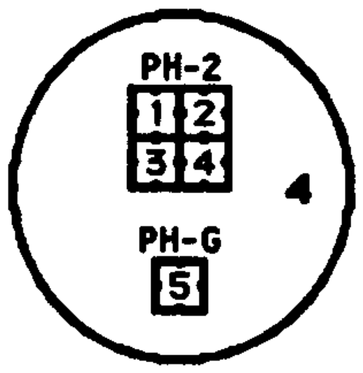


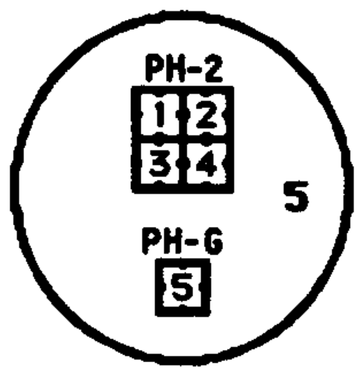

DAMAGE POINTS



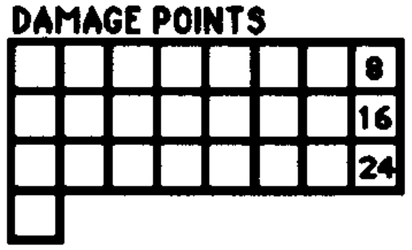

### LOW ORBIT



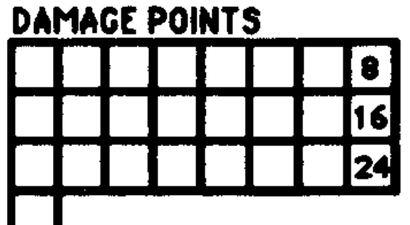



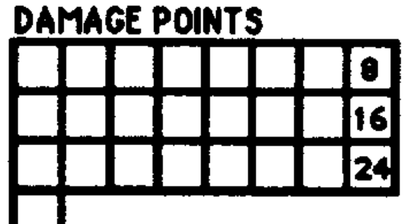

DAMAGE POINTS




DAMAGE POINTS




DAMAGE POINTS



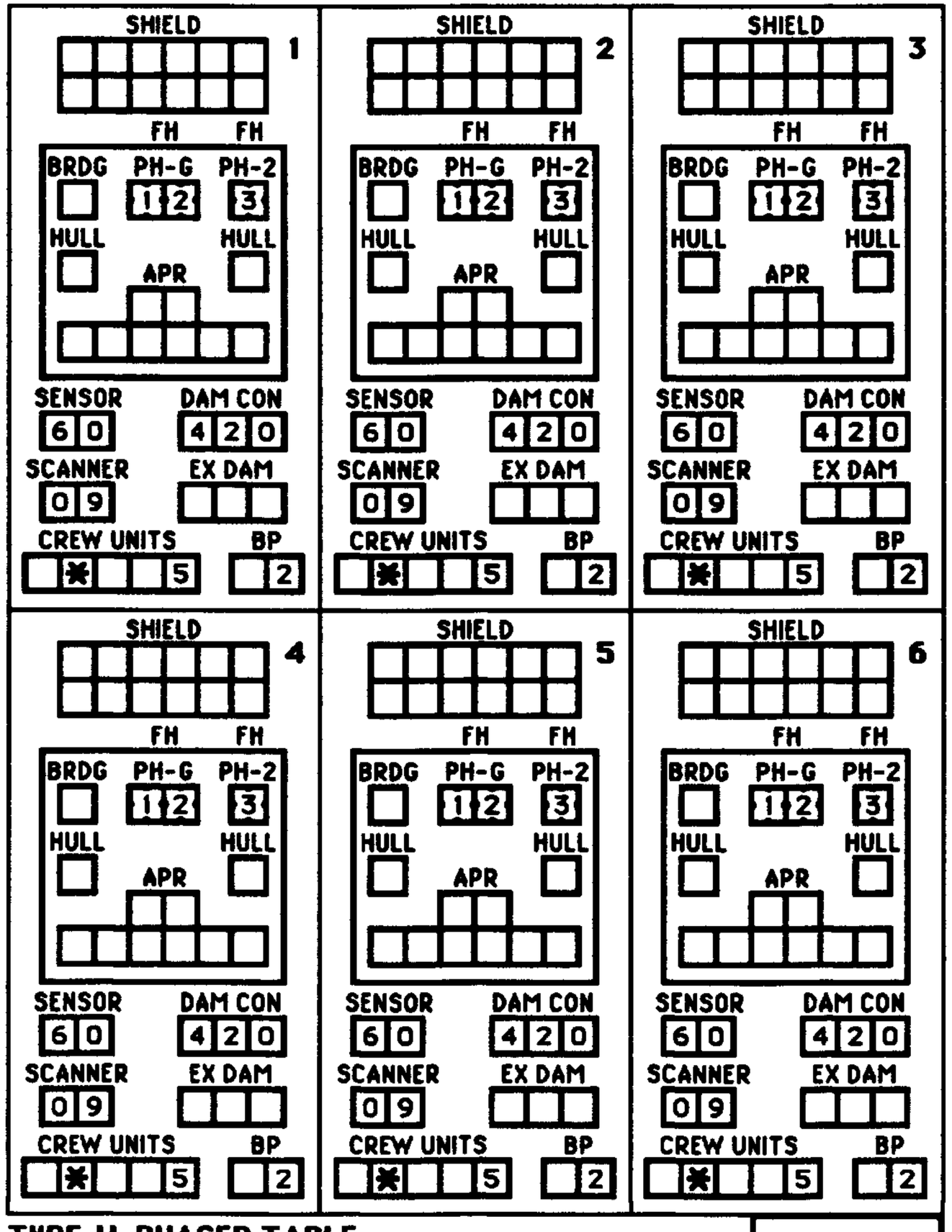

**TYPE II PHASER TABLE**

| 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 |

## GROUND-BASED PHASER-2




**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 = GBD2
BPV = 7
REF = R1.14

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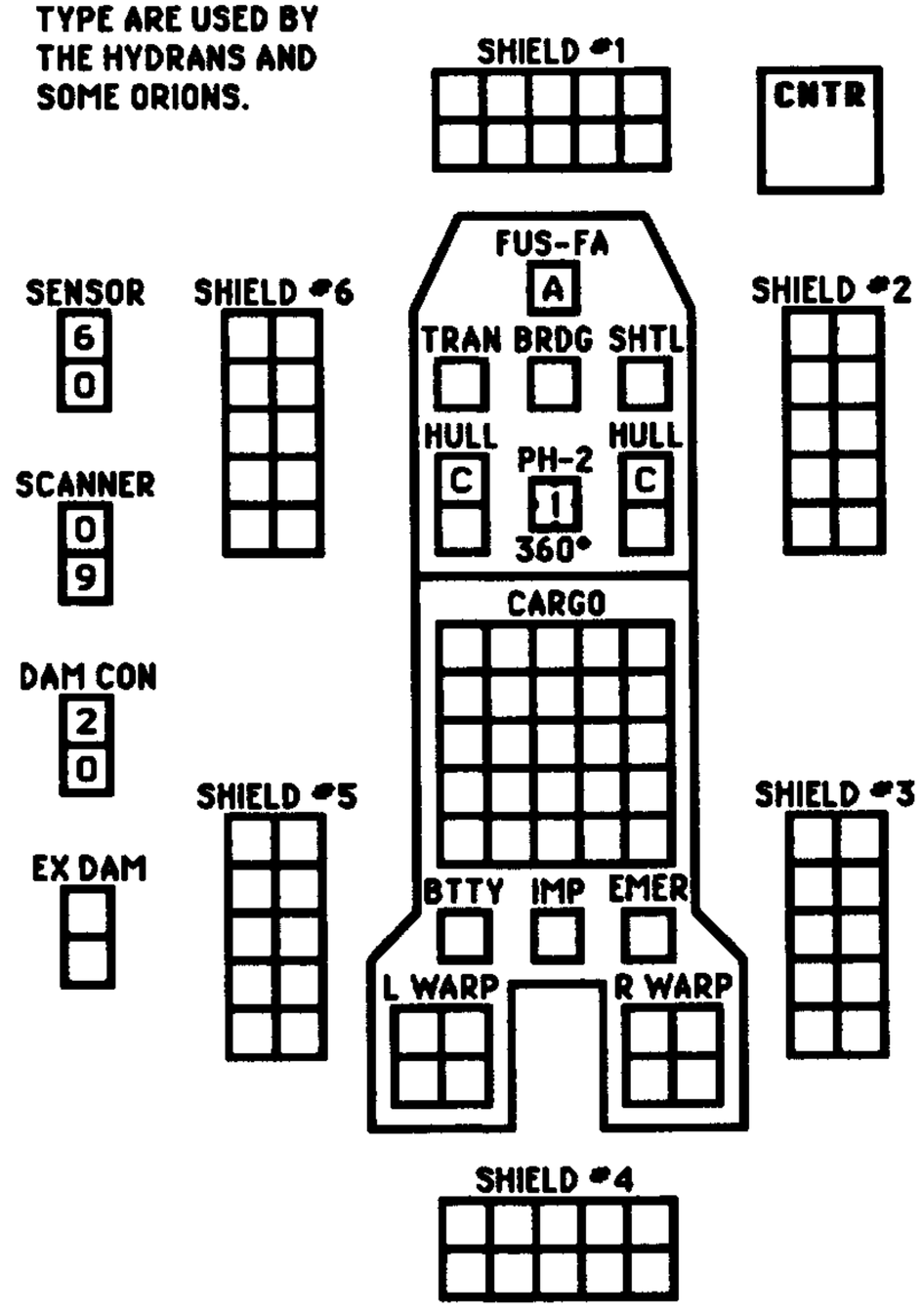
# SMALL FUSION-ARMED FREIGHTER

SMALL ARMED FREIGHTERS OF THIS TYPE ARE USED BY THE HYDRANS AND SOME ORIONS.




**CREW UNITS**

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| | * | | | | | | 8 |

**ADMINISTRATIVE SHUTTLES**

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |

**BOARDING PARTIES**

| | | | |
|---|---|---|---|
| | | | 4 |

**TRANSPORTER BOMBS**

| | | | |
|---|---|---|---|
| | | D | D |

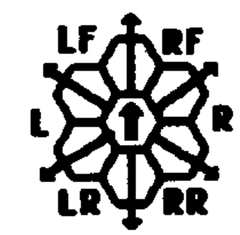
**SHIP DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | F-AS |
| POINT VALUE | = | 36 |
| BREAKDOWN | = | 1-6 |
| SHIELD COST | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | R1.20 |

THE SMALL ARMED FREIGHTER CAN ACCELERATE BY 5 MOVEMENT POINTS PER TURN. IT CAN DISENGAGE BY ACCELERATION.

**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

| TURN MODE | | SPEED |
|---|---|---|
| C | 1 | 2-4 |
| NO HET BONUS | 2 | 5-9 |
| | 3 | 10-14 |
| | 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 |

**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 |

**WARP ENERGY MOVEMENT COST = 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 | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 6 | 7 | 7 | 7 | 8 | 8 | 8 | 9 | 9 | 9 | 10 | 10 | 10 |
| Fract. | 1/3 | 2/3 | 1 | 1 1/3 | 1 2/3 | 2 | 2 1/3 | 2 2/3 | 3 | 3 1/3 | 3 2/3 | 4 | 4 1/3 | 4 2/3 | 5 | 5 1/3 | 5 2/3 | 6 | 6 1/3 | 6 2/3 | 7 | 7 1/3 | 7 2/3 | 8 | 8 1/3 | 8 2/3 | 9 | 9 1/3 | 9 2/3 | 10 |

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# LARGE FUSION-ARMED FREIGHTER

CREW UNITS

[ ][ ][*][ ][ ][ ][ ][ ][10]
[ ][ ]

ADMINISTRATIVE SHUTTLES

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | [ ][ ][ ][ ][ ][ ] | |

BOARDING PARTIES

[ ][ ][ ][ ][ ][6]

TRANSPORTER BOMBS

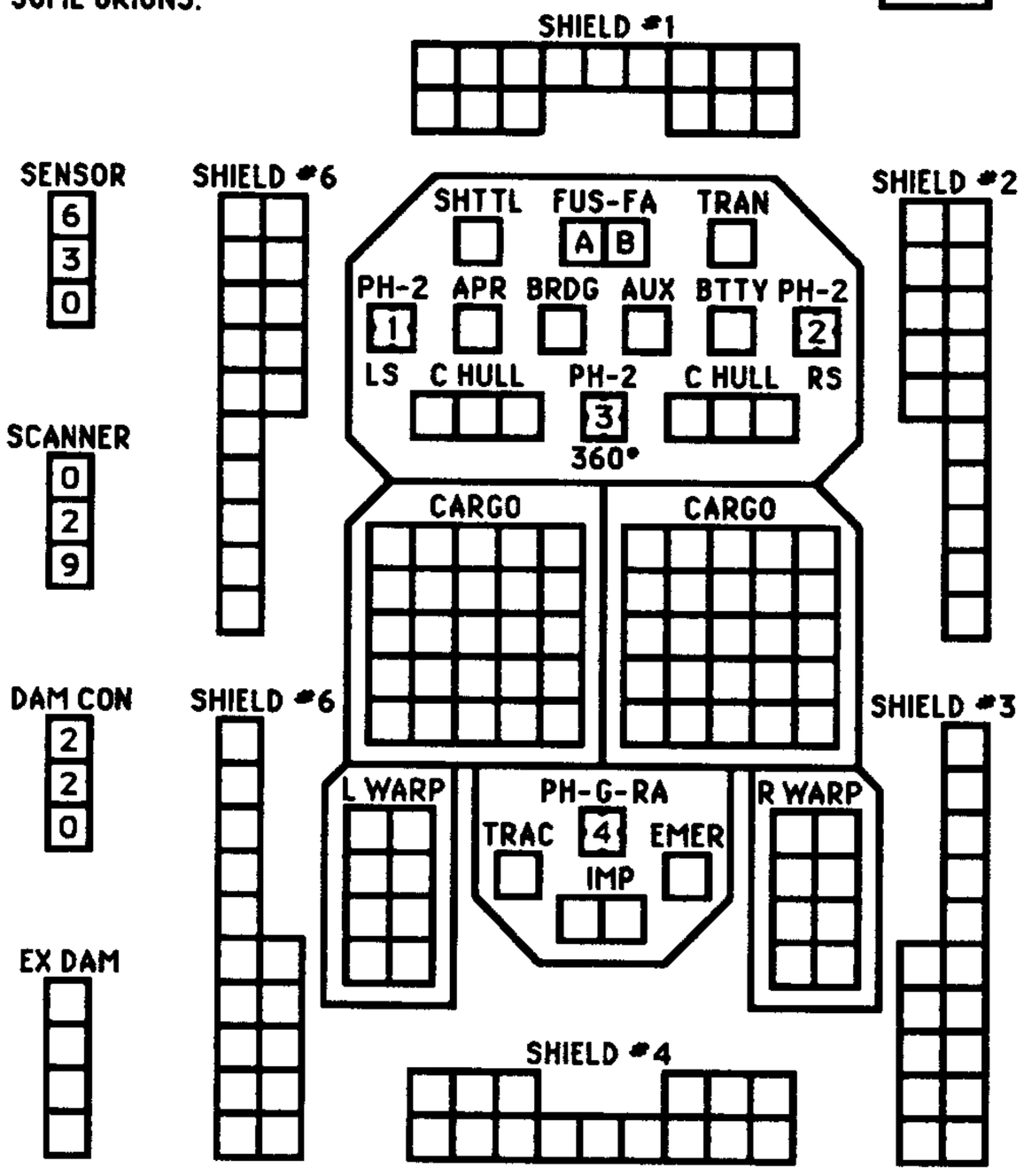
[ ][ ] [D][D]

| SHIP DATA TABLE | | |
|---|---|---|
| TYPE | = | F-AL |
| POINT VALUE | = | 75 |
| BREAKDOWN | = | 1-6 |
| SHIELD COST | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | R1.21 |

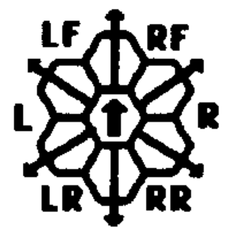
THE LARGE ARMED FREIGHTER CAN ACCELERATE BY 5 MOVEMENT POINTS PER TURN. IT CAN DISENGAGE BY ACCELERATION.

LARGE ARMED FREIGHTERS OF THIS TYPE ARE USED BY THE HYDRANS AND SOME ORIONS.

CNTR [ ]




| TURN MODE | SPEED |
|---|---|
| D | |
| NO HET BONUS | 1 2-4 |
| | 2 5-8 |
| | 3 9-12 |
| | 4 13-17 |
| | 5 18-24 |
| BD [ ][ ] | 6 25+ |




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

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 |

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 |

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 |

# HYDRAN RANGER CRUISER

CREW UNITS

| | | | * | | | | | | 10 |
|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | 20 |
| | | | | | | | | | 30 |
| | | | | | | | | | |

BOARDING PARTIES

| | | | | | | | | | 10 |
|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | |

DECK CREWS

| | | | | | | | | 9 |
|---|---|---|---|---|---|---|---|---|

ADMINISTRATIVE SHUTTLES

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |
| | | |

THREE BAYS — NO TRANSFERS

PROBES

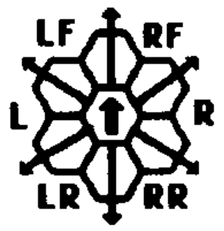
| | | | | 5 |
|---|---|---|---|---|

SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | RN |
| POINT VALUE | = | 93 |
| BREAKDOWN | = | 5-6 |
| SHIELD COST | = | 1+1 |
| LIFE SUPPORT | = | 1 |
| SIZE CLASS | = | 3 |
| REFERENCE | = | R9.2 |
| 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 |

T-BOMBS

| | | | |
|---|---|---|---|
| | | | |

SEE (R9.R2).

| D | D | D | D |
|---|---|---|---|

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 |

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

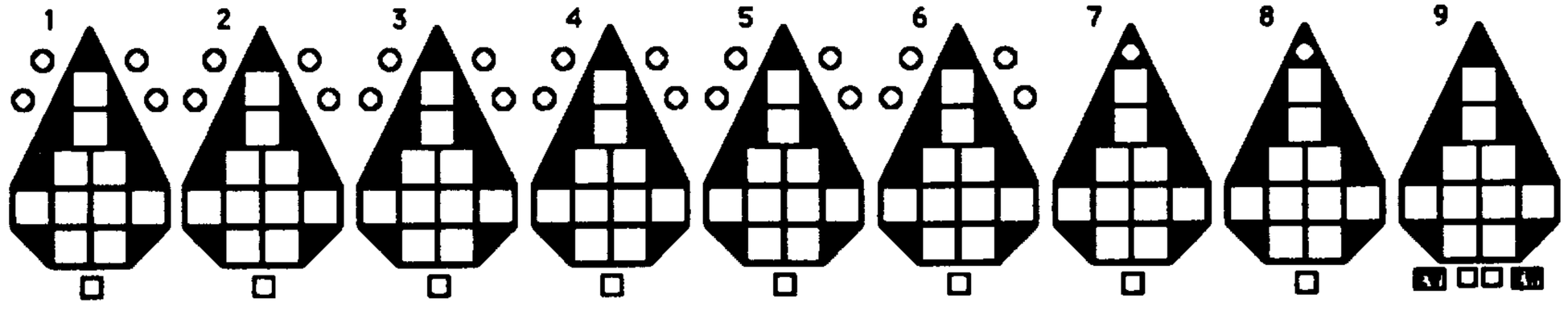
| DIE ROLL | RANGE 0 | 1 | 2 | 3-8 |
|---|---|---|---|---|
| 1 | 19 | 12 | 9 | 6 |
| 2 | 16 | 12 | 7 | 4 |
| 3 | 15 | 10 | 6 | 3 |
| 4 | 13 | 9 | 4 | 1 |
| 5 | 12 | 7 | 4 | 1 |
| 6 | 12 | 6 | 3 | 0 |

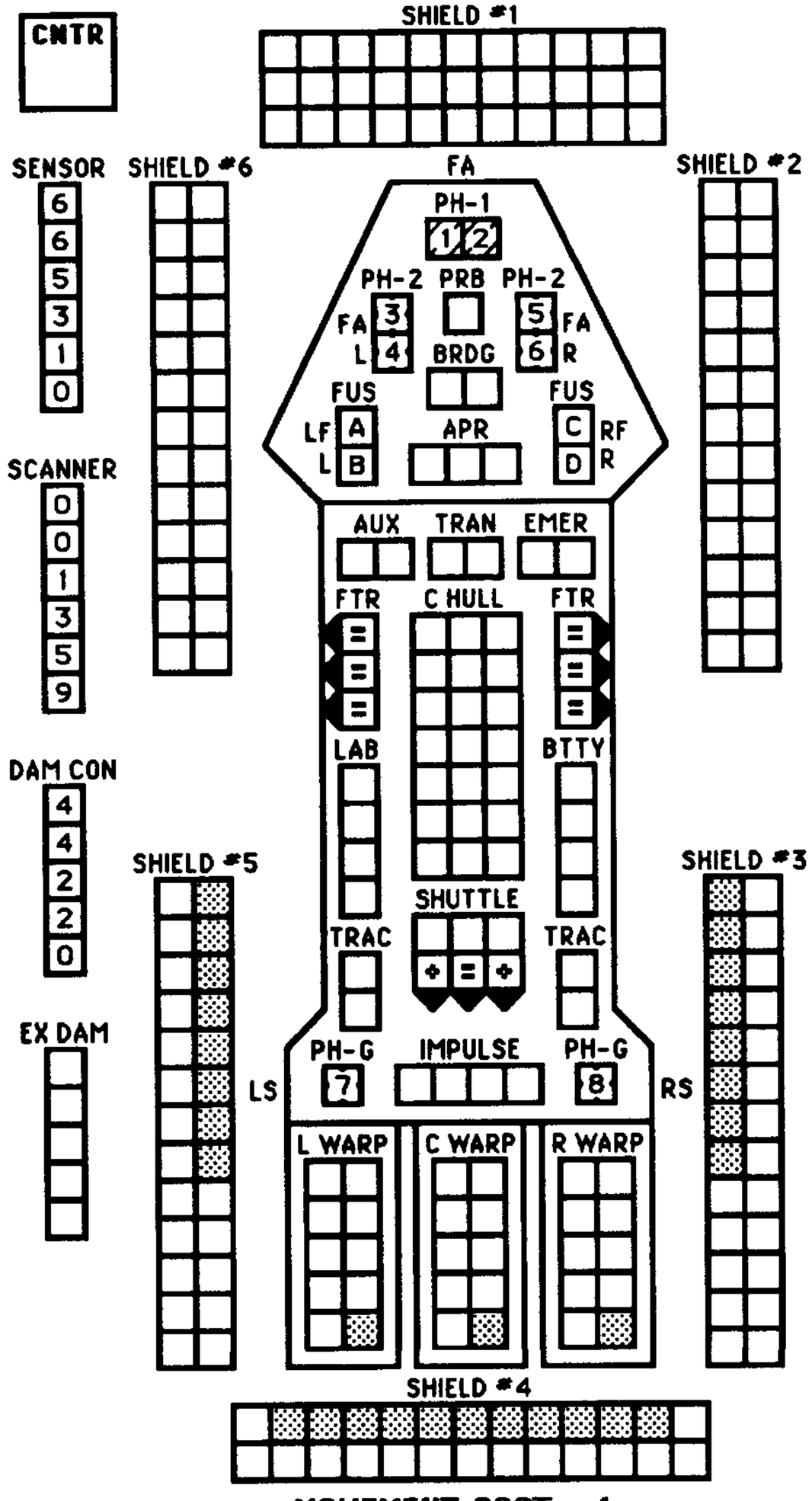
FIGHTER HELLBORE TABLE

| RANGE | 0-1 | 2 | 3-4 | 5-8 | 9-10 |
|---|---|---|---|---|---|
| HIT# | 11 | 10 | 9 | 8 | 7 |
| DAMAGE | 20 | 17 | 15 | 13 | 10 |

STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15

STINGER-H
1xPH-G-FA
DFR = 2
CRIPPLED = 7
SPEED = 15




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

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.



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# HYDRAN LANCER DESTROYER

**CREW UNITS**

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | | | * | | | | | | 10 |
| | | | | | | | | | 20 |
| | | | | | | | | | |

**ADMINISTRATIVE SHUTTLE**

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |

THREE BAYS — TRANSFER BY (J1.59)

**BOARDING PARTIES**

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| | | | | | | | 8 |

**TRANSPORTER BOMBS**

| | | | |
|---|---|---|---|
| | | D | D |

SEE (R9.R2).

**DECK CREWS**

| | | | |
|---|---|---|---|
| | | | 4 |

**PROBES**

| | | | | |
|---|---|---|---|---|
| | | | | 5 |

**SHIP DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | LN |
| POINT VALUE | = | 67 |
| BREAKDOWN | = | 6 |
| SHIELD COST | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | R9.3 |
| PLUS REFIT | = | +10 |

**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 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**

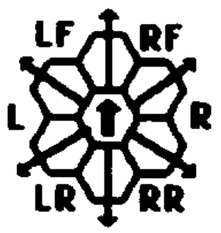
| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | 0 |
| 3 | 4 | 4 | 4 | 1 | 0 | 0 |
| 4 | 4 | 4 | 3 | 0 | 0 | 0 |
| 5 | 4 | 3 | 2 | 0 | 0 | 0 |
| 6 | 3 | 3 | 1 | 0 | 0 | 0 |

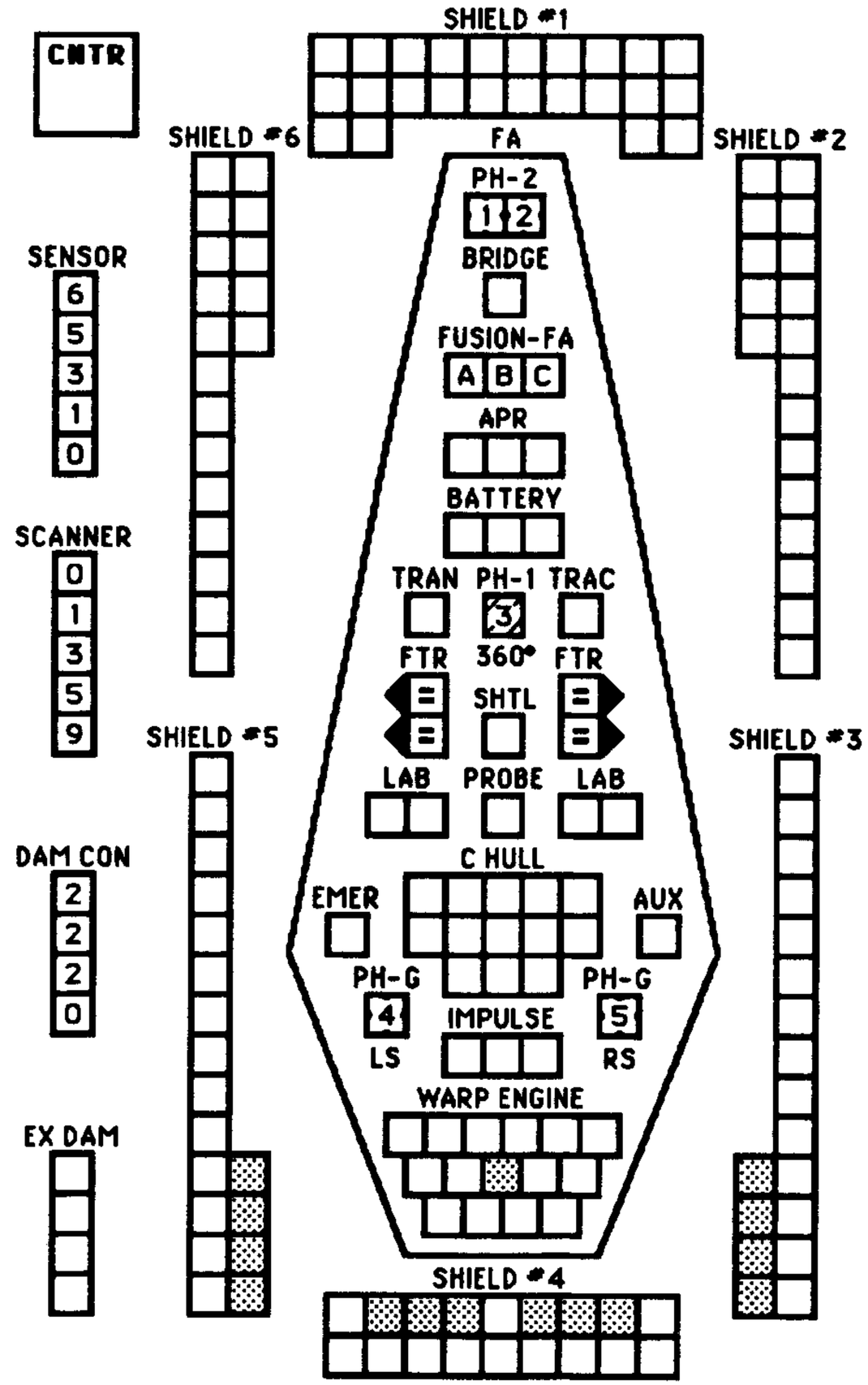
**FUSION BEAM TABLE**

| 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 |

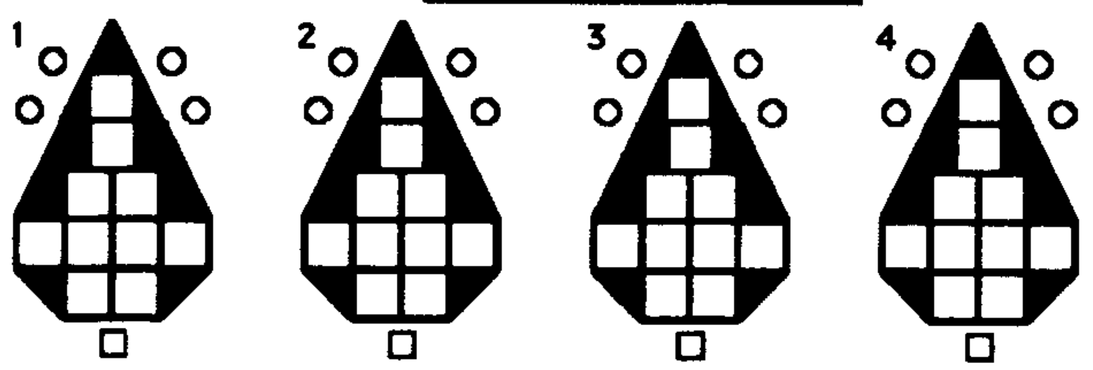



THIS SSD SHOWS THE REFITTED SHIP. WITHOUT THE REFIT, DELETE THE SHADED BOXES, CHANGE THE PH-G FIRING ARCS TO "RA", AND CHANGE THE PH-1 TO PH-2.

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

STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15




**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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# HYDRAN PALADIN DREADNOUGHT

**CREW UNITS**

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | | | * | | | | | | 10 |
| | | | | | | | | | 20 |
| | | | | | | | | | 30 |
| | | | | | | | | | 40 |
| | | | | | | | | | 50 |
| | | | | | | | | | |

**ADMINISTRATIVE SHUTTLES**

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |
| | | |

THREE BAYS — NO TRANSFERS

**BOARDING PARTIES** 10

**DECK CREWS** 10

**PROBES** 5

**TRANSPORTER BOMBS** D D D D D D

SEE (R9.R2).

**SHIP DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | PAL |
| POINT VALUE | = | 180 |
| BREAKDOWN | = | 4-6 |
| SHIELD COST | = | 1+3 |
| LIFE SUPPORT | = | 1+1/2 |
| SIZE CLASS | = | 2 |
| REFERENCE | = | R9.4 |
| PLUS REFIT | = | +20 |

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

LF RF L R 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 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 |

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

**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 |

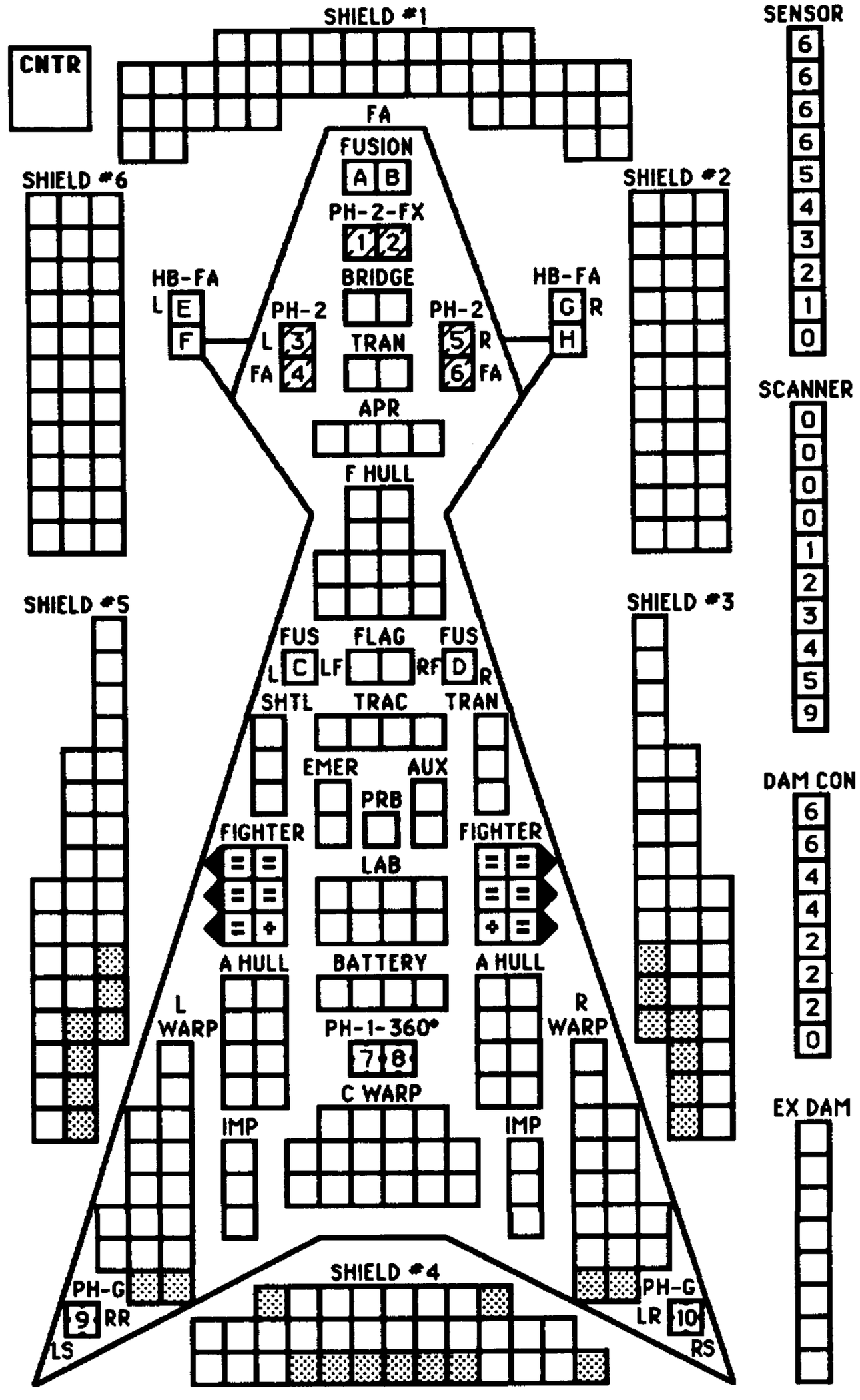
**FUSION BEAM TABLE**

| 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 |

SHADED BOXES ARE THE PLUS REFIT. THIS [1] REFIT CONVERTED ALL PH-2 BOXES TO PH-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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# HYDRAN SCOUT

CREW UNITS

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | | * | | | | | | | 10 |
| | | | | | | | | | |

ADMINISTRATIVE SHUTTLE

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |

BOARDING PARTIES

| | | | |
|---|---|---|---|
| | | | 4 |

TRANSPORTER BOMBS

| | | | |
|---|---|---|---|
| | | D | D |

PROBES

| | | | | |
|---|---|---|---|---|
| | | | | 5 |

| SHIP DATA TABLE | | |
|---|---|---|
| TYPE | = | SC |
| POINT VALUE | = | 60/26 |
| BREAKDOWN | = | 6 |
| SHIELD COST | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | R9.5 |

CNTR

SENSOR

| |
|---|
| 6 |
| 5 |
| 3 |
| 1 |
| 0 |

SCANNER

| |
|---|
| 0 |
| 1 |
| 3 |
| 5 |
| 9 |

DAM CON

| |
|---|
| 2 |
| 2 |
| 2 |
| 0 |

EX DAM

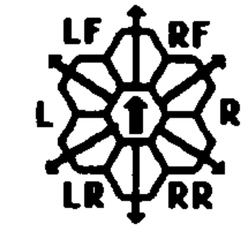
TYPE II PHASER TABLE

| 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 |

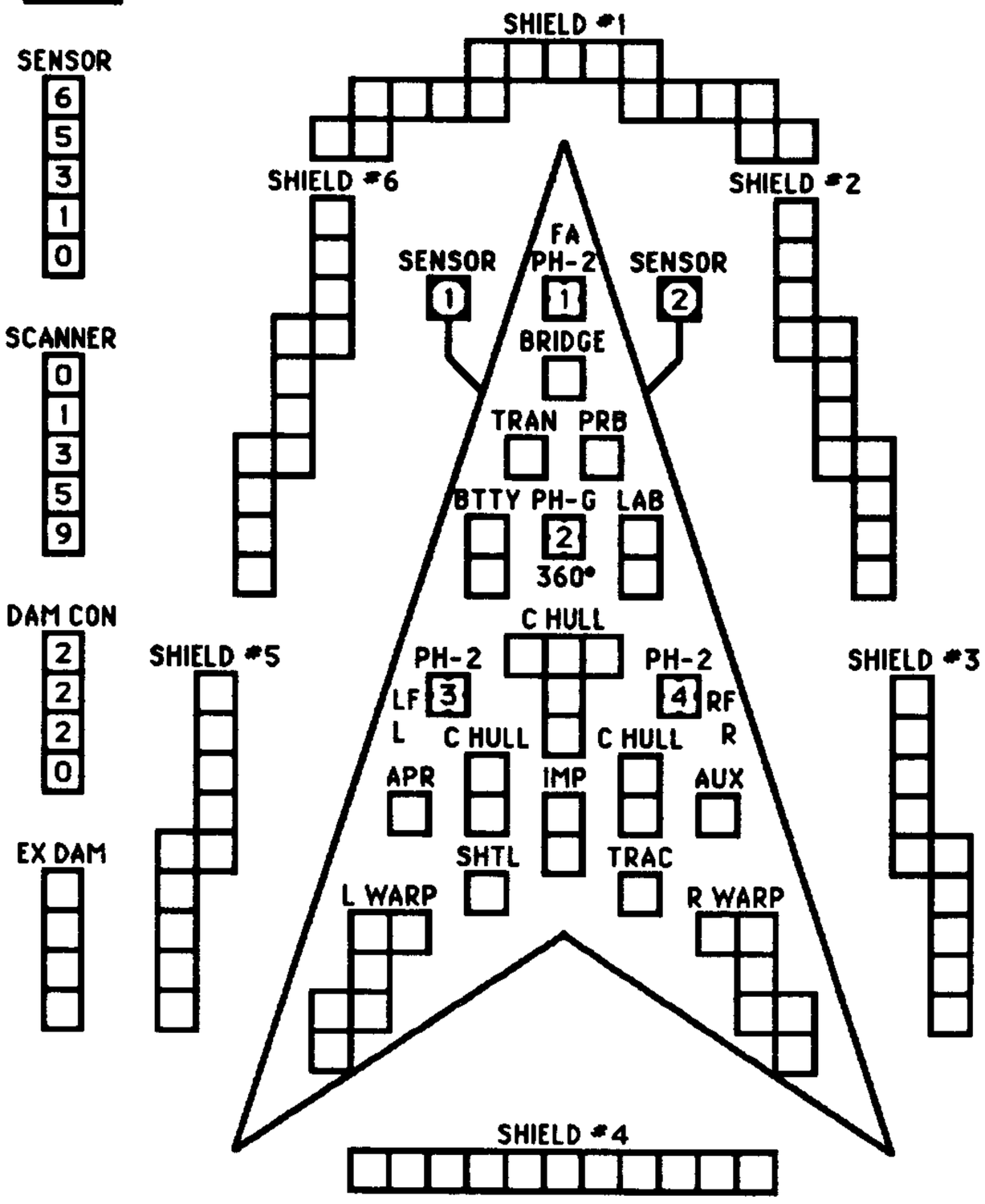
TYPE III DEFENSE PHASER

| 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 |
|---|---|---|
| A | 1 | 2-6 |
| HET | 2 | 7-12 |
| | 3 | 13-19 |
| BD | 4 | 20-26 |
| | 5 | 27+ |




FA = LF + 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" HITS.

WARP ENERGY MOVEMENT COST = 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 | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 6 | 7 | 7 | 7 | 8 | 8 | 8 | 9 | 9 | 9 | 10 | 10 | 10 |
| Fract. | 1/3 | 2/3 | 1 | 1 1/3 | 1 2/3 | 2 | 2 1/3 | 2 2/3 | 3 | 3 1/3 | 3 2/3 | 4 | 4 1/3 | 4 2/3 | 5 | 5 1/3 | 5 2/3 | 6 | 6 1/3 | 6 2/3 | 7 | 7 1/3 | 7 2/3 | 8 | 8 1/3 | 8 2/3 | 9 | 9 1/3 | 9 2/3 | 10 |

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# HYDRAN HUNTER FRIGATE

CREW UNITS [ ][ ][*][ ][ ][ ][ ][ ][10]

ADMINISTRATIVE SHUTTLE

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | [ ][ ][ ][ ][ ][ ] | |

BOARDING PARTIES [ ][ ][ ][ ][ ][6]

TRANSPORTER BOMBS [ ][ ] [D][D]

PROBES [ ][ ][ ][ ][5]

| SHIP DATA TABLE | | |
|---|---|---|
| TYPE | = | HN |
| POINT VALUE | = | 48 |
| BREAKDOWN | = | 6 |
| SHIELD COST | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | R9.6 |

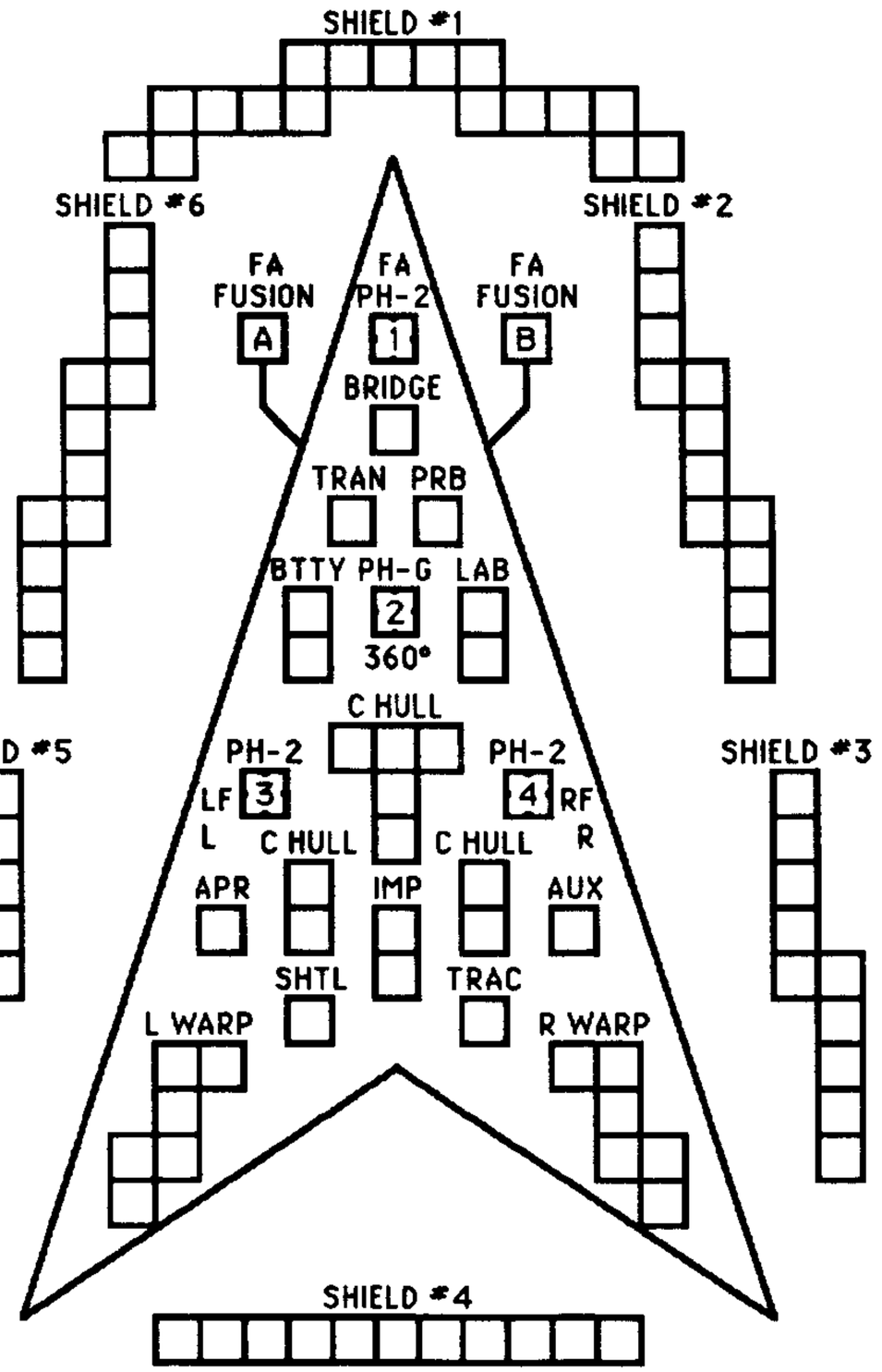
CNTR

SENSOR [6][5][3][1][0]

SCANNER [0][1][3][5][9]

DAM CON [2][2][2][2][0]

EX DAM [ ][ ][ ][ ][ ]



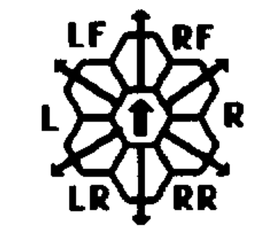

TYPE II PHASER TABLE

| 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 |
|---|---|---|
| A | 1 | 2-6 |
| HET | 2 | 7-12 |
| [ ] | 3 | 13-19 |
| BD | 4 | 20-26 |
| [ ][ ] | 5 | 27+ |

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

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 |

WARP ENERGY MOVEMENT COST = 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 | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 6 | 7 | 7 | 7 | 8 | 8 | 8 | 9 | 9 | 9 | 10 | 10 | 10 |
| Fract. | 1/3 | 2/3 | 1 | 1 1/3 | 1 2/3 | 2 | 2 1/3 | 2 2/3 | 3 | 3 1/3 | 3 2/3 | 4 | 4 1/3 | 4 2/3 | 5 | 5 1/3 | 5 2/3 | 6 | 6 1/3 | 6 2/3 | 7 | 7 1/3 | 7 2/3 | 8 | 8 1/3 | 8 2/3 | 9 | 9 1/3 | 9 2/3 | 10 |

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**CREW UNITS**

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | | ✱ | | | | | | | 10 |

**ADMINISTRATIVE SHUTTLE**

| IDENT | HIT POINTS | | | | | | NOTES |
|---|---|---|---|---|---|---|---|
| | | | | | | | |

**BOARDING PARTIES**

| | | | | | |
|---|---|---|---|---|---|
| | | | | | 6 |

**TRANSPORTER BOMBS**

| | | | |
|---|---|---|---|
| | | D | D |

**PROBES**

| | | | | |
|---|---|---|---|---|
| | | | | 5 |

**SHIP DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | CU |
| POINT VALUE | = | 61 |
| BREAKDOWN | = | 6 |
| SHIELD COST | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | R9.7 |

# HYDRAN CUIRASSIER FRIGATE

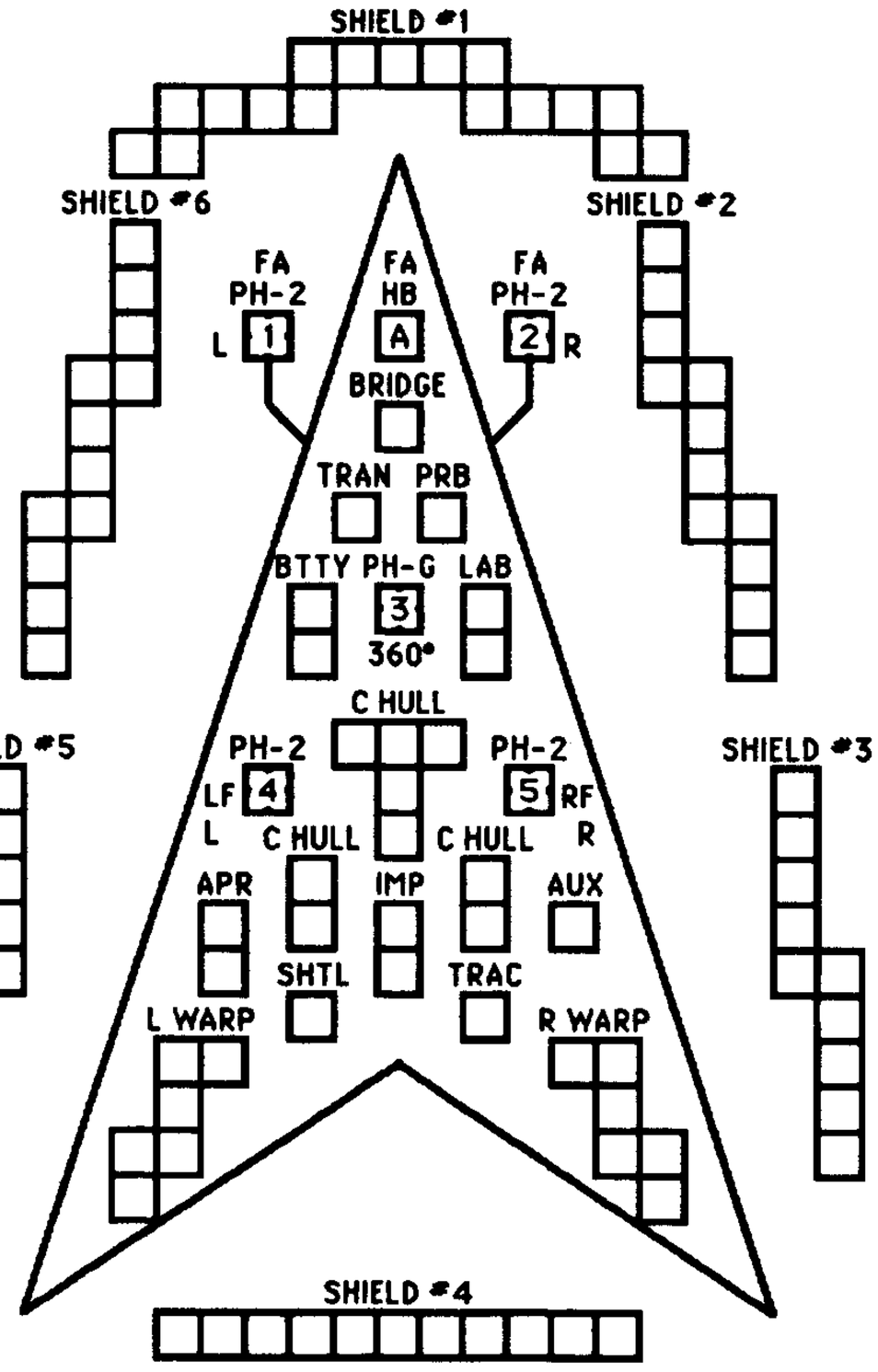
CNTR

SENSOR: 6 5 3 1 0

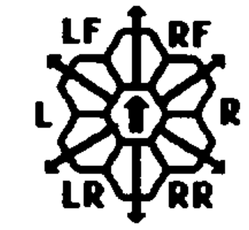
SCANNER: 0 1 3 5 9

DAM CON: 2 2 2 2 0

EX DAM




| TURN MODE | | SPEED |
|---|---|---|
| A | 1 | 2-6 |
| HET | 2 | 7-12 |
| | 3 | 13-19 |
| BD | 4 | 20-26 |
| | 5 | 27+ |




FA = LF + RF

**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 |

**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 |

**WARP ENERGY MOVEMENT COST = 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 | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 6 | 7 | 7 | 7 | 8 | 8 | 8 | 9 | 9 | 9 | 10 | 10 | 10 |
| Fract. | ⅓ | ⅔ | 1 | 1⅓ | 1⅔ | 2 | 2⅓ | 2⅔ | 3 | 3⅓ | 3⅔ | 4 | 4⅓ | 4⅔ | 5 | 5⅓ | 5⅔ | 6 | 6⅓ | 6⅔ | 7 | 7⅓ | 7⅔ | 8 | 8⅓ | 8⅔ | 9 | 9⅓ | 9⅔ | 10 |

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# HYDRAN DRAGOON CRUISER

CREW UNITS

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | | | * | | | | | | | 10 |
| | | | | | | | | | | 20 |
| | | | | | | | | | | 30 |
| | | | | | | | | | | |

ADMINISTRATIVE SHUTTLES

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |
| | | |

BOARDING PARTIES

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | | 10 |
| | | | | | | | | | | |

TRANSPORTER BOMBS

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| | | | | D | D | D | D |

DECK CREWS

| | | | |
|---|---|---|---|
| | | | 3 |

PROBES

| | | | | | |
|---|---|---|---|---|---|
| | | | | | 5 |

SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | DG |
| POINT VALUE | = | 130 |
| BREAKDOWN | = | 5-6 |
| SHIELD COST | = | 1+1 |
| LIFE SUPPORT | = | 1 |
| SIZE CLASS | = | 3 |
| REFERENCE | = | R9.8 |
| PLUS REFIT | = | +18 |

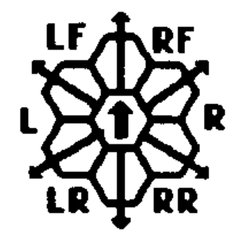
TYPE I OFFENSIVE PHASER TABLE

| 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 |

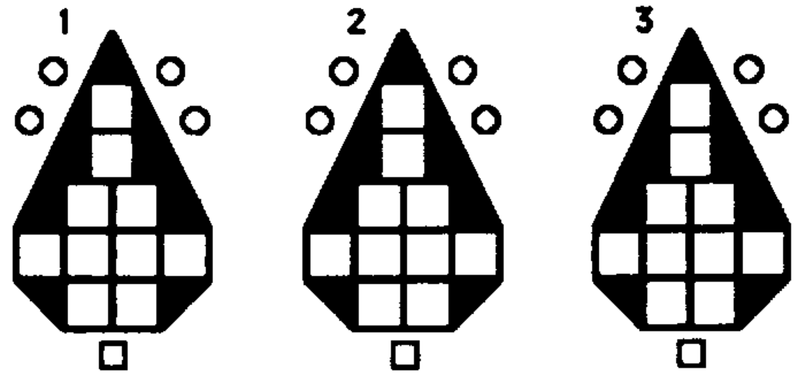
FTR FUSION TABLE

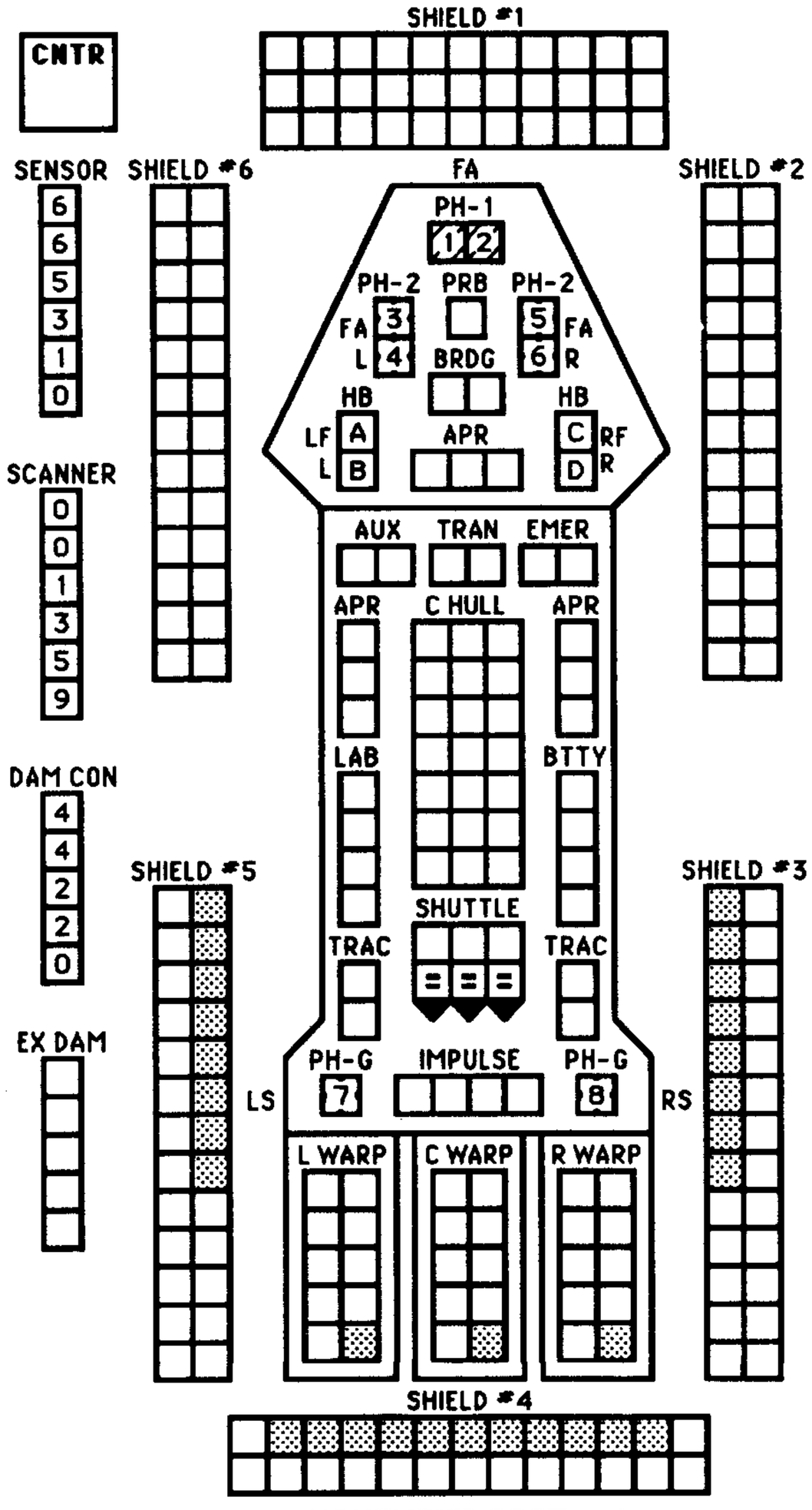
| DIE ROLL | RANGE 0 | 1 | 2 | 3-10 |
|---|---|---|---|---|
| 1 | 13 | 8 | 6 | 4 |
| 2 | 11 | 8 | 5 | 3 |
| 3 | 10 | 7 | 4 | 2 |
| 4 | 9 | 6 | 3 | 1 |
| 5 | 8 | 5 | 3 | 1 |
| 6 | 8 | 4 | 2 | 0 |

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-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15




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

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.

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# HYDRAN KNIGHT DESTROYER

CREW UNITS

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | | | * | | | | | | 10 |
| | | | | | | | | | 20 |
| | | | | | | | | | |

ADMINISTRATIVE SHUTTLE

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |

BOARDING PARTIES

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | 10 |

TRANSPORTER BOMBS

| | | D | D |
|---|---|---|---|
| | | | |

PROBES

| | | | | |
|---|---|---|---|---|
| | | | | 5 |

SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | KN |
| POINT VALUE | = | 80 |
| BREAKDOWN | = | 6 |
| SHIELD COST | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | R9.9 |
| PLUS REFIT | = | +10 |

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 |
|---|---|
| 8 | 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 |

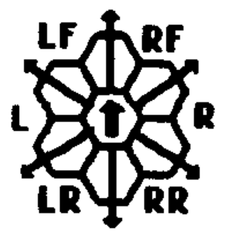
TYPE III DEFENSE PHASER

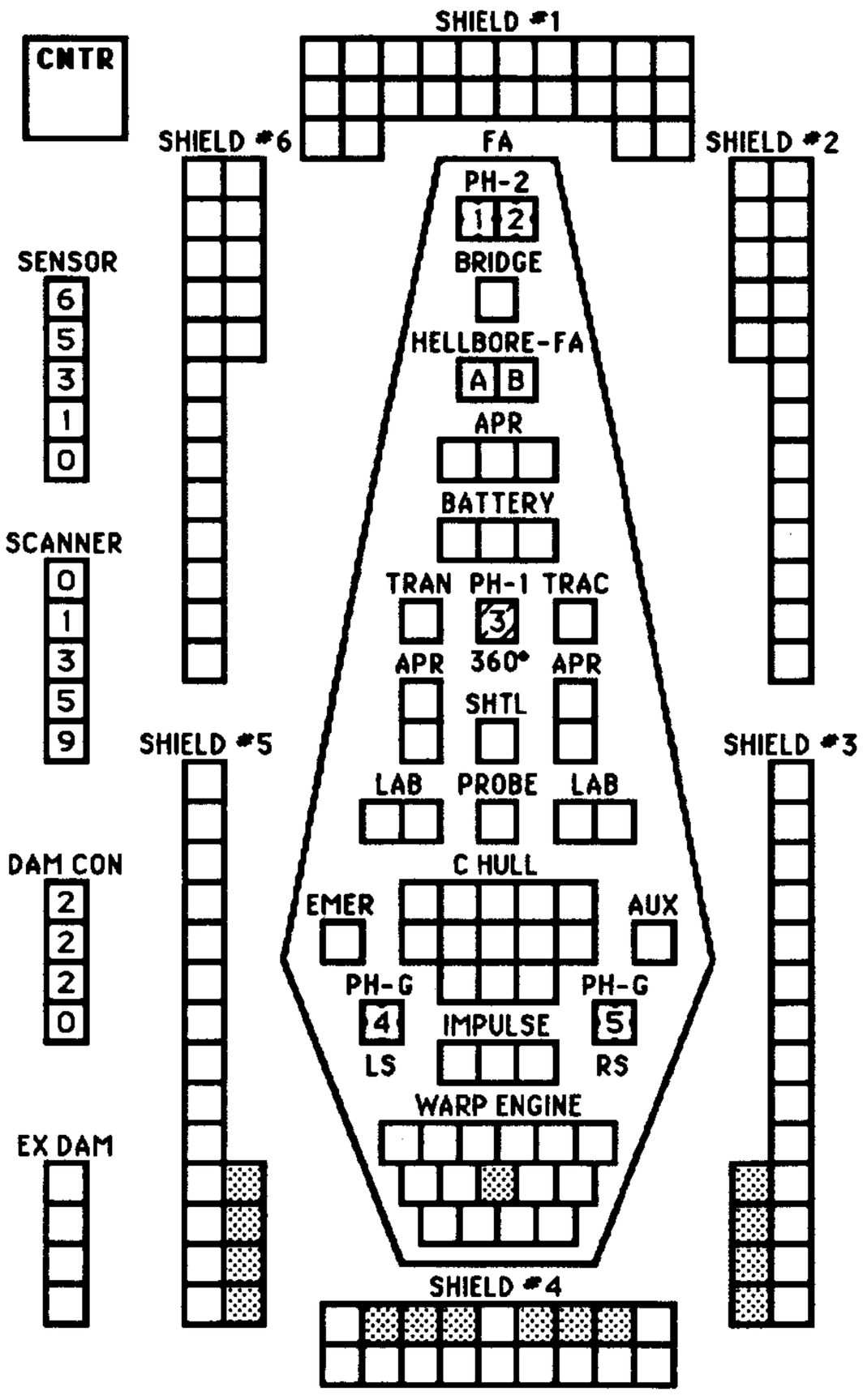
| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | 0 |
| 3 | 4 | 4 | 4 | 1 | 0 | 0 |
| 4 | 4 | 4 | 3 | 0 | 0 | 0 |
| 5 | 4 | 3 | 2 | 0 | 0 | 0 |
| 6 | 3 | 3 | 1 | 0 | 0 | 0 |

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 |

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




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-1 TO PH-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 |

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# HYDRAN HORSEMAN WAR CRUISER

**CREW UNITS**

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | | | * | | | | | | 10 |
| | | | | | | | | | 20 |
| | | | | | | | | | 30 |

**ADMINISTRATIVE SHUTTLES**

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |

TWO BAYS — NO TRANSFERS

**BOARDING PARTIES** [ ][ ][ ][ ][ ][ ][ ][ ][ ][10]

**TRANSPORTER BOMBS** [ ][ ][ ][ ] [D][D][D][D]

**DECK CREWS** [ ][ ][ ][ ][ ][6]

**PROBES** [ ][ ][ ][ ][5]

**SHIP DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | HR |
| POINT VALUE | = | 83 |
| BREAKDOWN | = | 5-6 |
| SHIELD COST | = | 1+1 |
| LIFE SUPPORT | = | 1 |
| SIZE CLASS | = | 3 |
| REFERENCE | = | R9.10 |
| PLUS REFIT | = | +12 |

**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 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**

HET [ ] BD [ ]

| | | |
|---|---|---|
| B | 1 | 2-5 |
| | 2 | 6-10 |
| | 3 | 11-15 |
| | 4 | 16-21 |
| | 5 | 22-28 |
| | 6 | 29+ |

**TYPE III DEFENSE PHASER**

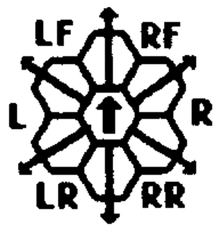
| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | 0 |
| 3 | 4 | 4 | 4 | 1 | 0 | 0 |
| 4 | 4 | 4 | 3 | 0 | 0 | 0 |
| 5 | 4 | 3 | 2 | 0 | 0 | 0 |
| 6 | 3 | 3 | 1 | 0 | 0 | 0 |

**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 |

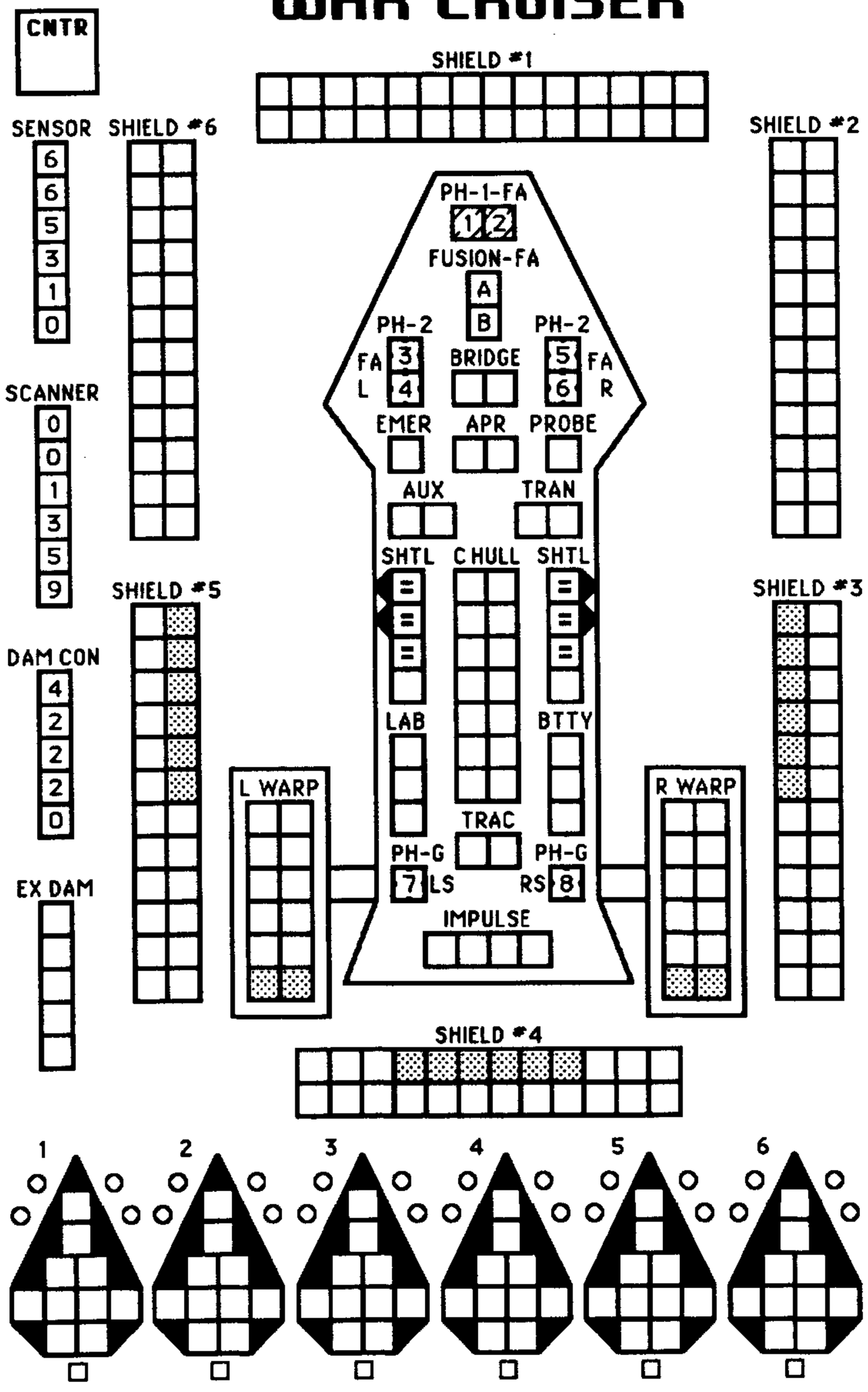
**FUSION OVERLOAD**

| 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 |




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

STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15







THIS SSD SHOWS THE REFITTED SHIP. WITHOUT THE REFIT:

- ▒ DELETE THE SHADED BOXES. CHANGE THE PH-G ARCS TO RX.
- [1] CHANGE THE PH-1s TO PH-2s.

**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 |

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# HYDRAN TRAVELER LIGHT CRUISER

**CREW UNITS**

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | | | * | | | | | | 10 |
| | | | | | | | | | 20 |
| | | | | | | | | | 30 |
| | | | | | | | | | |

**ADMINISTRATIVE SHUTTLES**

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |

TWO BAYS — NO TRANSFERS

**BOARDING PARTIES**

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | 10 |
| | | | | | | | | | |

**TRANSPORTER BOMBS**

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| | | | | D | D | D | D |

**PROBES**

| | | | | |
|---|---|---|---|---|
| | | | | 5 |

**SHIP DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | TR |
| POINT VALUE | = | 105 |
| BREAKDOWN | = | 5-6 |
| SHIELD COST | = | 1+1 |
| LIFE SUPPORT | = | 1 |
| SIZE CLASS | = | 3 |
| REFERENCE | = | R9.11 |
| PLUS REFIT | = | +12 |

**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**

| | | |
|---|---|---|
| B | 1 | 2-5 |
| | 2 | 6-10 |
| | 3 | 11-15 |
| HET | 4 | 16-21 |
| | 5 | 22-28 |
| BD | 6 | 29+ |

**TYPE II PHASER TABLE**

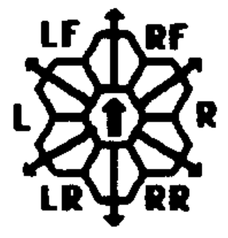
| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 | 16-30 | 31-50 |
|---|---|---|---|---|---|---|---|---|
| 1 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 6 | 5 | 4 | 4 | 2 | 1 | 1 | 0 |
| 3 | 6 | 4 | 4 | 4 | 1 | 1 | 0 | 0 |
| 4 | 5 | 4 | 4 | 3 | 1 | 0 | 0 | 0 |
| 5 | 5 | 4 | 3 | 3 | 0 | 0 | 0 | 0 |
| 6 | 5 | 3 | 3 | 3 | 0 | 0 | 0 | 0 |

**TYPE III DEFENSE PHASER**

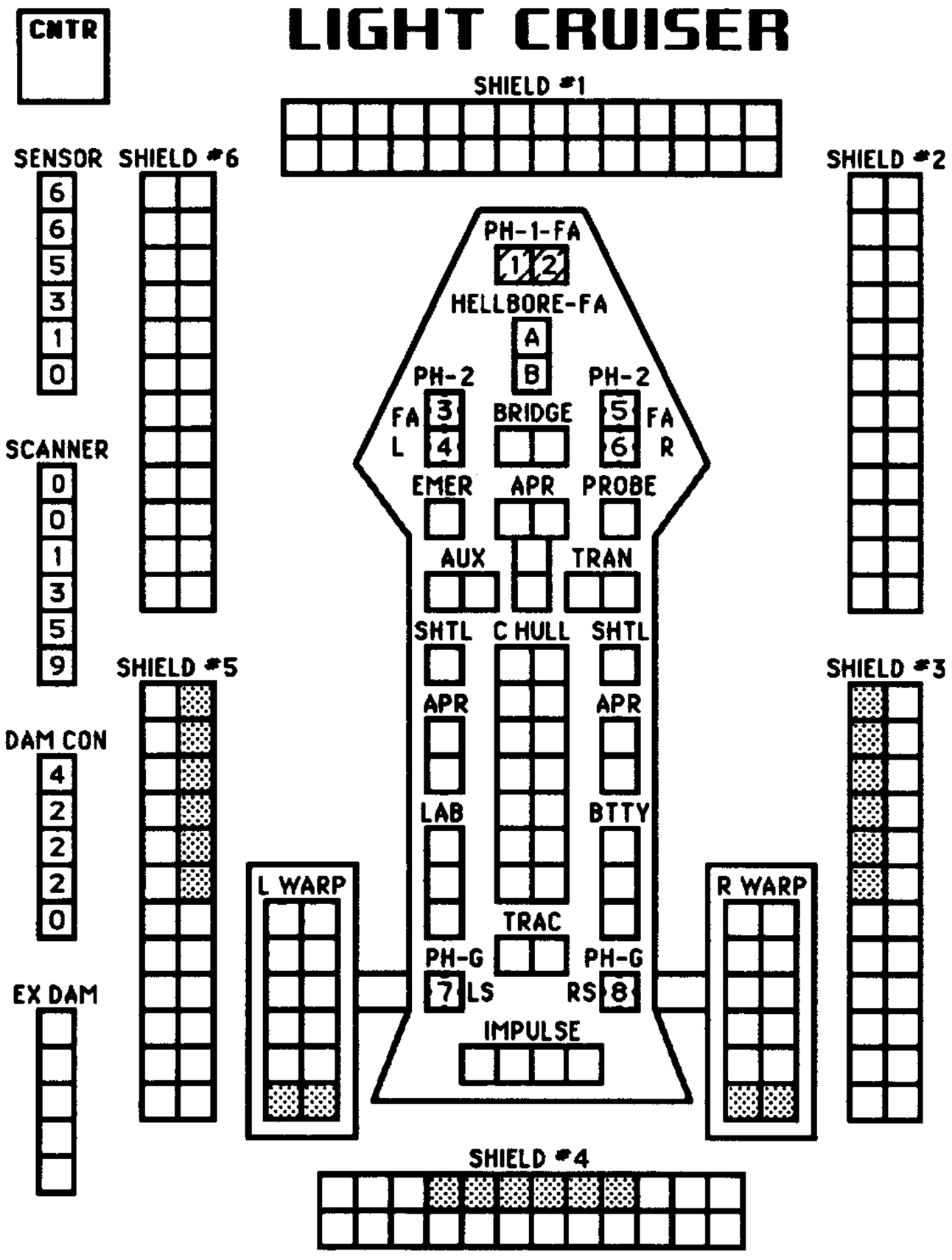
| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | 0 |
| 3 | 4 | 4 | 4 | 1 | 0 | 0 |
| 4 | 4 | 4 | 3 | 0 | 0 | 0 |
| 5 | 4 | 3 | 2 | 0 | 0 | 0 |
| 6 | 3 | 3 | 1 | 0 | 0 | 0 |

**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 |




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




THIS SSD SHOWS THE REFITTED SHIP. WITHOUT THE REFIT:

▒ DELETE THE SHADED BOXES.
CHANGE THE PH-G ARCS TO RX.

[1] CHANGE THE PH-1s TO PH-2s.

**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 |

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CREW UNITS [ ][ ][*][ ][ ][ ][ ][ ][10]

ADMINISTRATIVE SHUTTLE

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | [ ][ ][ ][ ][ ][ ] | |

BOARDING PARTIES [ ][ ][ ][4]

TRANSPORTER BOMBS [ ][ ] [D][D]

PROBES [ ][ ][ ][ ][5]

DECK CREW [1]

**SHIP DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | EH |
| POINT VALUE | = | 50 |
| BREAKDOWN | = | 6 |
| SHIELD COST | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | R9.13 |

LIMITED AEGIS

**SHIP DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | AH |
| POINT VALUE | = | 54 |
| REFERENCE | = | R9.13A |

FULL AEGIS

CNTR [ ]

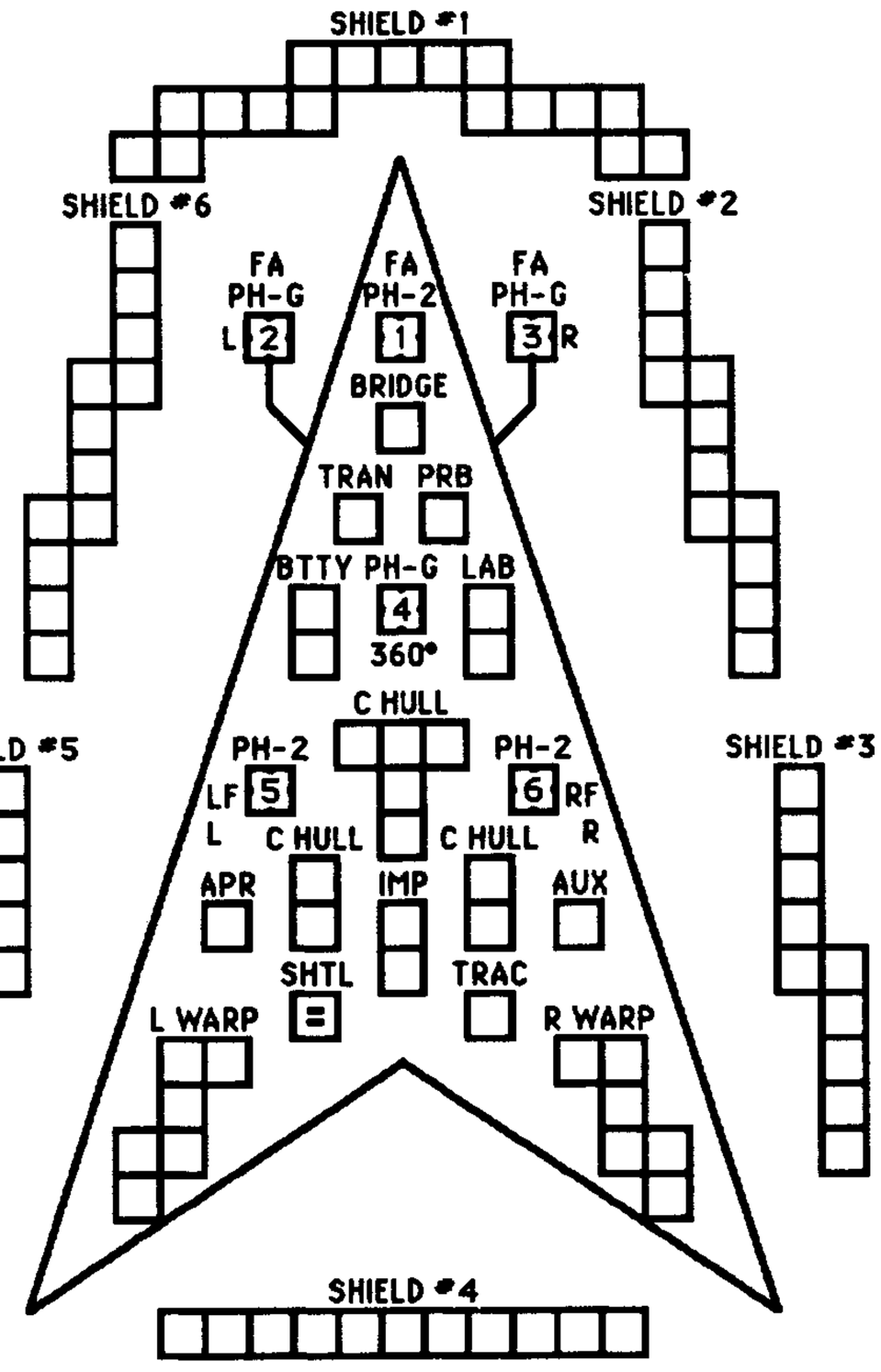
SENSOR [6][5][3][1][0]

SCANNER [0][1][3][5][9]

DAM CON [2][2][2][0]

EX DAM [ ][ ][ ][ ][ ][ ]

# HYDRAN ESCORT HUNTER FF

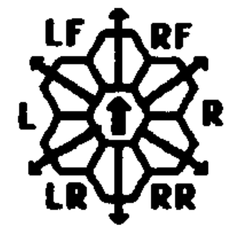



**TYPE II PHASER TABLE**

| 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 |




FA = LF + RF

| TURN MODE | | SPEED |
|---|---|---|
| A | 1 | 2-6 |
| HET | 2 | 7-12 |
| [ ] | 3 | 13-19 |
| BD | 4 | 20-26 |
| [ ][ ] | 5 | 27+ |

AS A CARRIER ESCORT, THIS SHIP HAS A DECK CREW AND READY RACK TO SERVICE THE FIGHTERS FROM THE CARRIER. IT HAS NO FIGHTERS OF ITS OWN.

WARP ENERGY MOVEMENT COST = 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 | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 6 | 7 | 7 | 7 | 8 | 8 | 8 | 9 | 9 | 9 | 10 | 10 | 10 |
| Fract. | 1/3 | 2/3 | 1 | 1 1/3 | 1 2/3 | 2 | 2 1/3 | 2 2/3 | 3 | 3 1/3 | 3 2/3 | 4 | 4 1/3 | 4 2/3 | 5 | 5 1/3 | 5 2/3 | 6 | 6 1/3 | 6 2/3 | 7 | 7 1/3 | 7 2/3 | 8 | 8 1/3 | 8 2/3 | 9 | 9 1/3 | 9 2/3 | 10 |

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# HYDRAN PICADOR MINESWEEPER

**CREW UNITS**

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | | | ✱ | | | | | | 10 |
| | | | | | | | | | 20 |

**ADMINISTRATIVE SHUTTLES**

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | MSS |
| | | |
| | | MSS |

THREE BAYS — TRANSFER BY (J1.59)

**BOARDING PARTIES**

| | | | |
|---|---|---|---|
| | | | 4 |

**PROBES**

| | | | | |
|---|---|---|---|---|
| | | | | 5 |

**TRANSPORTER BOMBS**

| | | D | D |
|---|---|---|---|
| | | | |

**DECK CREWS**

| | |
|---|---|
| | |

**SHIP DATA TABLE**

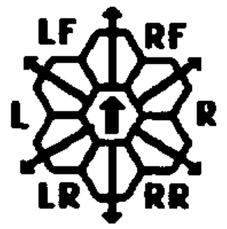
| | | |
|---|---|---|
| TYPE | = | MS |
| POINT VALUE | = | 75/65 |
| BREAKDOWN | = | 6 |
| SHIELD COST | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | R9.14 |
| PLUS REFIT | = | +2 |

**MINE RACKS**

| | | | | |
|---|---|---|---|---|
| 1 | I | I | I | I |
| 2 | I | I | I | I |
| 3 | I | I | I | I |
| 4 | I | I | I | I |

RACKS ARE SHOWN FOR LARGE MINES; FOR SMALL MINES WRITE AN "S" ON EACH SIDE OF THE DIVIDING BAR.

MINE RACKS ARE DESTROYED ON "CARGO," "SHUTTLE," OR "EXCESS DAMAGE" HITS.




FA = LF + RF

**TYPE II PHASER TABLE**

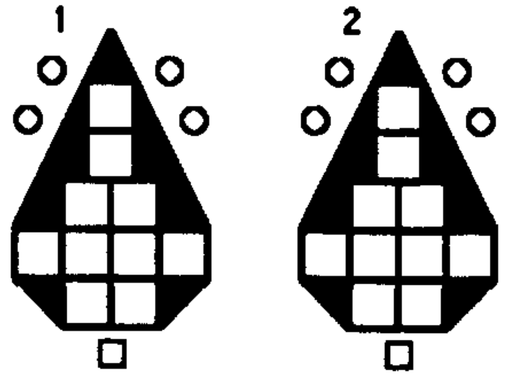
| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 | 16-30 | 31-50 |
|---|---|---|---|---|---|---|---|---|
| 1 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 6 | 5 | 4 | 4 | 2 | 1 | 1 | 0 |
| 3 | 6 | 4 | 4 | 4 | 1 | 1 | 0 | 0 |
| 4 | 5 | 4 | 4 | 3 | 1 | 0 | 0 | 0 |
| 5 | 5 | 4 | 3 | 3 | 0 | 0 | 0 | 0 |
| 6 | 5 | 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+ |

STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15

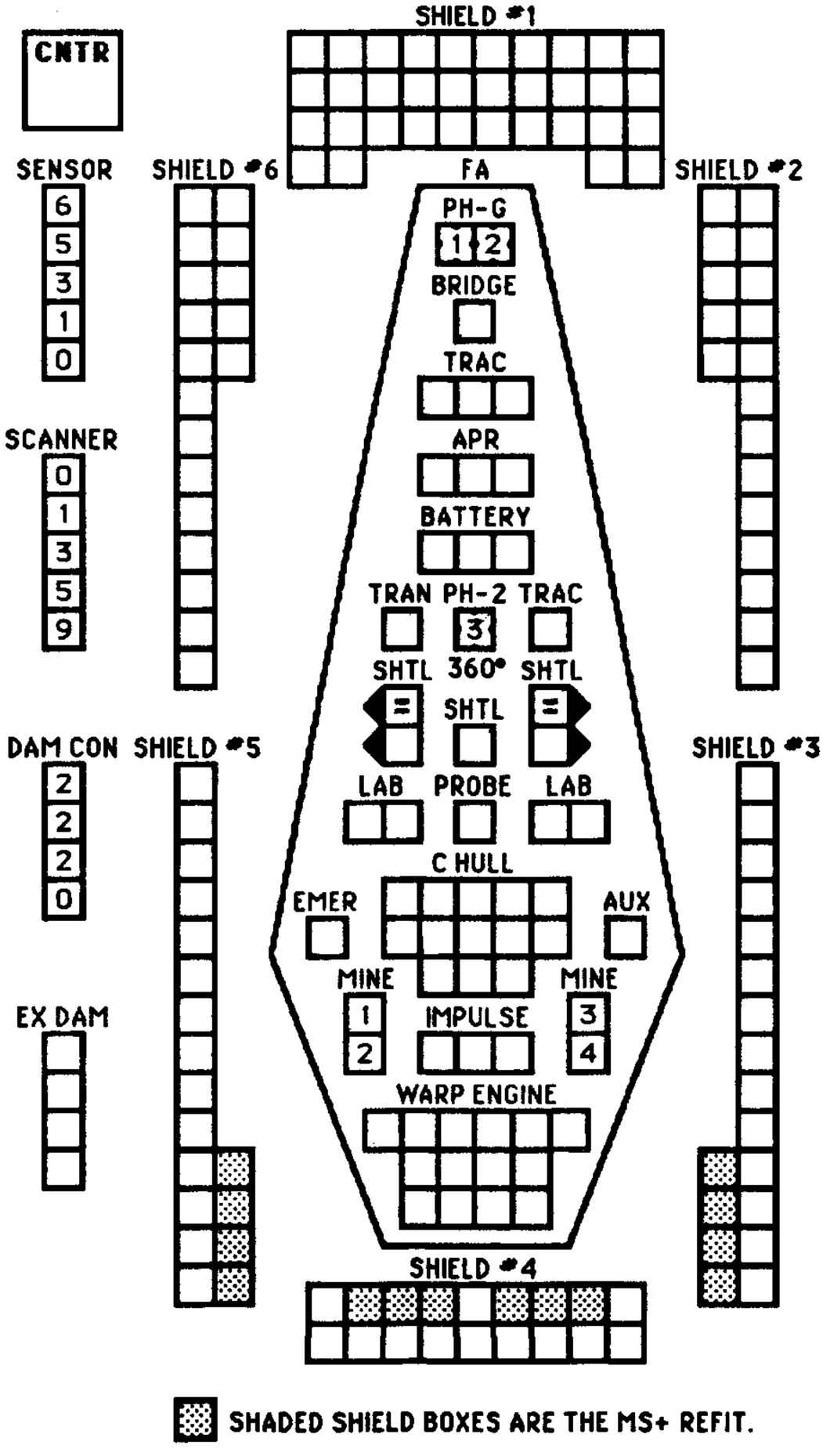
**TYPE III DEFENSE PHASER**

| 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 |




SHADED SHIELD BOXES ARE THE MS+ REFIT.

**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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# HYDRAN CAVALIER HEAVY CARRIER

CREW UNITS

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | | | * | | | | | | 10 |
| | | | | | | | | | 20 |
| | | | | | | | | | 30 |
| | | | | | | | | | 40 |

BOARDING PARTIES

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | 10 |

PROBES

| | | | | |
|---|---|---|---|---|
| | | | | 5 |

ADMINISTRATIVE SHUTTLES

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |
| | | |
| | | |

THREE BAYS — TRANSFER BY (J1.59)

DECK CREWS

| | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | | | 12 |
| | | | | | | | | | | | |

SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | CAV |
| POINT VALUE | = | 140/105 |
| BREAKDOWN | = | 5-6 |
| SHIELD COST | = | 1+1 |
| LIFE SUPPORT | = | 1 |
| SIZE CLASS | = | 3 |
| REFERENCE | = | R9.15 |
| PLUS REFIT | = | +8 |

THIS SSD SHOWS THE REFITTED SHIP. WITHOUT THE REFIT, DELETE THE SHADED BOXES, CHANGE THE PH-1 TO PH-2, AND CHANGE THE FIRING ARC OF THE PH-G TO RA+L/R.

CNTR

SHIELD #1

SENSOR

| |
|---|
| 6 |
| 6 |
| 5 |
| 3 |
| 1 |
| 0 |

SHIELD #6

FA

PH-1 (1 2)

LAB PRB BTTY

BRDG

PH-2 (3 4) LS — APR — PH-2 (5 6) RS

AUX TRAN EMER

FTR C HULL FTR

SHUTTLE

TRAC TRAC

PH-G (7) IMPULSE PH-G (8)

L WARP C WARP R WARP

SHIELD #2

SCANNER

| |
|---|
| 0 |
| 0 |
| 1 |
| 3 |
| 5 |
| 9 |

DAM CON

| |
|---|
| 4 |
| 4 |
| 2 |
| 2 |
| 0 |

EX DAM

SHIELD #5

SHIELD #3

SHIELD #4

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 |

T-BOMBS

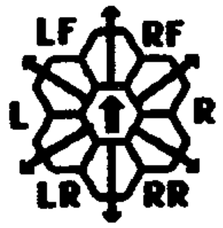
SEE (R9.R2).

D D D D

| 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

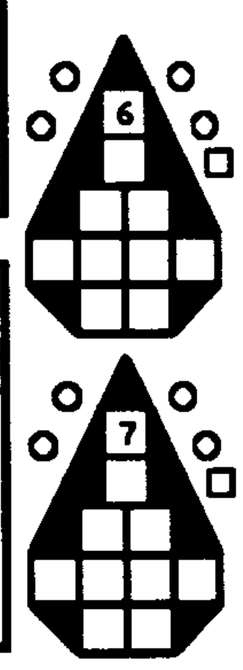
| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 | 16-30 | 31-50 |
|---|---|---|---|---|---|---|---|---|
| 1 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 6 | 5 | 4 | 4 | 2 | 1 | 1 | 0 |
| 3 | 6 | 4 | 4 | 4 | 1 | 1 | 0 | 0 |
| 4 | 5 | 4 | 4 | 3 | 1 | 0 | 0 | 0 |
| 5 | 5 | 4 | 3 | 3 | 0 | 0 | 0 | 0 |
| 6 | 5 | 3 | 3 | 3 | 0 | 0 | 0 | 0 |




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

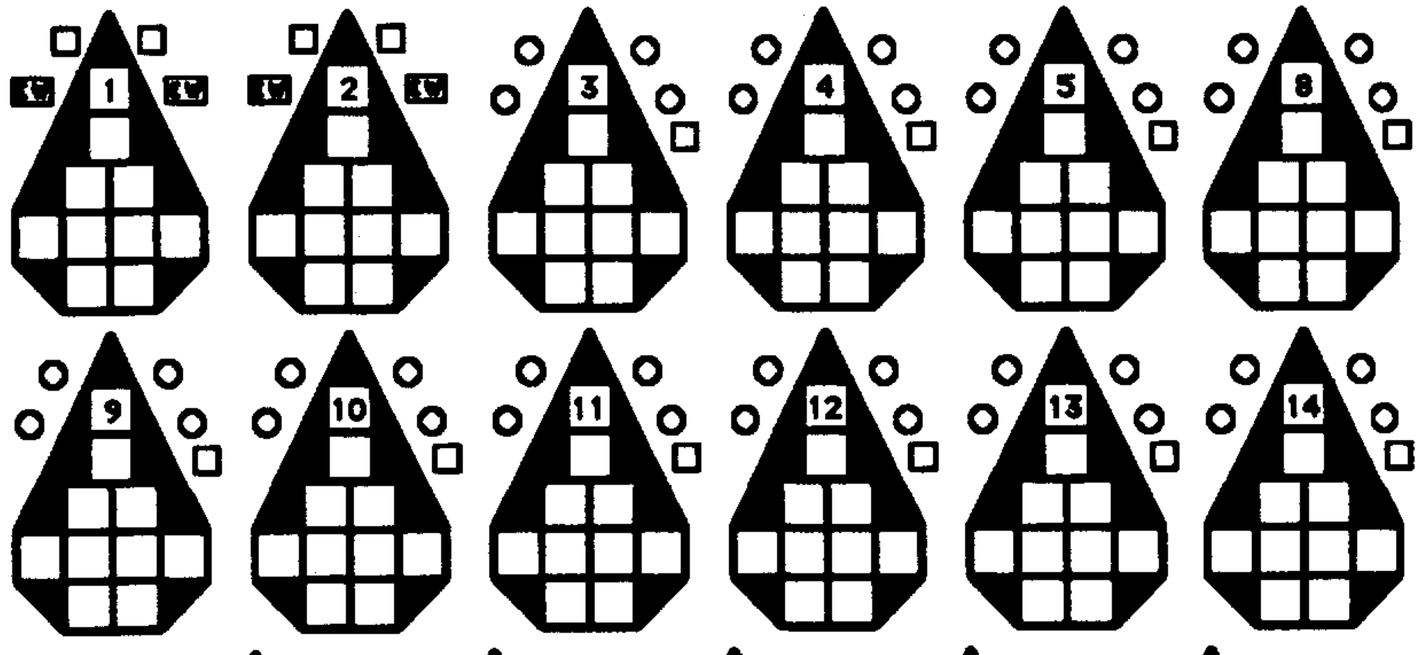
TYPE III DEFENSE PHASER

| 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 |

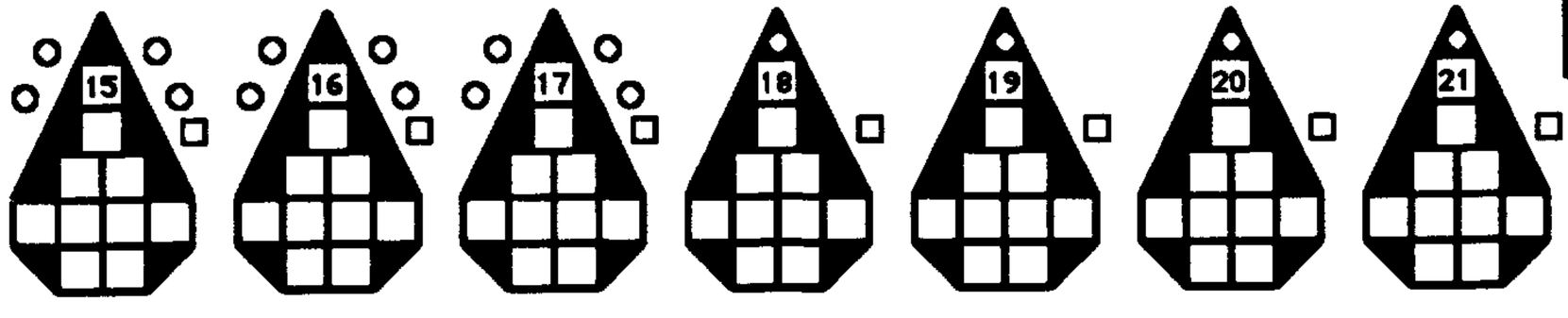



FTR FUSION TABLE

| 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 |




| STINGER-2 | STINGER-H |
|---|---|
| 1xPH-G-FA | 1xPH-G-FA |
| DFR = 4 | DFR = 2 |
| CRIPPLED = 7 | CRIPPLED = 7 |
| SPEED = 15 | SPEED = 15 |




FIGHTER HELLBORE TABLE

| RANGE | 0-1 | 2 | 3-4 | 5-8 | 9-10 |
|---|---|---|---|---|---|
| HIT* | 11 | 10 | 9 | 8 | 7 |
| DAMAGE | 20 | 17 | 15 | 13 | 10 |

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# HYDRAN DESTROYER ESCORT

**CREW UNITS**

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | | | * | | | | | | 10 |
| | | | | | | | | | 20 |
| | | | | | | | | | |

**ADMINISTRATIVE SHUTTLES**

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |
| | | |
| | | |

**SHIP DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | DE |
| POINT VALUE | = | 80 |
| BREAKDOWN | = | 6 |
| SHIELD COST | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | R9.16 |
| PLUS REFIT | = | +10 |
| LIMITED AEGIS | | |

**BOARDING PARTIES** [ ][ ][ ][ ][ ][ ][ ][8]

**TRANSPORTER BOMBS** [ ][ ] [D][D]

**DECK CREWS** [ ][ ][ ][ ][ ][6]

**PROBES** [ ][ ][ ][ ][5]

LF RF L R 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 |

**SHIP DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | DA |
| POINT VALUE | = | 90 |
| REFERENCE | = | R9.16A |
| PLUS REFIT | = | +10 |
| FULL AEGIS | | |

**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**

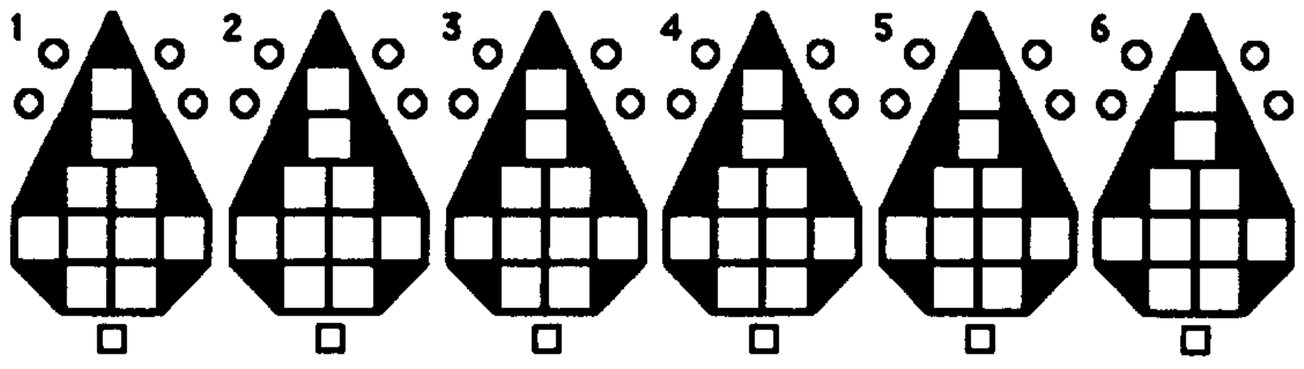
| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | 0 |
| 3 | 4 | 4 | 4 | 1 | 0 | 0 |
| 4 | 4 | 4 | 3 | 0 | 0 | 0 |
| 5 | 4 | 3 | 2 | 0 | 0 | 0 |
| 6 | 3 | 3 | 1 | 0 | 0 | 0 |

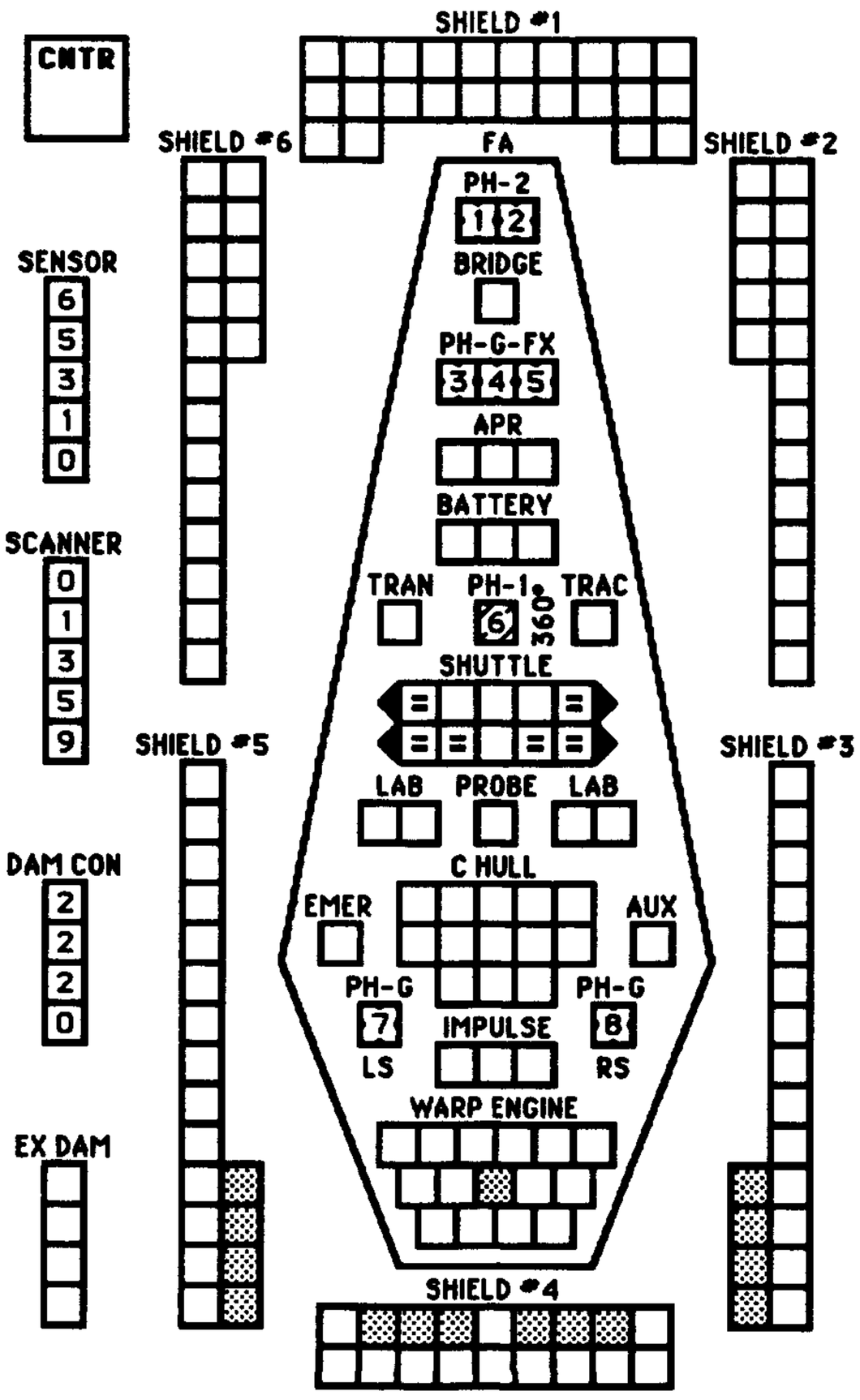
FA = LF + RF
FX = L + LF + RF + R
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15

**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 |




THIS SSD SHOWS THE REFITTED SHIP. WITHOUT THE REFIT, DELETE THE SHADED BOXES, CHANGE THE REAR PH-G FIRING ARCS TO "RA", AND CHANGE THE PH-1 TO PH-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 |

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# HYDRAN UHLAN CARRIER

**CREW UNITS** [ ][ ][ ][*][ ][ ][ ][ ][10][20]

**BOARDING PARTIES** [ ][ ][ ][ ][ ][6]

**DECK CREWS** [ ][ ][ ][ ][ ][ ][ ][ ][10] [ ][ ][ ][ ][ ][ ]

**PROBES** [ ][ ][ ][ ][5]

**T-BOMBS** [ ][ ] [D][D]

**ADMINISTRATIVE SHUTTLES**

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |

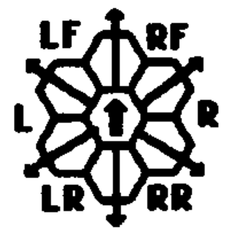
TWO BAYS — TRANSFER BY (J1.59)

**SHIP DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | UH |
| POINT VALUE | = | 108/85 |
| BREAKDOWN | = | 6 |
| SHIELD COST | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | R9.17 |
| PLUS REFIT | = | +10 |

**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 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 |

**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 |

**FIGHTER HELLBORE TABLE**

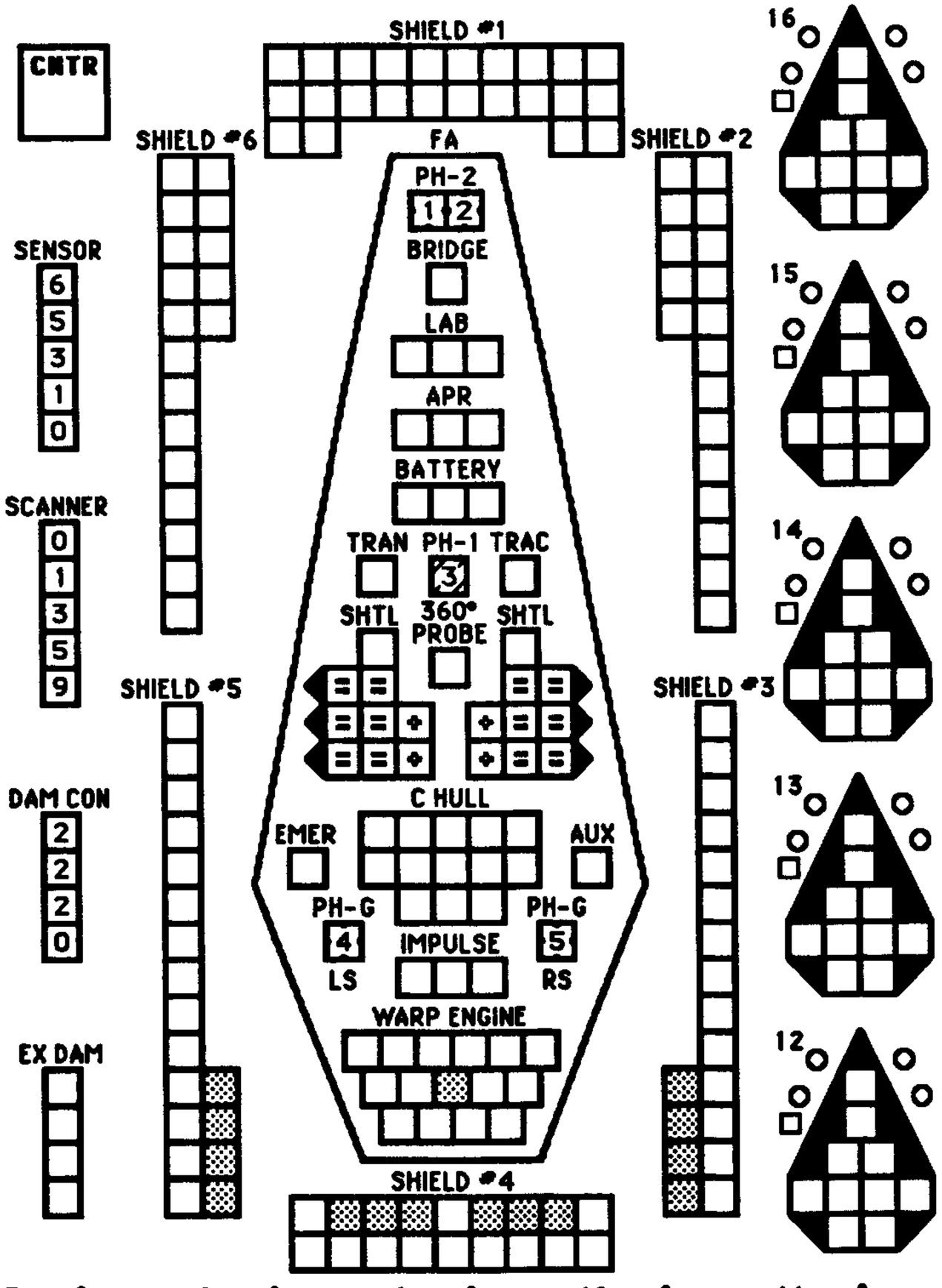
| RANGE | 0-1 | 2 | 3-4 | 5-8 | 9-10 |
|---|---|---|---|---|---|
| HIT* | 11 | 10 | 9 | 8 | 7 |
| DAMAGE | 20 | 17 | 15 | 13 | 10 |

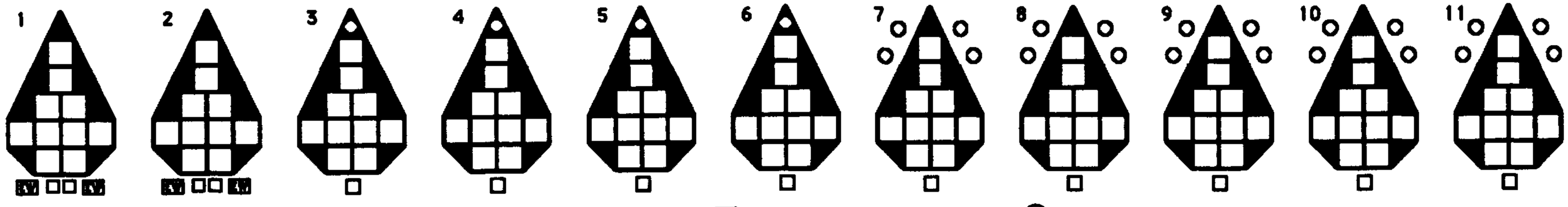
THIS SSD SHOWS THE REFITTED SHIP. WITHOUT THE REFIT, DELETE THE SHADED BOXES, CHANGE THE PH-G FIRING ARCS TO "RA", AND CHANGE THE PH-1 TO PH-2.

**STINGER-2**
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15

**STINGER-H**
1xPH-G-FA
DFR = 2
CRIPPLED = 7
SPEED = 15

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




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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# HYDRAN D7H *ANARCHIST*

## CAPTURED KLINGON SHIP

CREW UNITS

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | | | * | | | | | | 10 |
| | | | | | | | | | 20 |
| | | | | | | | | | 30 |
| | | | | | | | | | 40 |
| | | | | | | | | | |

BOARDING PARTIES

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | 10 |
| | | | | | | | | | 20 |

ADMINISTRATIVE SHUTTLES

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| | | | | D | D | D | D |

DECK CREWS

| | |
|---|---|
| | |

PROBES

| | | | | |
|---|---|---|---|---|
| | | | | 5 |

SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | D7H |
| POINT VALUE | = | 145 |
| BREAKDOWN | = | 5-6 |
| SHIELD COST | = | 1+1 |
| LIFE SUPPORT | = | 1 |
| SIZE CLASS | = | 3 |
| REFERENCE | = | R9.18 |
| PLUS REFIT | = | +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 |

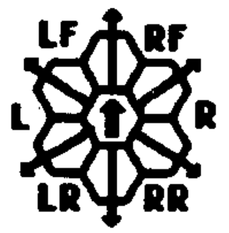
| TURN MODE | SPEED |
|---|---|
| 1 | 2-5 |
| 2 | 6-10 |
| 3 | 11-15 |
| 4 | 16-21 |
| 5 | 22-28 |
| 6 | 29+ |

HET

BD

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

FX = L + LF + RF + R

TYPE III DEFENSE PHASER

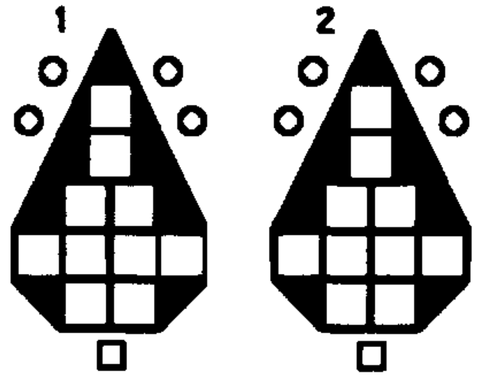
| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | 0 |
| 3 | 4 | 4 | 4 | 1 | 0 | 0 |
| 4 | 4 | 4 | 3 | 0 | 0 | 0 |
| 5 | 4 | 3 | 2 | 0 | 0 | 0 |
| 6 | 3 | 3 | 1 | 0 | 0 | 0 |

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 |

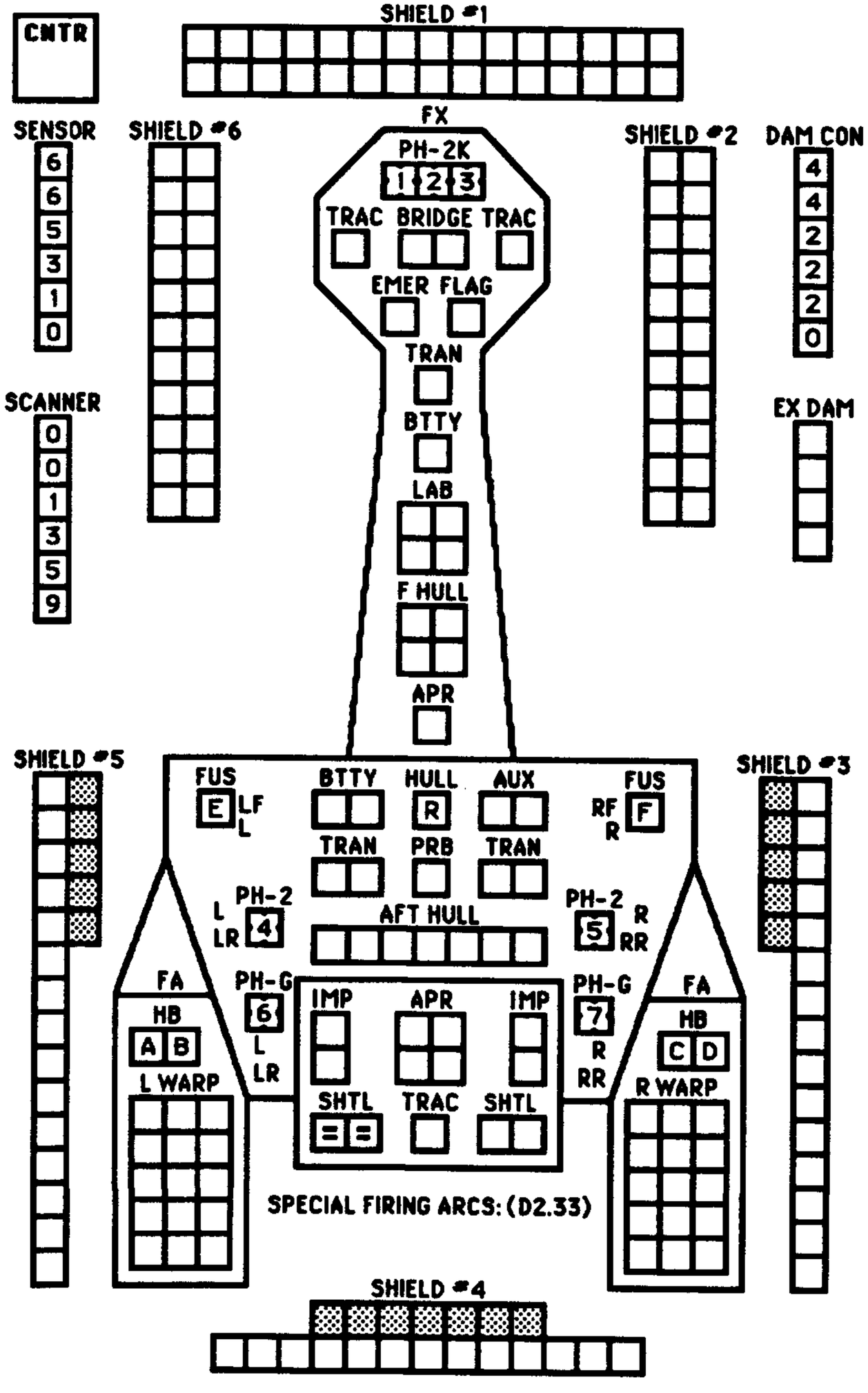



HELLBORE COMBAT RESOLUTION TABLE

| 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-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15

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




SHADED BOXES ARE THE PLUS REFIT

PH-2'S MARKED "K" ARE PH-1 ON THE PLUS REFIT

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# HYDRAN LORD MARSHAL COMMAND CRUISER

**CREW UNITS**

| | | | * | | | | | |
|---|---|---|---|---|---|---|---|---|
| | | | | | | | | 10 |
| | | | | | | | | 20 |
| | | | | | | | | 30 |
| | | | | | | | | 40 |

**ADMINISTRATIVE SHUTTLES**

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |
| | | |

THREE BAYS — NO TRANSFERS

**SHIP DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | LM |
| POINT VALUE | = | 138 |
| BREAKDOWN | = | 5-6 |
| SHIELD COST | = | 1+1 |
| LIFE SUPPORT | = | 1 |
| SIZE CLASS | = | 3 |
| REFERENCE | = | R9.19 |

**BOARDING PARTIES** □□□□□□□□□□ 10 / □□□□□□□

**TRANSPORTER BOMBS** □□□□ D D D D

SEE (R9.R2).

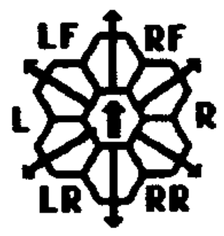
**DECK CREWS** □□□□□ 6

**PROBES** □□□□□ 5

FA = LF + RF
LS = LF + L + LR
RS = RF + R + 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 |




| 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 |

**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-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15

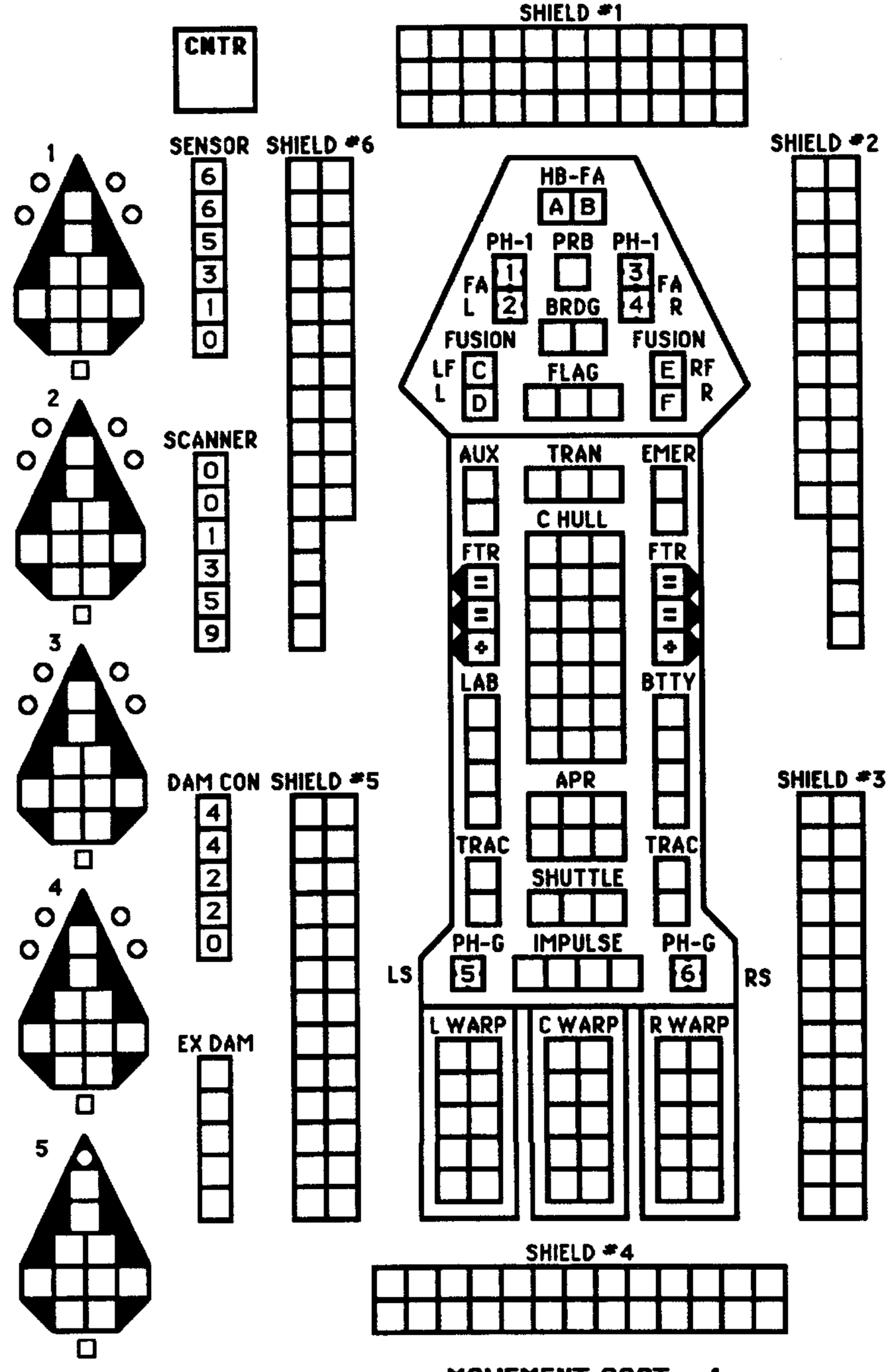
STINGER-H
1xPH-G-FA
DFR = 2
CRIPPLED = 7
SPEED = 15

**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 |




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



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# HYDRAN CARAVAN TUG

**CREW UNITS**

| | | | | | | | | | 10 |
|---|---|---|---|---|---|---|---|---|---|
| | | | * | | | | | | 20 |
| | | | | | | | | | |

**ADMINISTRATIVE SHUTTLES**

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |
| | | |

NO TUG-PALLET TRANSFERS

**BOARDING PARTIES** [ ][ ][ ][ ][ ][6]

**TRANSPORTER BOMBS** [ ][ ][ ][ ] [D][D][D][D]

**DECK CREWS** [ ][ ][3]

**PROBES** [ ][ ][ ][ ][5]

**SHIP DATA TABLE**

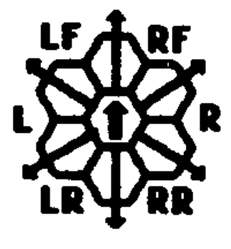
| | | |
|---|---|---|
| TYPE | = | TUG |
| POINT VALUE | = | 110/70 |
| BREAKDOWN | = | 4-6 |
| SHIELD COST | = | 1+1 |
| LIFE SUPPORT | = | 1 |
| SIZE CLASS | = | 3 |
| REFERENCE | = | R9.20 |
| PLUS REFIT | = | +19 |

**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 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
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**

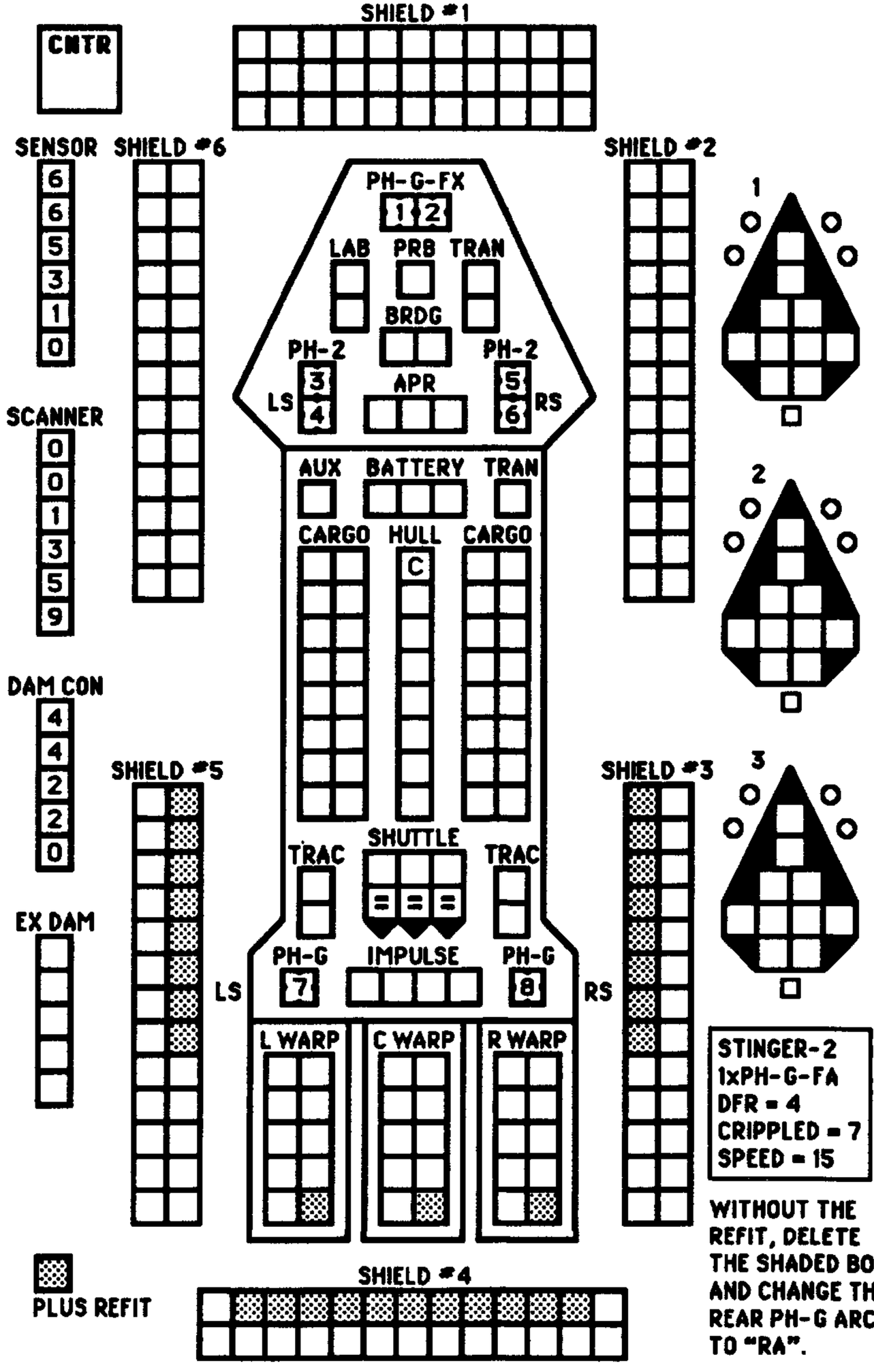
| DIE ROLL | RANGE 0 | 1 | 2 | 3-10 |
|---|---|---|---|---|
| 1 | 13 | 8 | 6 | 4 |
| 2 | 11 | 8 | 5 | 3 |
| 3 | 10 | 7 | 4 | 2 |
| 4 | 9 | 6 | 3 | 1 |
| 5 | 8 | 5 | 3 | 1 |
| 6 | 8 | 4 | 2 | 0 |

**WITH NO PALLETS**
**MOVE COST = 1**
**HET COST = 5**
**EM COST = 6**

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

**WITH ONE PALLET**
**MOVE COST = 1.5**

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




WITHOUT THE REFIT, DELETE THE SHADED BOXES AND CHANGE THE REAR PH-G ARCS TO "RA".

**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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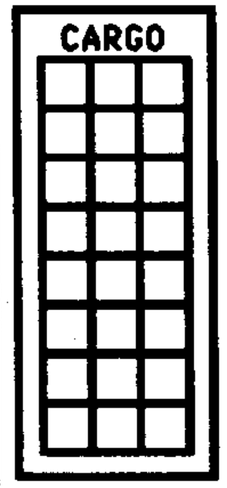
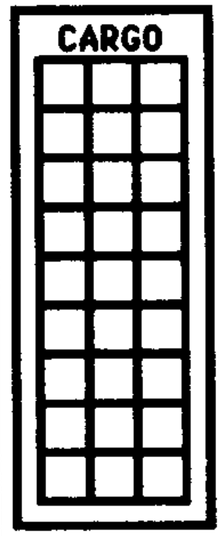
# HYDRAN TUG PALLETS

## HYDRAN CARGO PALLET




| POD DATA TABLE | | |
|---|---|---|
| TYPE | = | P-C |
| CREW | = | 0 |
| BPS | = | 0 |
| BPV | = | 14/10 |
| SIZE | = | 4 |
| REF | = | R9.21 |

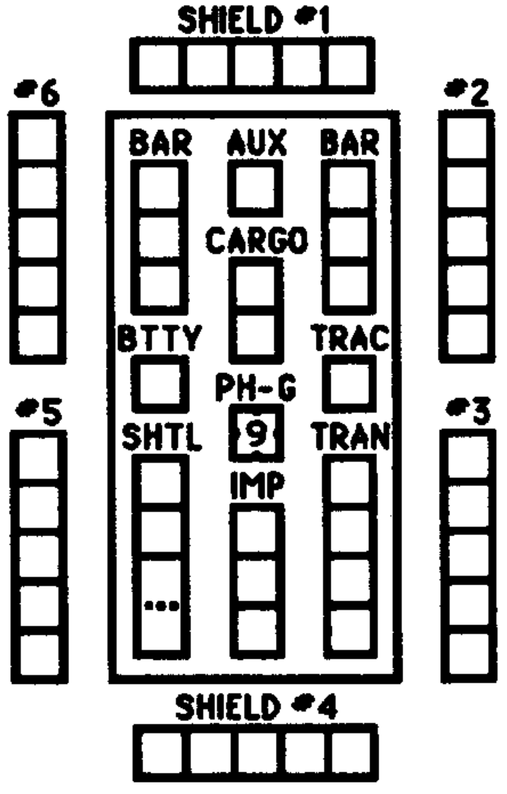
## HYDRAN SHUTTLE CONVEYOR PALLET




| POD DATA TABLE | | |
|---|---|---|
| TYPE | = | P-FC |
| BPS | = | 0 |
| BPV | = | 15/10 |
| SIZE | = | 4 |
| REF | = | R9.22 |

CREW UNITS [ ][2]

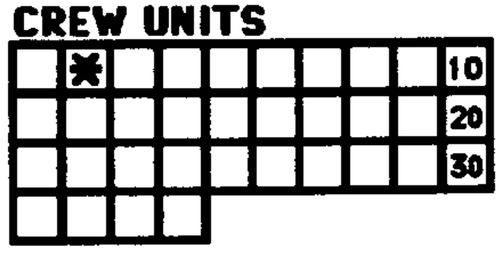
## HYDRAN TROOP TRANSPORT PALLET



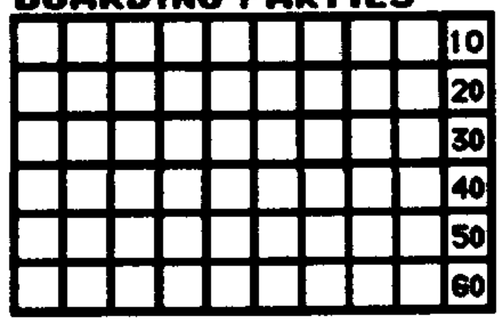

| POD DATA TABLE | | |
|---|---|---|
| TYPE | = | P-TT |
| BPV | = | 30/20 |
| SIZE | = | 4 |
| REF | = | R9.25 |

SENSOR [6][0] SCAN [0][9]
DAM CON [2][0] XD [ ]

CREW UNITS




BOARDING PARTIES

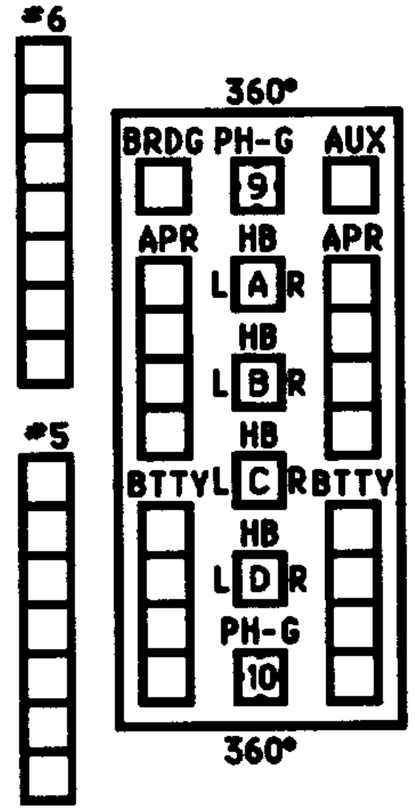



SHUTTLES

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | GAS |
| | | GAS |
| | | HTS |

CAN USE GRAVITY LANDING (P2.432).
BARRACKS ARE DESTROYED ON "HULL" HITS.

## HYDRAN FIRE SUPPORT PALLET

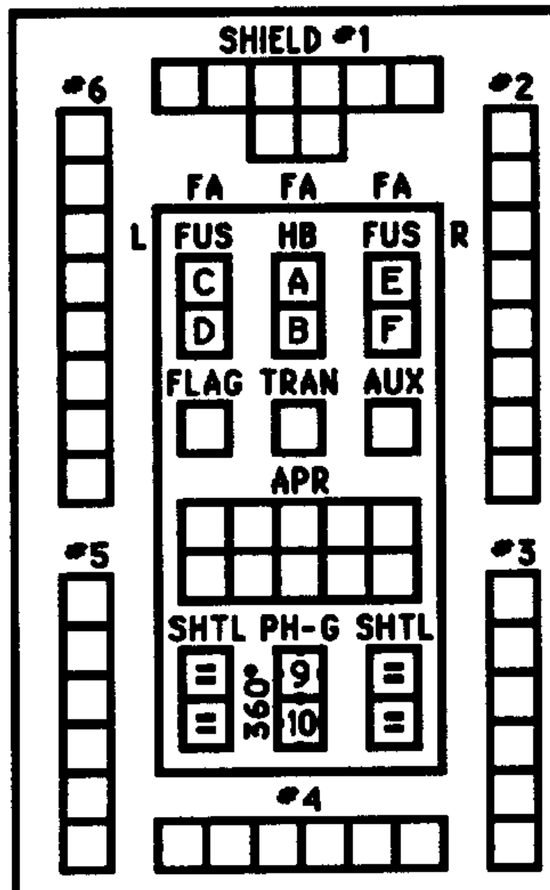



| POD DATA TABLE | | |
|---|---|---|
| TYPE | = | P-FS |
| BPV | = | 50/90 |
| SIZE | = | 4 |
| REF | = | R9.23 |

CREW UNITS

BOARDING PARTIES [ ][ ][ ][ ][ ][6]

## HYDRAN COMBAT PALLET

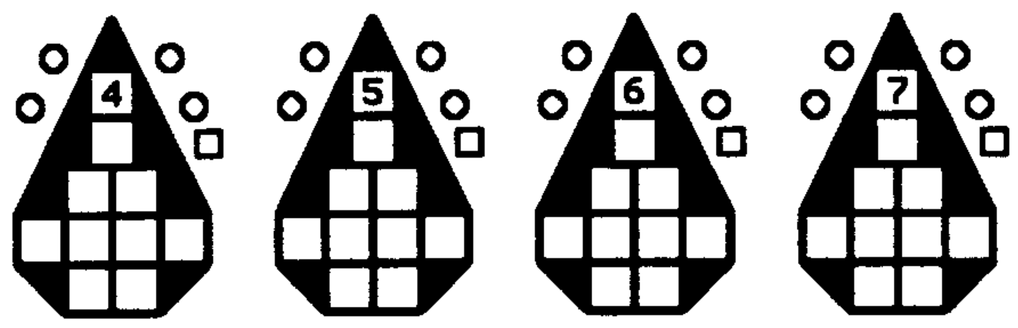



| POD DATA TABLE | | |
|---|---|---|
| TYPE | = | P-CM |
| BPV | = | 40/80 |
| SIZE | = | 4 |
| REF | = | R9.24 |

CREW UNITS

BOARDING PARTIES [ ][ ][ ][ ][ ][6]

DECK CREWS [ ][ ][ ][4]



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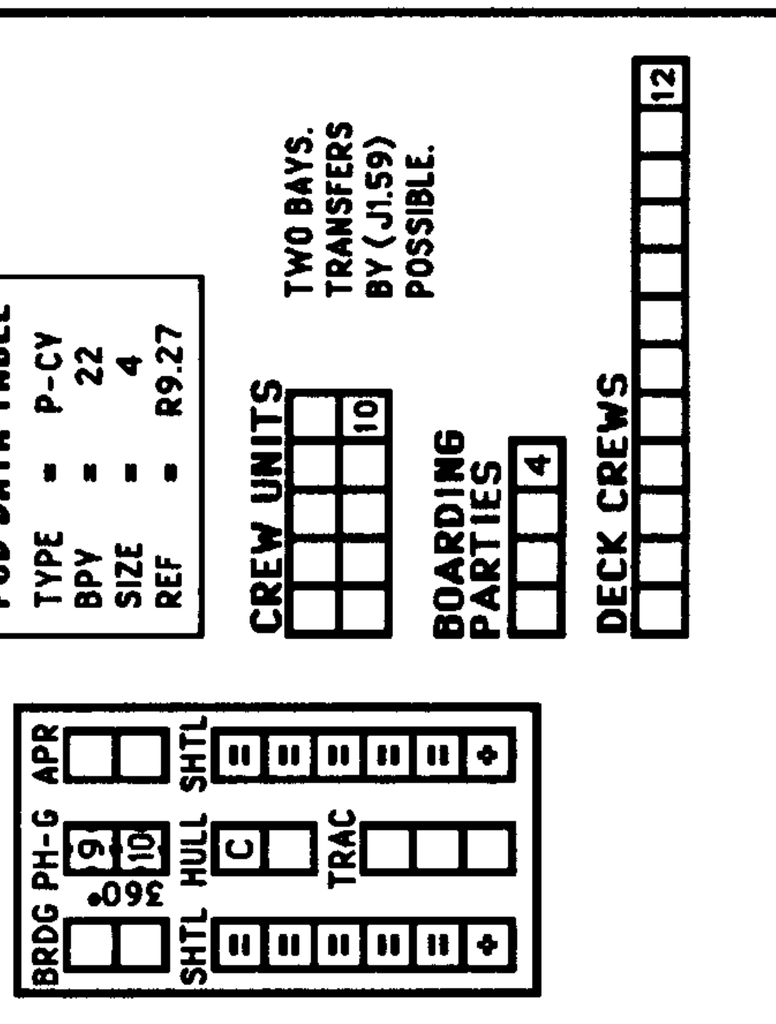
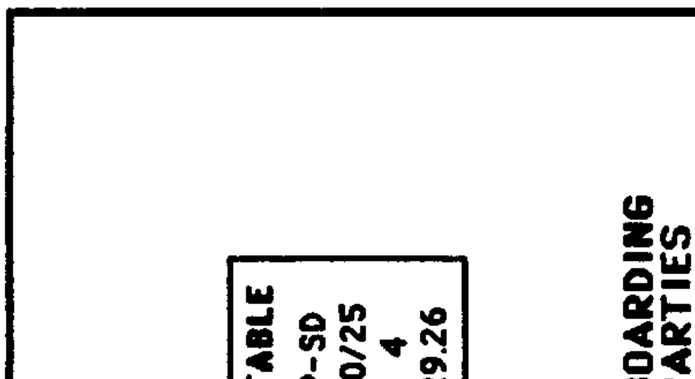
## HYDRAN TUG PALLETS

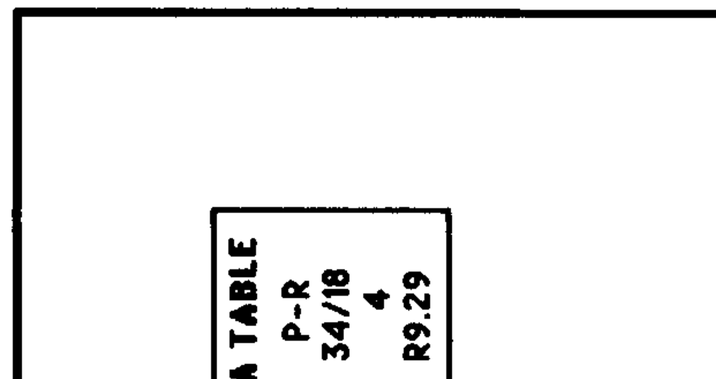
### HYDRAN CARRIER PALLET



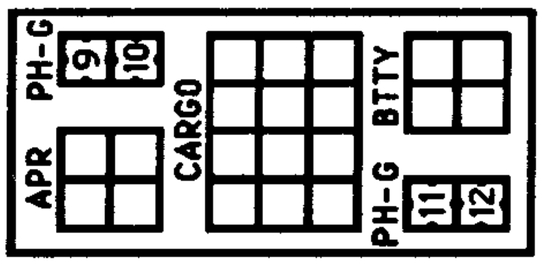

### HYDRAN SELF-DEFENSE PALLET




### HYDRAN REPAIR PALLET




### HYDRAN SELF-DEFENSE PALLET





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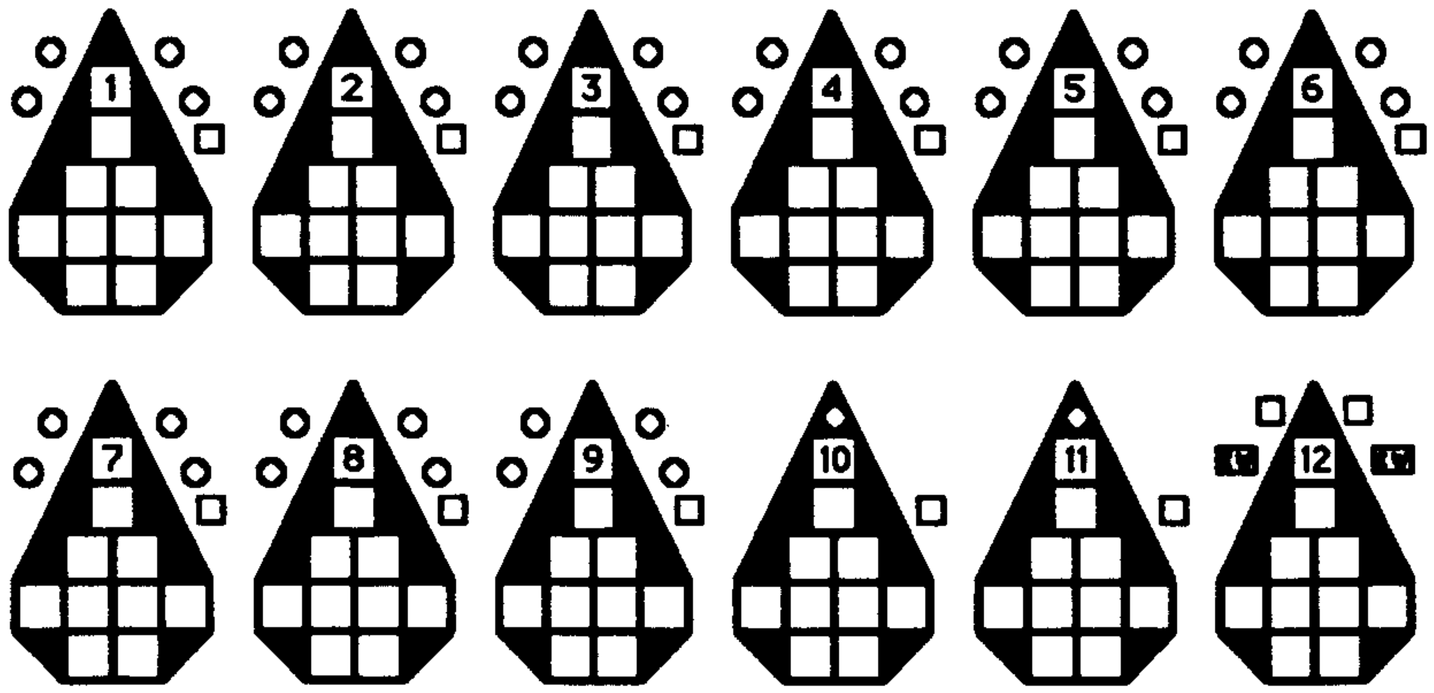
## PALADIN FIGHTER GROUP

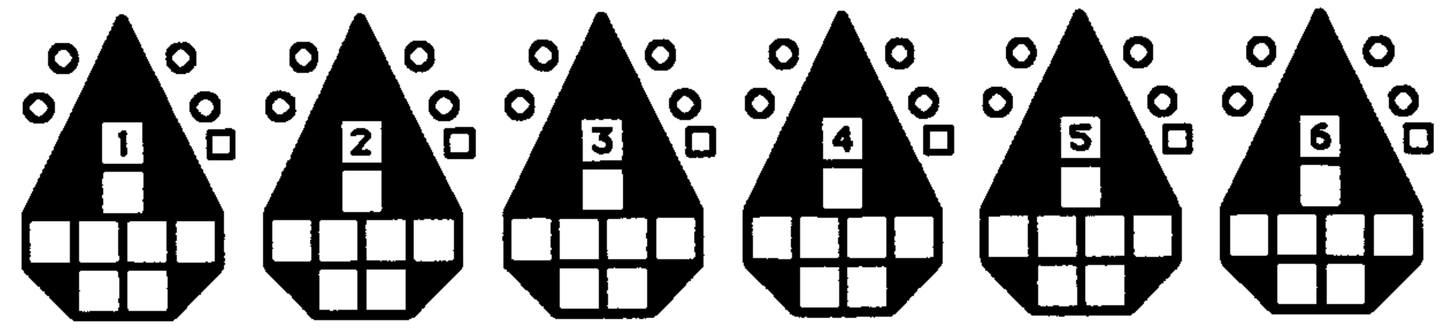
STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15

STINGER-H
1xPH-G-FA
DFR = 2
CRIPPLED = 7
SPEED = 15

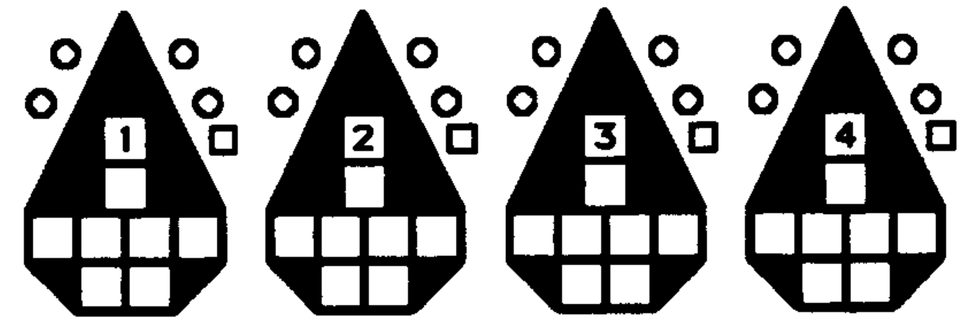



## EARLY LORD MARSHAL FIGHTER GROUP
## EARLY HORSEMAN FIGHTER GROUP
## STINGER-1 FIGHTERS

STINGER-1
1xPH-3-FA
DFR = 3
CRIPPLED = 6
SPEED = 12



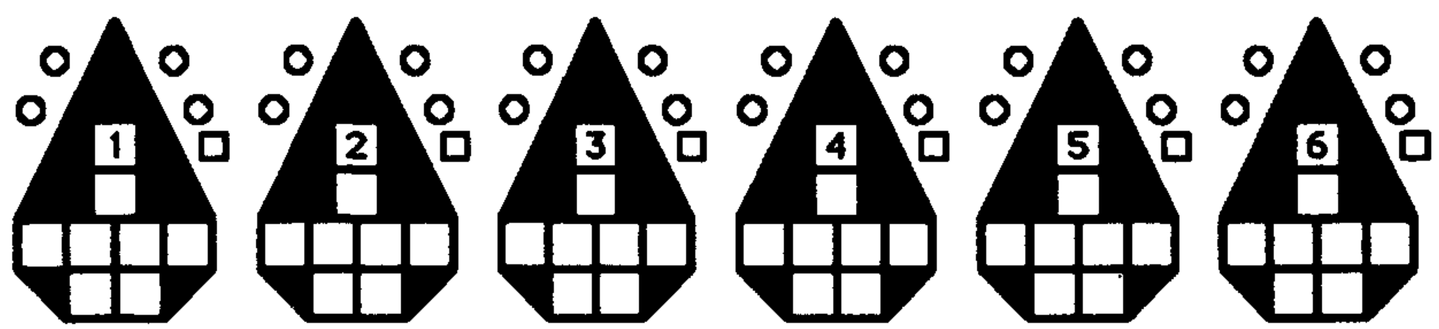

## EARLY LANCER FIGHTER GROUP STINGER-1 FIGHTERS
## EARLY LARGE Q-SHIP FIGHTER GROUP




STINGER-1
1xPH-3-FA
DFR = 3
CRIPPLED = 6
SPEED = 12

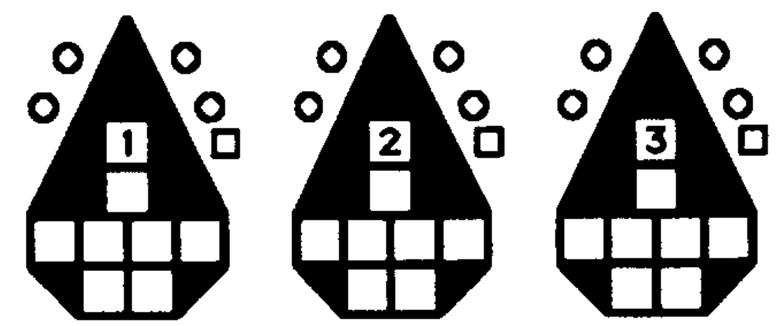
## EARLY RANGER FIGHTER GROUP
## STINGER-1 FIGHTERS

STINGER-1
1xPH-3-FA
DFR = 3
CRIPPLED = 6
SPEED = 12



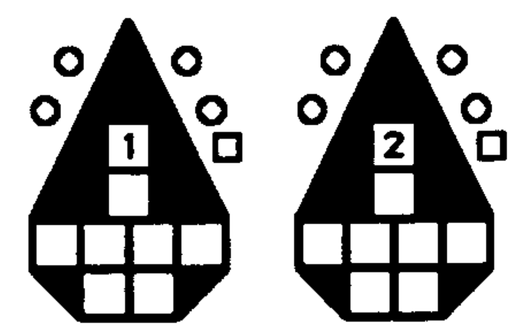

## EARLY PALADIN GROUP
## EARLY P-CV GROUP

## EARLY DRAGOON FIGHTER GROUP STINGER-1 FIGHTERS
## EARLY TUG FIGHTER GROUP




STINGER-1
1xPH-3-FA
DFR = 3
CRIPPLED = 6
SPEED = 12

## EARLY PICADOR FIGHTER GROUP STINGER-1 FIGHTERS
## EARLY D7H FIGHTER GROUP
## EARLY SMALL-Q-SHIP FIGHTER GROUP




STINGER-1
1xPH-3-FA
DFR = 3
CRIPPLED = 6
SPEED = 12



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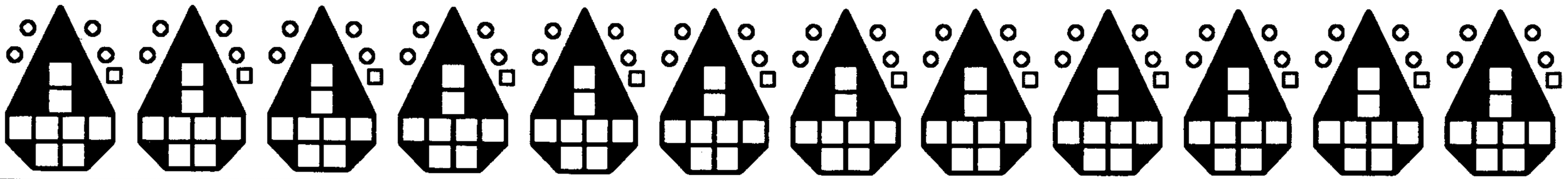
# HYDRAN FIGHTERS

PLAYERS CAN NUMBER THE FIGHTERS TO REFLECT THE SQUADRONS (AND COUNTERS) INVOLVED IN THE BATTLE OR SCENARIO.

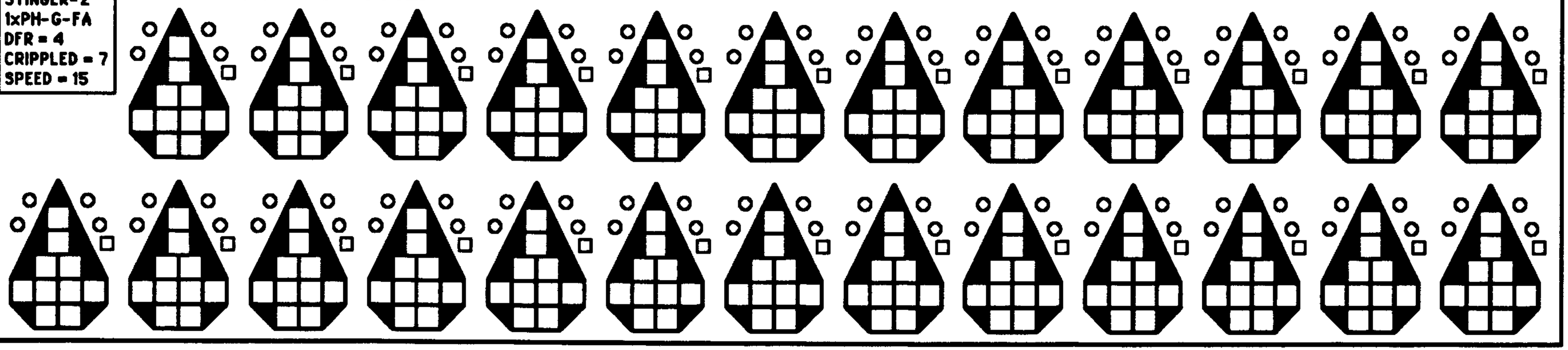
## HYDRAN STINGER-1 FIGHTERS

STINGER-1
1xPH-3-FA
DFR = 3
CRIPPLED = 6
SPEED = 12



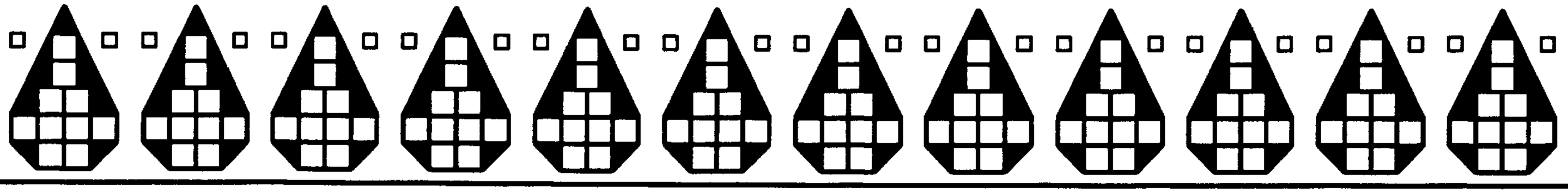
## HYDRAN STINGER-2 FIGHTERS

STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15



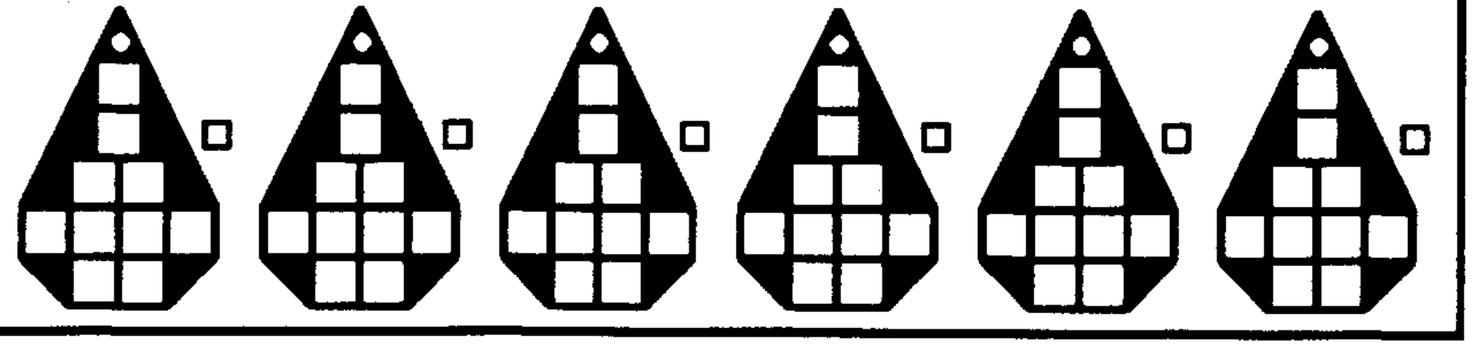
## HYDRAN STINGER-F FIGHTERS

STINGER-F
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15



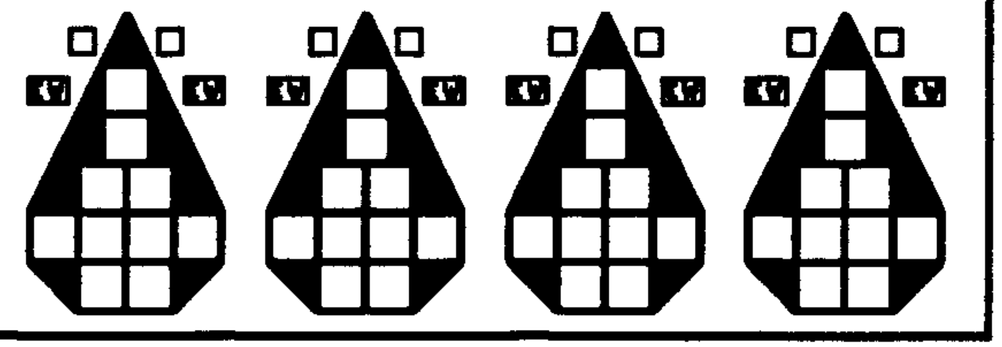
## HYDRAN STINGER-H HELLBORE FIGHTERS

STINGER-H
1xPH-G-FA
DFR = 2
CRIPPLED = 7
SPEED = 15



## HYDRAN STINGER-E ELECTRONIC WARFARE FIGHTERS

STINGER-E
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15





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# LYRAN LION DREADNOUGHT

CREW UNITS

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| | | * | | | | | | 10 |
| | | | | | | | | 20 |
| | | | | | | | | 30 |
| | | | | | | | | 40 |
| | | | | | | | | 50 |
| | | | | | | | | 60 |
| | | | | | | | | |

BOARDING PARTIES

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| | | | | | | | | 10 |
| | | | | | | | | 20 |
| | | | | | | | | |

TRANSPORTER BOMBS

| | | | | | | D | D | D | D | D | D |
|---|---|---|---|---|---|---|---|---|---|---|---|

ADMINISTRATIVE SHUTTLES

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |
| | | |
| | | |
| TWO BAYS - NO TRANSFERS | | |

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

PROBES

| | | | | | | |
|---|---|---|---|---|---|---|
| 1 | | | | | | 5 |
| 2 | | | | | | 5 |

SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | DN |
| POINT VALUE | = | 217 |
| BREAKDOWN | = | 3-6 |
| SHIELD COST | = | 1+3 |
| LIFE SUPPORT | = | 1+1/2 |
| SIZE CLASS | = | 2 |
| REFERENCE | = | R11.2 |
| PLUS REFIT | = | +4 |
| PHASER REFIT | = | +4 |

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 |

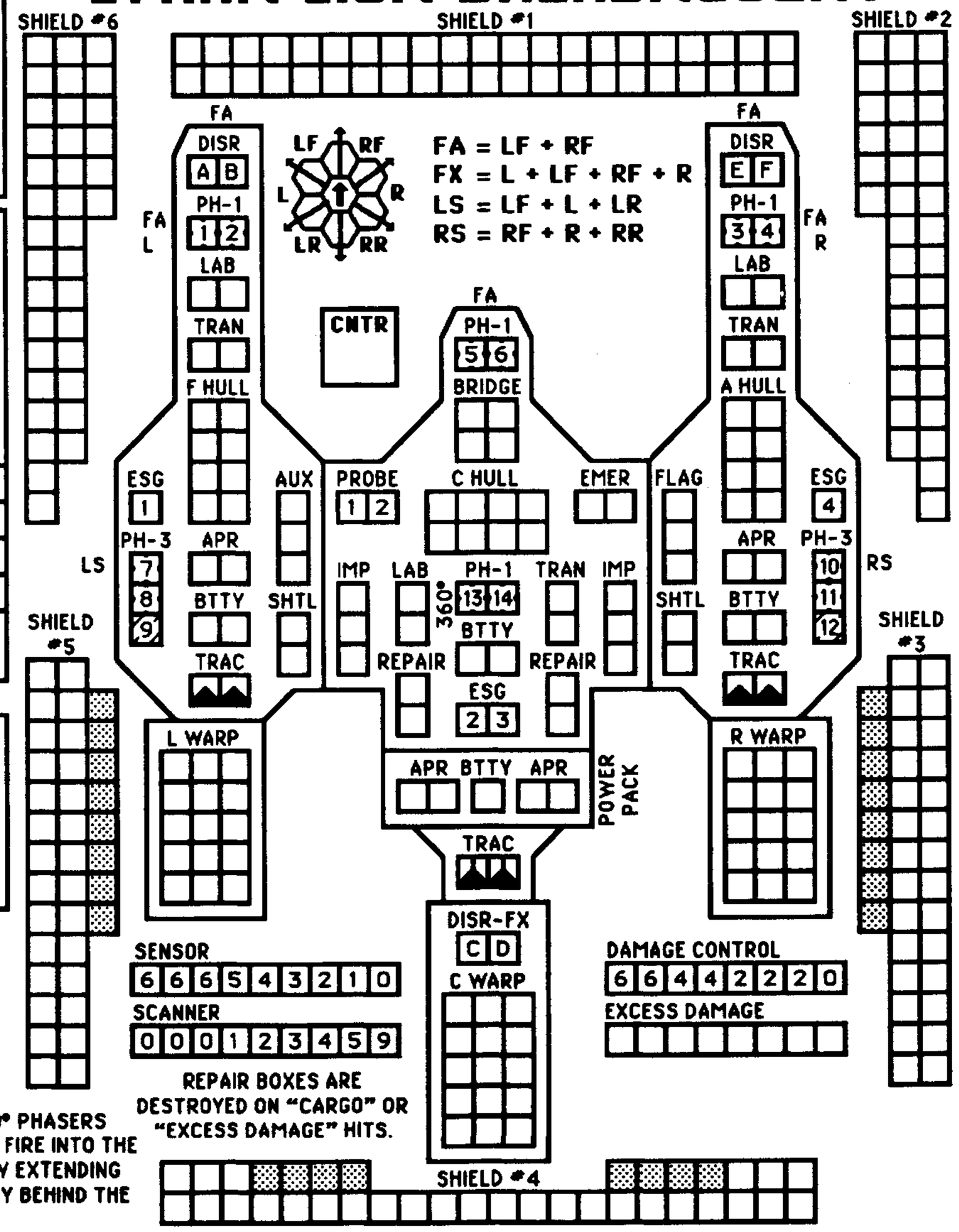
EXPANDING SPHERE TABLE

| 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

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 |




REPAIR BOXES ARE DESTROYED ON "CARGO" OR "EXCESS DAMAGE" HITS.

THE 360° PHASERS CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.

▒ SHADED BOXES ARE THE PLUS REFIT. [9] SHADED PH-3 BOXES ARE PH-1 WITH THE PHASER REFIT.

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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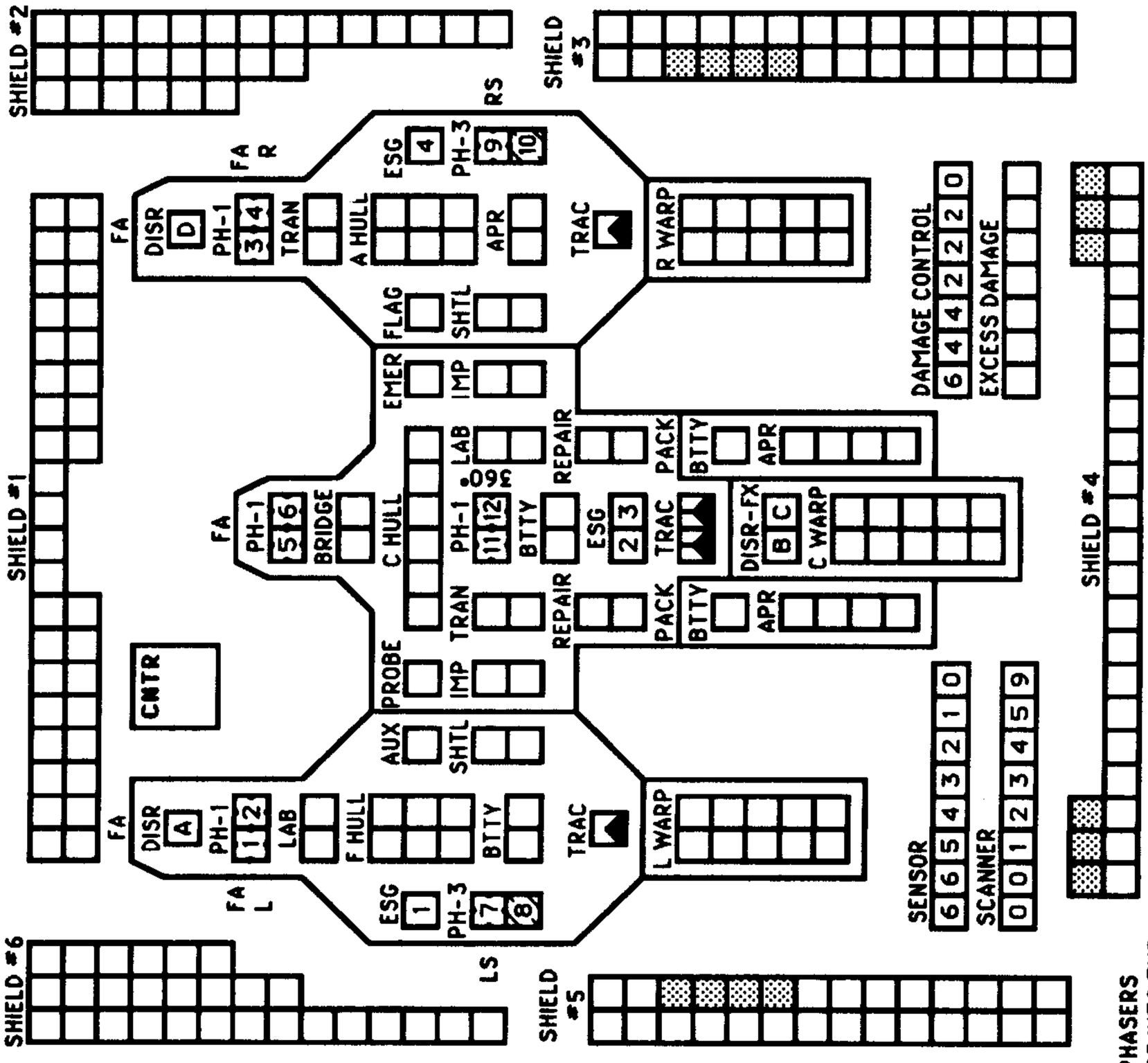
# LYRAN WILDCAT BATTLECRUISER




THE 360° PHASERS CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.

REPAIR BOXES ARE DESTROYED ON "CARGO" OR "EXCESS DAMAGE" HITS.

**HIT & RUN**
UIM ☐
DERFACS ☐

**SHIP DATA TABLE**

| | |
|---|---|
| TYPE | = BC |
| POINT VALUE | = 165 |
| BREAKDOWN | = 4-6 |
| SHIELD COST | = 1+1 |
| LIFE SUPPORT | = 1 |
| SIZE CLASS | = 3 |
| REFERENCE | = R11.3 |
| PLUS REFIT | = +2 |
| PHASER REFIT | = +4 |
| INCLUDES UIM | |
| POWER PACK | = +18 |
| BEFORE Y178 BPV -4 NO MECH LINKS | |

**TURN MODE SPEED**

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

**ADMINISTRATIVE SHUTTLES**

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |
| | | |
| | | |
| | | TWO BAYS - NO TRANSFERS |

**PROBES** 5

**TRANSPORTER BOMBS** D D D

**CREW UNITS** 10 20 30 40 50 *

**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 | 0 | 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 |

**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 | 1-2 | 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 | 1-4 | 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 |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# LYRAN TIGER HEAVY CRUISER

CREW UNITS

| | | | * | | | | | | 10 |
|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | 20 |
| | | | | | | | | | 30 |
| | | | | | | | | | 40 |
| | | | | | | | | | |

ADMINISTRATIVE SHUTTLES

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |
| TWO BAYS - NO TRANSFERS | | |

BOARDING PARTIES

| | | | | | | | | | 10 |
|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | |

TRANSPORTER BOMBS

| | | | | D | D | D | D |
|---|---|---|---|---|---|---|---|

PROBES

| | | | | 5 |
|---|---|---|---|---|

HIT & RUN
UIM
DERFACS

SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | CA |
| POINT VALUE | = | 133 |
| BREAKDOWN | = | 5-6 |
| SHIELD COST | = | 1+1 |
| LIFE SUPPORT | = | 1 |
| SIZE CLASS | = | 3 |
| REFERENCE | = | R11.4 |
| PLUS REFIT | = | +2 |
| PHASER REFIT | = | +4 |
| MECH LINKS | = | +4 |
| UIM REFIT | = | +5 |

TYPE I OFFENSIVE PHASER TABLE

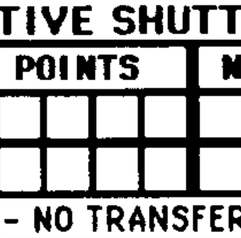
| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | 0 |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | 0 | 0 | 0 |
| 4 | 6 | 4 | 4 | 4 |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

| | | |
|---|---|---|
| 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 |



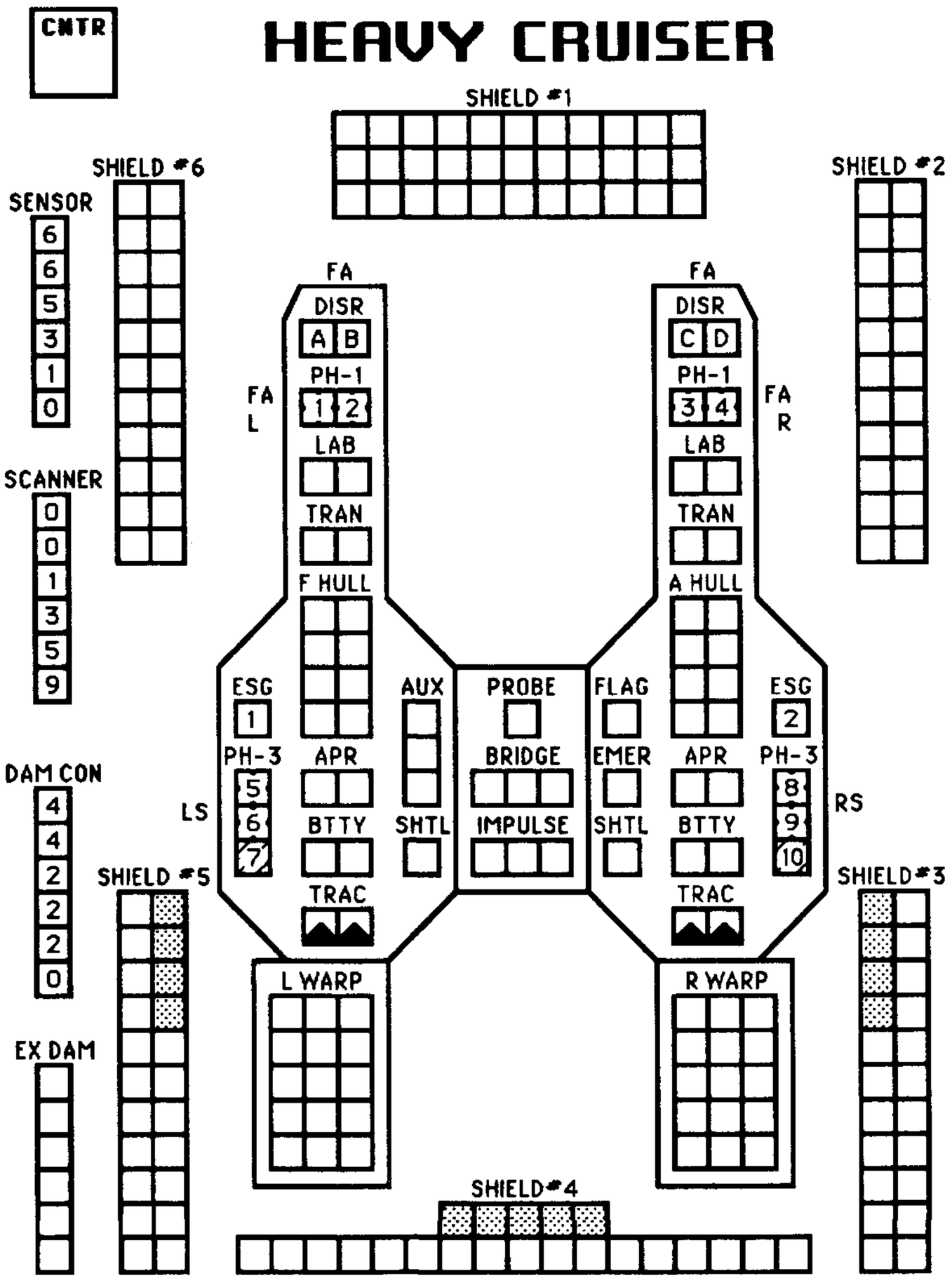

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

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 |




SHADED BOXES ARE THE PLUS REFIT.

7 SHADED PH-3 BOXES ARE PH-1 WITH THE PHASER REFIT.

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

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# LYRAN PANTHER LIGHT CRUISER

**CREW UNITS**

| | | | * | | | | | 10 |
|---|---|---|---|---|---|---|---|---|
| | | | | | | | | 20 |
| | | | | | | | | 30 |
| | | | | | | | | |

**ADMINISTRATIVE SHUTTLES**

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |

TWO BAYS - NO TRANSFERS

**BOARDING PARTIES**

| | | | | | | | | 9 |
|---|---|---|---|---|---|---|---|---|

**TRANSPORTER BOMBS**

| | | | | D | D | D | D |
|---|---|---|---|---|---|---|---|

**PROBES**

| | | | | 5 |
|---|---|---|---|---|

**HIT & RUN UIM** ☐

**SHIP DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | CL |
| POINT VALUE | = | 92 |
| BREAKDOWN | = | 5-6 |
| SHIELD COST | = | 1+1 |
| LIFE SUPPORT | = | 1 |
| SIZE CLASS | = | 3 |
| REFERENCE | = | R11.5 |
| PLUS REFIT | = | +2 |
| PHASER REFIT | = | +4 |
| MECH LINKS | = | +2 |
| UIM REFIT | = | +5 |

**TYPE I OFFENSIVE PHASER TABLE**

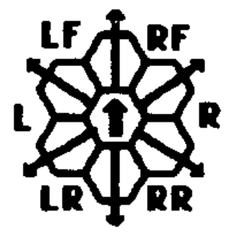
| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | 0 |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | 0 | 0 | 0 |
| 4 | 6 | 4 | 4 | 4 |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



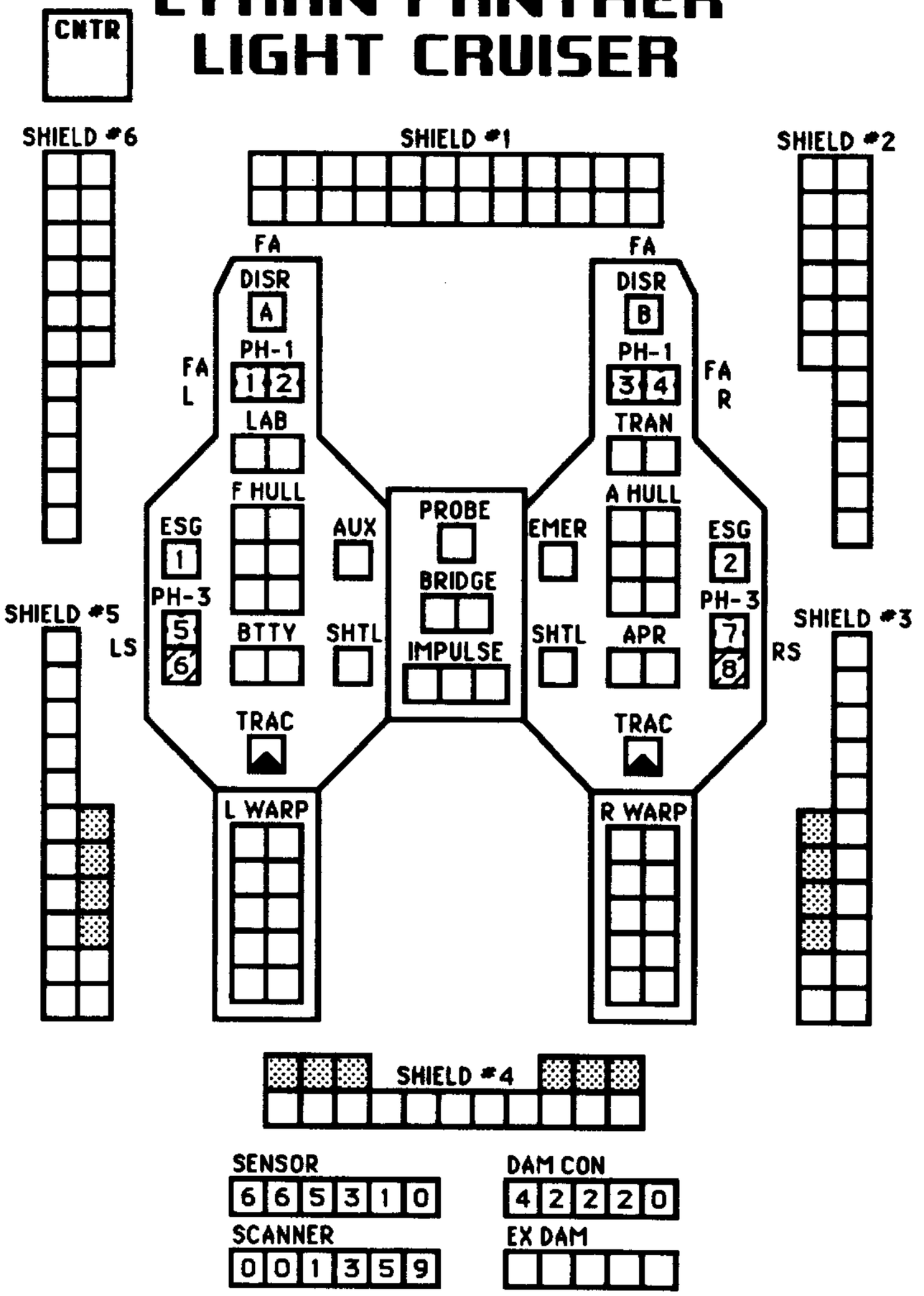

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

**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 |
|---|---|---|---|---|---|---|---|
| HIT (STD) | NA | 1-5 | 1-5 | 1-4 | 1-4 | 1-4 | 1-3 |
| HIT (UIM) | NA | 1-5 | 1-5 | 1-4 | 1-4 | 1-4 | 1-4 |
| HIT(OVERLOAD) | 1-6 | 1-5 | 1-5 | 1-4 | 1-4 | NA | NA |
| HIT(OL/UIM) | 1-6 | 1-5 | 1-5 | 1-5 | 1-5 | NA | NA |
| DAMAGE,STD | 0 | 5 | 4 | 4 | 3 | 3 | 2 |
| DAMAGE,OVLD | 10 | 10 | 8 | 8 | 6 | 0 | 0 |




▒ SHADED BOXES ARE THE PLUS REFIT.

[6] SHADED PH-3 BOXES ARE PH-1 WITH THE PHASER 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. | 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 |

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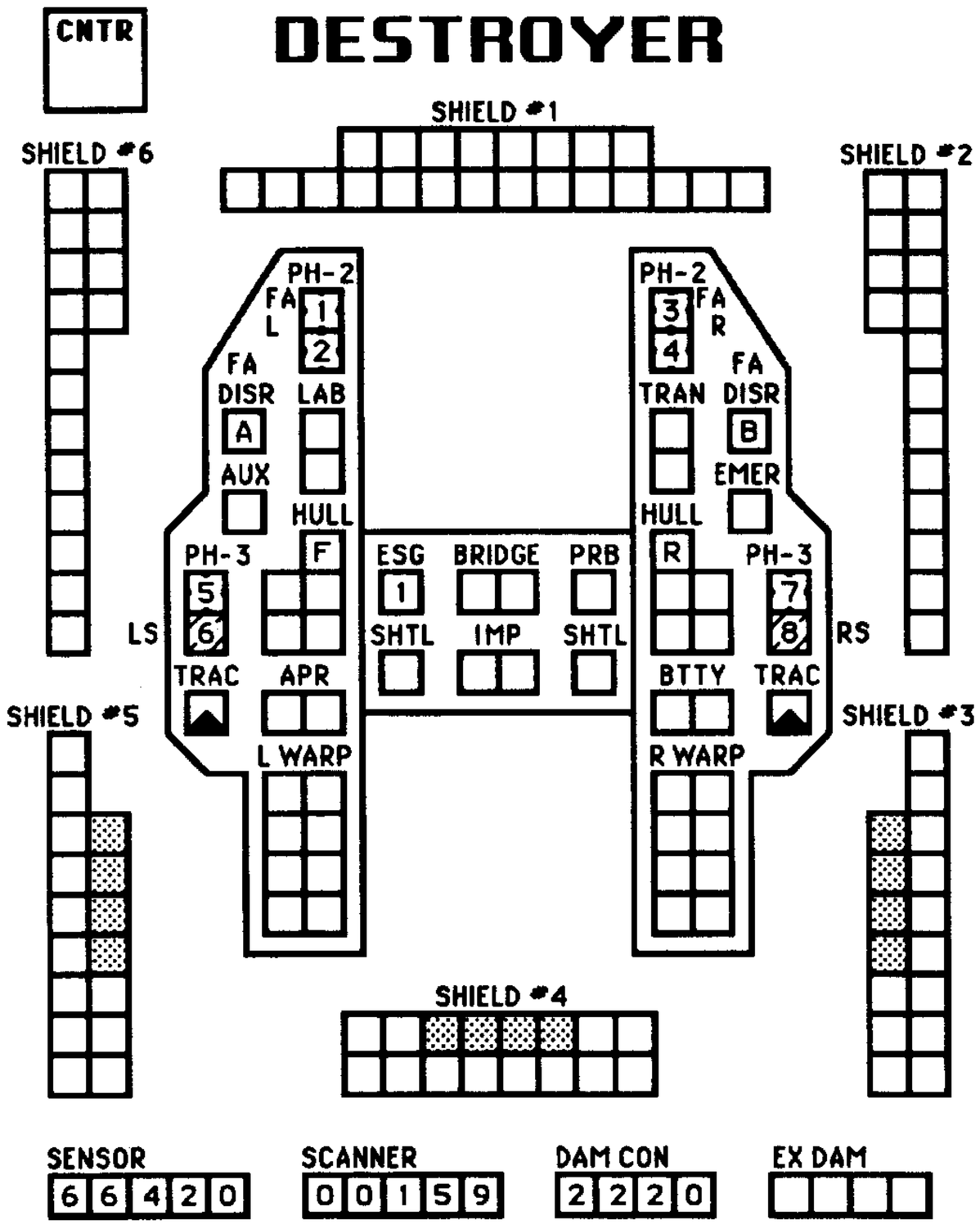
# LYRAN LEOPARD DESTROYER




**CREW UNITS**

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | | | * | | | | | | 10 |
| | | | | | | | | | 20 |
| | | | | | | | | | |

**ADMINISTRATIVE SHUTTLES**

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |

TWO BAYS - NO TRANSFERS

**BOARDING PARTIES**

| | | | | | |
|---|---|---|---|---|---|
| | | | | | 6 |

**TRANSPORTER BOMBS**

| | | | |
|---|---|---|---|
| | | D | D |

**PROBES**

| | | | | |
|---|---|---|---|---|
| | | | | 5 |

**HIT & RUN UIM**

☐

**SHIP DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | DD |
| POINT VALUE | = | 79 |
| BREAKDOWN | = | 6 |
| SHIELD COST | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | R11.6 |
| PLUS REFIT | = | +2 |
| PHASER REFIT | = | +2 |
| MECH LINKS | = | +2 |
| UIM REFIT | = | +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 |

**TURN MODE**

| | | |
|---|---|---|
| B | 1 | 2-5 |
| | 2 | 6-10 |
| HET | 3 | 11-15 |
| | 4 | 16-21 |
| BD | 5 | 22-28 |
| | 6 | 29+ |

**TYPE III DEFENSE PHASER**

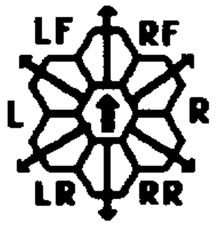
| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | 0 |
| 3 | 4 | 4 | 4 | 1 | 0 | 0 |
| 4 | 4 | 4 | 3 | 0 | 0 | 0 |
| 5 | 4 | 3 | 2 | 0 | 0 | 0 |
| 6 | 3 | 3 | 1 | 0 | 0 | 0 |

**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 |
|---|---|---|---|---|---|---|---|
| HIT (STD) | NA | 1-5 | 1-5 | 1-4 | 1-4 | 1-4 | 1-3 |
| HIT (UIM) | NA | 1-5 | 1-5 | 1-4 | 1-4 | 1-4 | 1-4 |
| HIT(OVERLOAD) | 1-6 | 1-5 | 1-5 | 1-4 | 1-4 | NA | NA |
| HIT(OL/UIM) | 1-6 | 1-5 | 1-5 | 1-5 | 1-5 | NA | NA |
| DAMAGE,STD | 0 | 5 | 4 | 4 | 3 | 3 | 2 |
| DAMAGE,OVLD | 10 | 10 | 8 | 8 | 6 | 0 | 0 |




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

| SENSOR | SCANNER | DAM CON | EX DAM |
|---|---|---|---|
| 6 6 4 2 0 | 0 0 1 5 9 | 2 2 2 0 | |

▒ SHADED BOXES ARE THE PLUS REFIT.

6 SHADED PH-3 BOXES ARE PH-2 WITH THE PHASER REFIT.

**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 CHEETAH FRIGATE

CREW UNITS

| | | | * | | | | | 10 |
|---|---|---|---|---|---|---|---|---|
| | | | | | | | | |

ADMINISTRATIVE SHUTTLES

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |

TWO BAYS - NO TRANSFERS

BOARDING PARTIES

| | | | 4 |
|---|---|---|---|

TRANSPORTER BOMBS

| | | D | D |
|---|---|---|---|

PROBES

| | | | | 5 |
|---|---|---|---|---|

SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | FF |
| POINT VALUE | = | 63 |
| BREAKDOWN | = | 6 |
| SHIELD COST | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | R11.7 |
| PLUS REFIT | = | +2 |
| PHASER REFIT | = | +2 |
| MECH LINKS | = | +2 |

TURN MODE SPEED

| | | |
|---|---|---|
| A | 1 | 2-6 |
| HET | 2 | 7-12 |
| | 3 | 13-19 |
| BD | 4 | 20-26 |
| | 5 | 27+ |

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

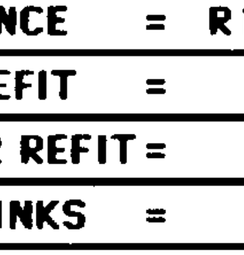
| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | 0 |
| 3 | 4 | 4 | 4 | 1 | 0 | 0 |
| 4 | 4 | 4 | 3 | 0 | 0 | 0 |
| 5 | 4 | 3 | 2 | 0 | 0 | 0 |
| 6 | 3 | 3 | 1 | 0 | 0 | 0 |

EXPANDING SPHERE TABLE

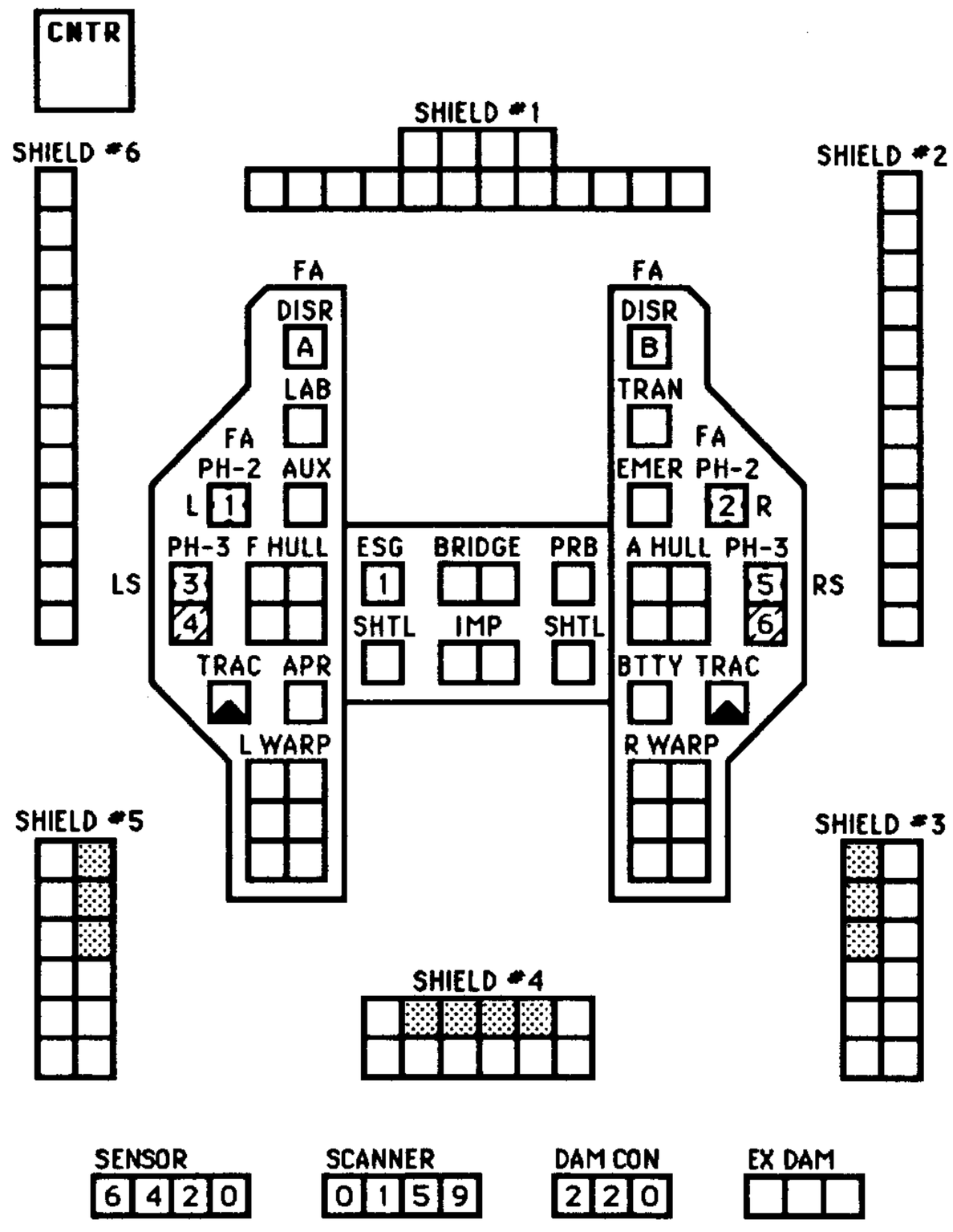
| RADIUS | ENERGY 1 | 2 | 3 | 4 | 5 |
|---|---|---|---|---|---|
| 0 (4.00) | 4 | 8 | 12 | 16 | 20 |
| 1 (3.67) | 4 | 7 | 11 | 15 | 18 |
| 2 (3.33) | 3 | 7 | 10 | 13 | 17 |
| 3 (3.00) | 3 | 6 | 9 | 12 | 15 |

DISRUPTOR TABLE

| RANGE | 0 | 1 | 2 | 3-4 | 5-8 | 9-15 |
|---|---|---|---|---|---|---|
| HIT (STD) | NA | 1-5 | 1-5 | 1-4 | 1-4 | 1-4 |
| HIT(OVERLOAD) | 1-6 | 1-5 | 1-5 | 1-4 | 1-4 | NA |
| DAMAGE,STD | 0 | 5 | 4 | 4 | 3 | 3 |
| DAMAGE,OVLD | 10 | 10 | 8 | 8 | 6 | 0 |




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




| SENSOR | | | |
|---|---|---|---|
| 6 | 4 | 2 | 0 |

| SCANNER | | | |
|---|---|---|---|
| 0 | 1 | 5 | 9 |

| DAM CON | | |
|---|---|---|
| 2 | 2 | 0 |

| EX DAM | | |
|---|---|---|
| | | |

SHADED SHIELD BOXES ARE THE PLUS REFIT.

4 SHADED PH-3 BOXES ARE PH-2 WITH THE PHASER REFIT.

WARP ENERGY MOVEMENT COST = 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 | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 6 | 7 | 7 | 7 | 8 | 8 | 8 | 9 | 9 | 9 | 10 | 10 | 10 |
| Fract. | 1/3 | 2/3 | 1 | 1 1/3 | 1 2/3 | 2 | 2 1/3 | 2 2/3 | 3 | 3 1/3 | 3 2/3 | 4 | 4 1/3 | 4 2/3 | 5 | 5 1/3 | 5 2/3 | 6 | 6 1/3 | 6 2/3 | 7 | 7 1/3 | 7 2/3 | 8 | 8 1/3 | 8 2/3 | 9 | 9 1/3 | 9 2/3 | 10 |



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# LYRAN MINESWEEPER

**CREW UNITS**

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | | | X | | | | | | 10 |
| | | | | | | | | | 20 |
| | | | | | | | | | |

**ADMINISTRATIVE SHUTTLES**

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | MSS |
| | | MSS |
| TWO BAYS - NO TRANSFERS | | |

**BOARDING PARTIES**

| | | | |
|---|---|---|---|
| | | | 4 |

**PROBES**

| | | | | |
|---|---|---|---|---|
| | | | | 5 |

**TRANSPORTER BOMBS**

| | | | |
|---|---|---|---|
| | | D | D |

**SHIP DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | MS |
| POINT VALUE | = | 80/60 |
| BREAKDOWN | = | 6 |
| SHIELD COST | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | R11.8 |
| PLUS REFIT | = | +2 |
| MECH LINKS | = | +2 |

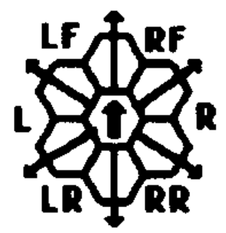
**TYPE II PHASER TABLE**

| 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**

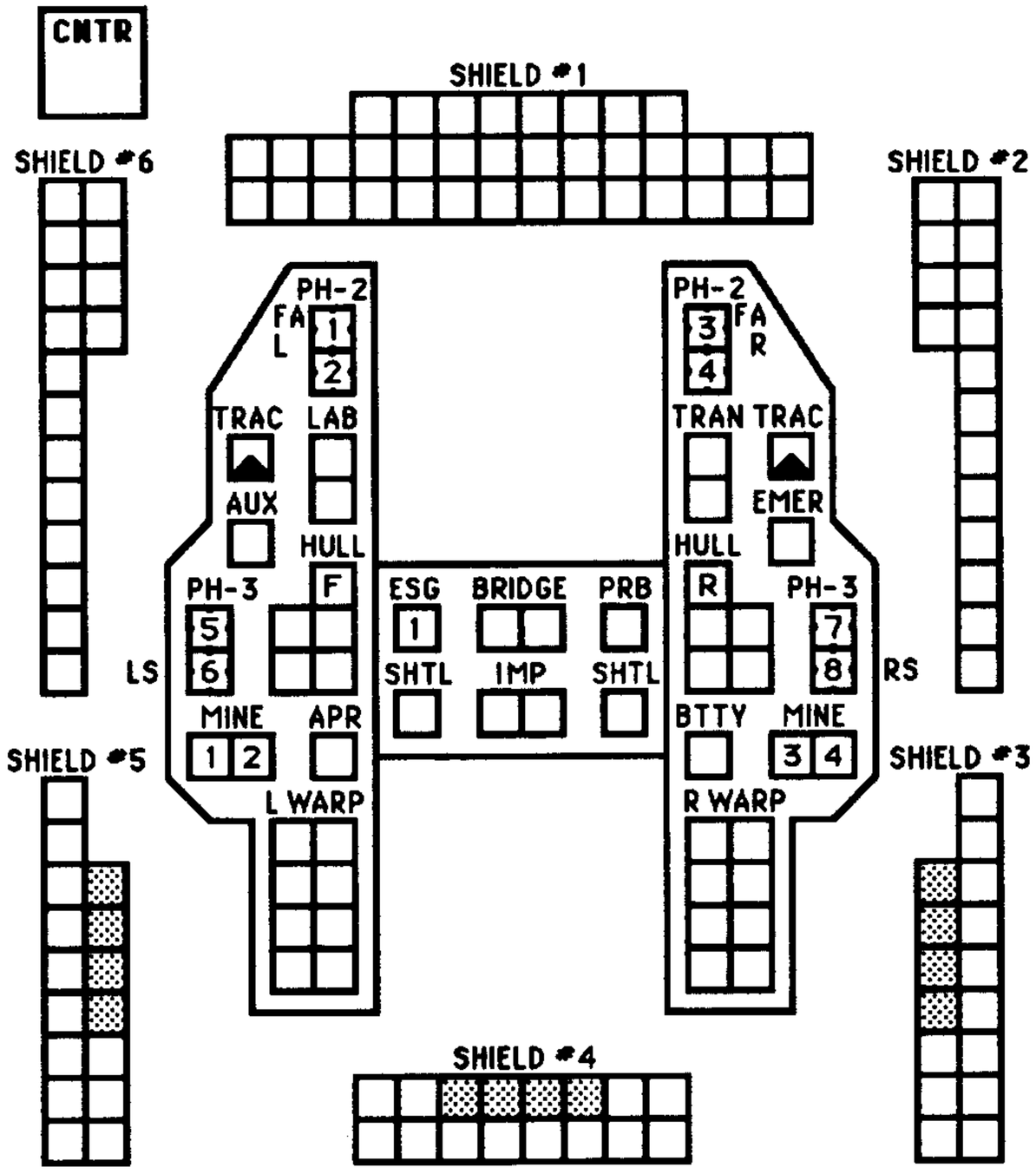
| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | 0 |
| 3 | 4 | 4 | 4 | 1 | 0 | 0 |
| 4 | 4 | 4 | 3 | 0 | 0 | 0 |
| 5 | 4 | 3 | 2 | 0 | 0 | 0 |
| 6 | 3 | 3 | 1 | 0 | 0 | 0 |




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

**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 |




| SENSOR | SCANNER | DAM CON | EX DAM |
|---|---|---|---|
| 6 6 4 2 0 | 0 0 1 5 9 | 2 2 2 0 | |

SHADED BOXES ARE THE PLUS REFIT.

**MINE RACKS**

| | | | | |
|---|---|---|---|---|
| 1 | I | I | I | I |
| 2 | I | I | I | I |
| 3 | I | I | I | I |
| 4 | I | I | I | I |

RACKS ARE SHOWN FOR LARGE MINES; FOR SMALL MINES WRITE AN "S" ON EACH SIDE OF THE DIVIDING BAR.

MINE RACKS ARE DESTROYED ON "CARGO," "SHUTTLE," OR "EXCESS DAMAGE" HITS.

**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 OCELOT SCOUT

**CREW UNITS**

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | | | ✱ | | | | | | 10 |
| | | | | | | | | | 20 |
| | | | | | | | | | |

**ADMINISTRATIVE SHUTTLES**

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |

TWO BAYS - NO TRANSFERS

**BOARDING PARTIES**

| | | | | | |
|---|---|---|---|---|---|
| | | | | | 6 |

**TRANSPORTER BOMBS**

| | | | |
|---|---|---|---|
| | | D | D |

**PROBES**

| | | | | |
|---|---|---|---|---|
| | | | | 5 |

**SHIP DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | SC |
| POINT VALUE | = | 100/60 |
| BREAKDOWN | = | 6 |
| SHIELD COST | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | R11.9 |
| PLUS REFIT | = | +2 |
| MECH LINKS | = | +2 |

**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 |
| 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 |

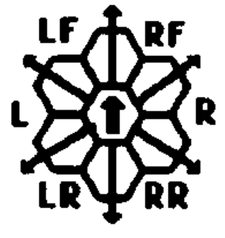
**EXPANDING SPHERE TABLE**

| 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 |

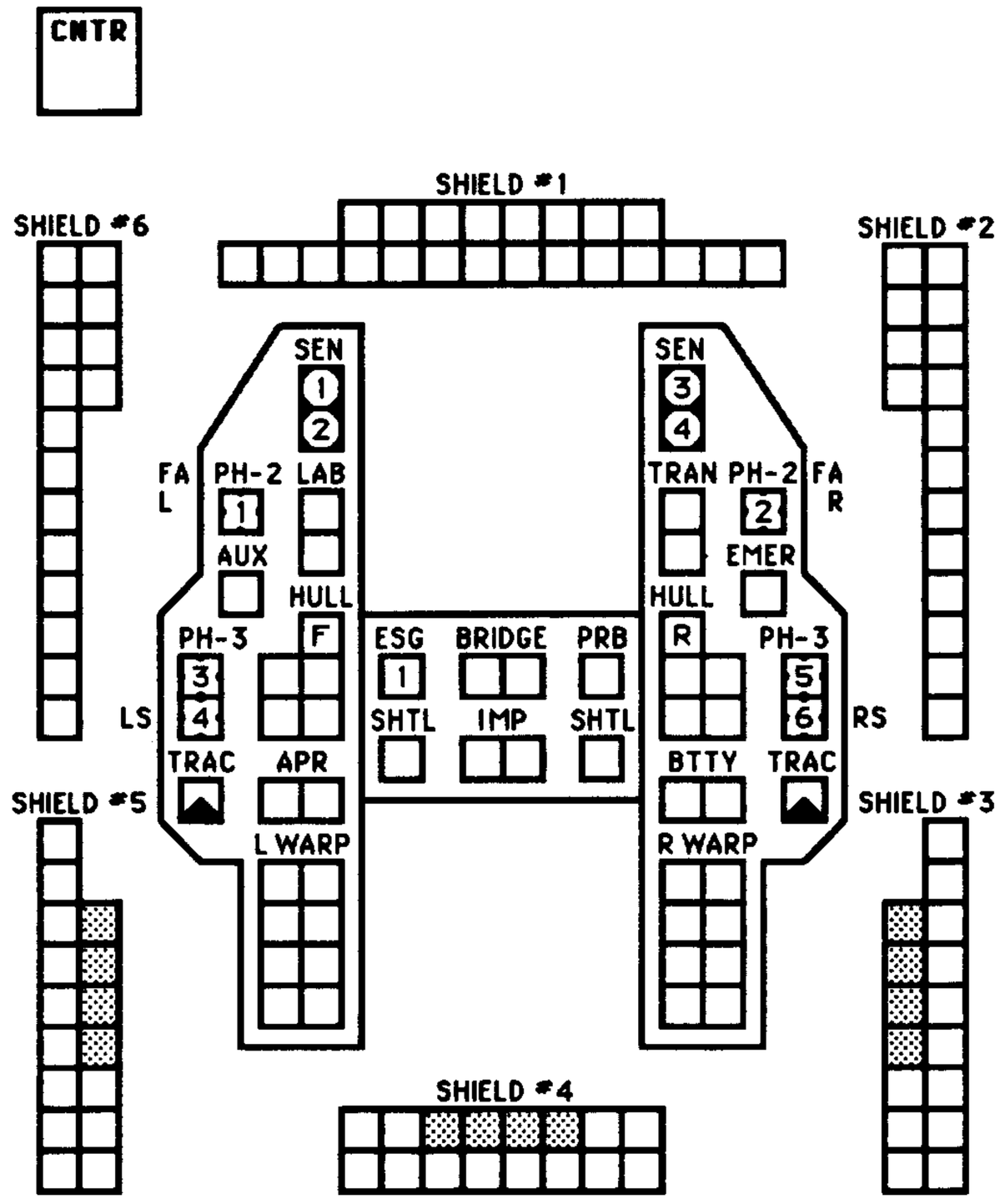
**SCOUT FUNCTIONS SUMMARY**

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" HITS.




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




| SENSOR | SCANNER | DAM CON | EX DAM |
|---|---|---|---|
| 6 6 4 2 0 | 0 0 1 5 9 | 2 2 2 0 | |

▒ SHADED BOXES ARE THE PLUS REFIT.

**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 ESCORT FRIGATE

CREW UNITS

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | | | X | | | | | | 10 |
| | | | | | | | | | |

ADMINISTRATIVE SHUTTLES

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |

TWO BAYS - NO TRANSFERS

BOARDING PARTIES: [ ][ ][ ][4]

TRANSPORTER BOMBS: [ ][ ] [D][D]

PROBES: [ ][ ][ ][ ][5]

DECK CREWS: [ ][2]

| SHIP DATA TABLE | | |
|---|---|---|
| TYPE | = | FFE |
| POINT VALUE | = | 70 |
| BREAKDOWN | = | 6 |
| SHIELD COST | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | R11.11 |
| PLUS REFIT | = | +2 |
| PHASER REFIT | = | +2 |
| LIMITED AEGIS | | |

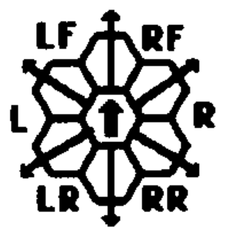
| SHIP DATA TABLE | | |
|---|---|---|
| TYPE | = | FFA |
| POINT VALUE | = | 78 |
| REFERENCE | = | R11.11A |
| INCLUDES PLUS REFIT | | |
| PHASER REFIT | = | +2 |
| MECH LINKS | = | +2 |
| FULL AEGIS | | |

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 |




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

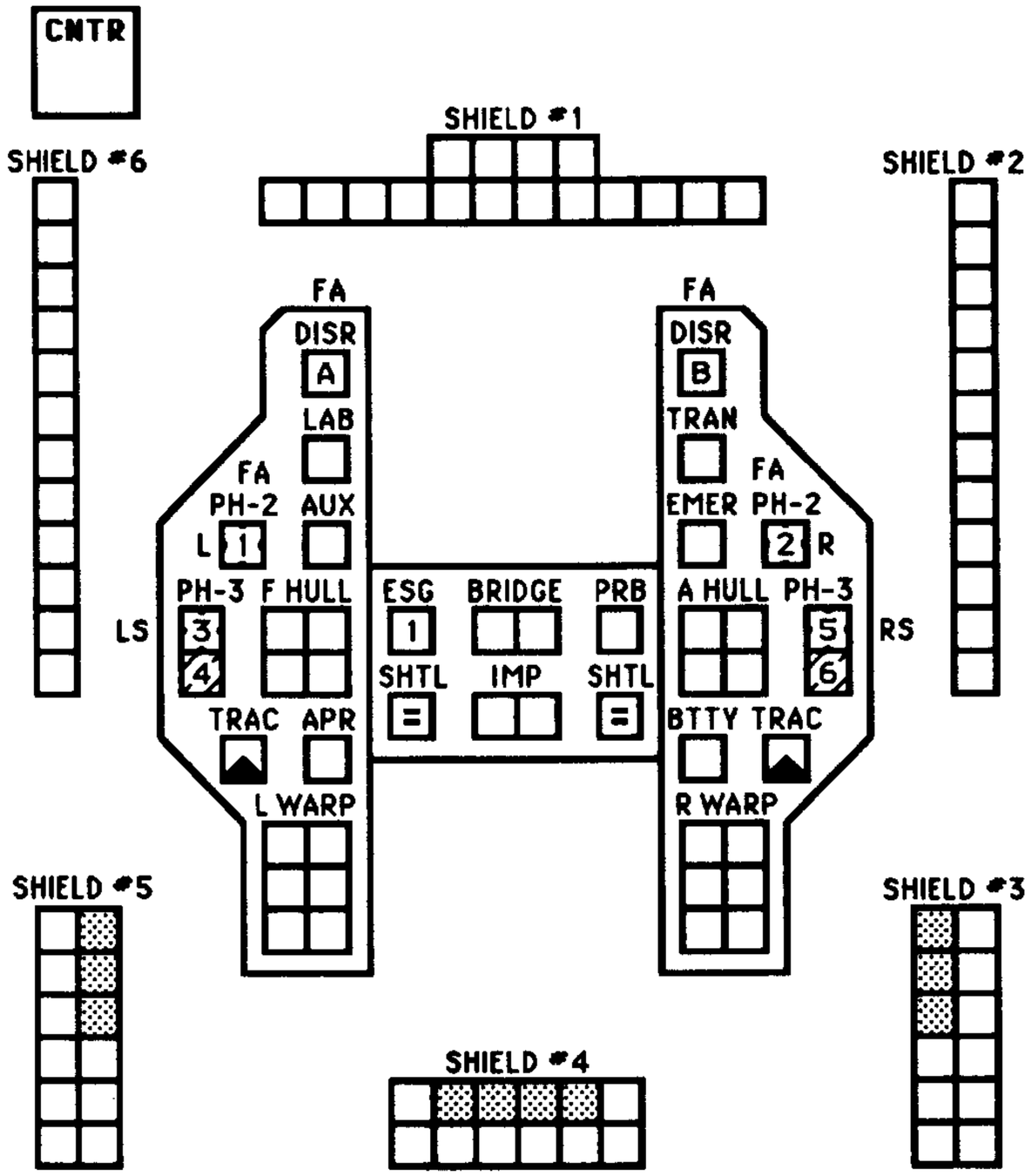
| TURN MODE | | SPEED |
|---|---|---|
| A | 1 | 2-6 |
| HET | 2 | 7-12 |
| [ ] | 3 | 13-19 |
| BD | 4 | 20-26 |
| [ ][ ] | 5 | 27+ |

DISRUPTOR TABLE

| RANGE | 0 | 1 | 2 | 3-4 | 5-8 | 9-15 |
|---|---|---|---|---|---|---|
| HIT (STD) | NA | 1-5 | 1-5 | 1-4 | 1-4 | 1-4 |
| HIT(OVERLOAD) | 1-6 | 1-5 | 1-5 | 1-4 | 1-4 | NA |
| DAMAGE,STD | 0 | 5 | 4 | 4 | 3 | 3 |
| DAMAGE,OVLD | 10 | 10 | 8 | 8 | 6 | 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 |




SENSOR: [6][4][2][0]

SCANNER: [0][1][5][9]

DAM CON: [2][2][0]

EX DAM: [ ][ ][ ]

▒ SHADED SHIELD BOXES ARE THE PLUS REFIT.

[4] SHADED PH-3 BOXES ARE PH-2 WITH THE PHASER REFIT.

AS A CARRIER ESCORT, THIS SHIP HAS DECK CREWS AND READY RACKS TO SERVICE THE FIGHTERS FROM THE CARRIER. IT HAS NO FIGHTERS OF ITS OWN.

WARP ENERGY MOVEMENT COST = 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 | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 6 | 7 | 7 | 7 | 8 | 8 | 8 | 9 | 9 | 9 | 10 | 10 | 10 |
| Fract. | 1/3 | 2/3 | 1 | 1 1/3 | 1 2/3 | 2 | 2 1/3 | 2 2/3 | 3 | 3 1/3 | 3 2/3 | 4 | 4 1/3 | 4 2/3 | 5 | 5 1/3 | 5 2/3 | 6 | 6 1/3 | 6 2/3 | 7 | 7 1/3 | 7 2/3 | 8 | 8 1/3 | 8 2/3 | 9 | 9 1/3 | 9 2/3 | 10 |



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# LYRAN SIBERIAN TIGER CARRIER

**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 | = | CV |
| POINT VALUE | = | 131 |
| BREAKDOWN | = | 5-6 |
| SHIELD COST | = | 1+1 |
| LIFE SUPPORT | = | 1 |
| SIZE CLASS | = | 3 |
| REFERENCE | = | R11.12 |
| PLUS REFIT | = | +2 |
| PHASER REFIT | = | +4 |
| MECH LINKS | = | +4 |

UIM STANDARD

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

FA = LF + RF
LS = LF + L + LR
RS = RF + R + 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 |

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

**HIT & RUN**
UIM ☐ DERFACS ☐

**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 |

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

HET ☐ BD ☐

**DISRUPTOR TABLE**

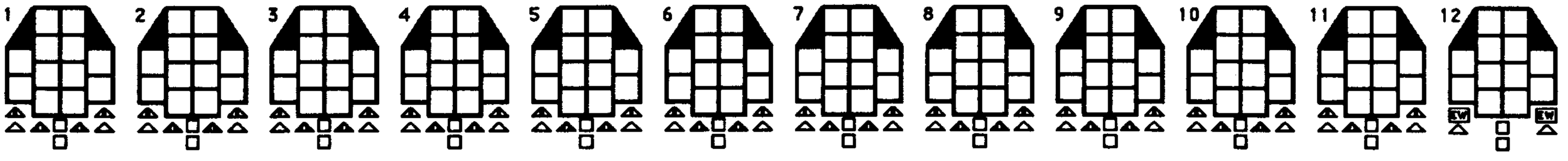
| RANGE | 0 | 1 | 2 | 3-4 | 5-8 | 9-15 | 16-22 | 23-30 |
|---|---|---|---|---|---|---|---|---|
| HIT (STD) | NA | 1-5 | 1-5 | 1-4 | 1-4 | 1-4 | 1-3 | 1-2 |
| HIT (UIM) | NA | 1-5 | 1-5 | 1-4 | 1-4 | 1-4 | 1-4 | 1-2 |
| HIT(DERFACS) | NA | 1-5 | 1-5 | 1-4 | 1-4 | 1-4 | 1-3 | 1-3 |
| HIT(OVERLOAD) | 1-6 | 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 |

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

Z-Y FIGHTERS
2xPH-3 -FA
DFR = 4
CRIPPLED = 8
SPEED = 15

SHADED BOXES ARE THE PLUS REFIT.

7 SHADED PH-3 BOXES ARE PH-1 WITH THE PHASER REFIT.

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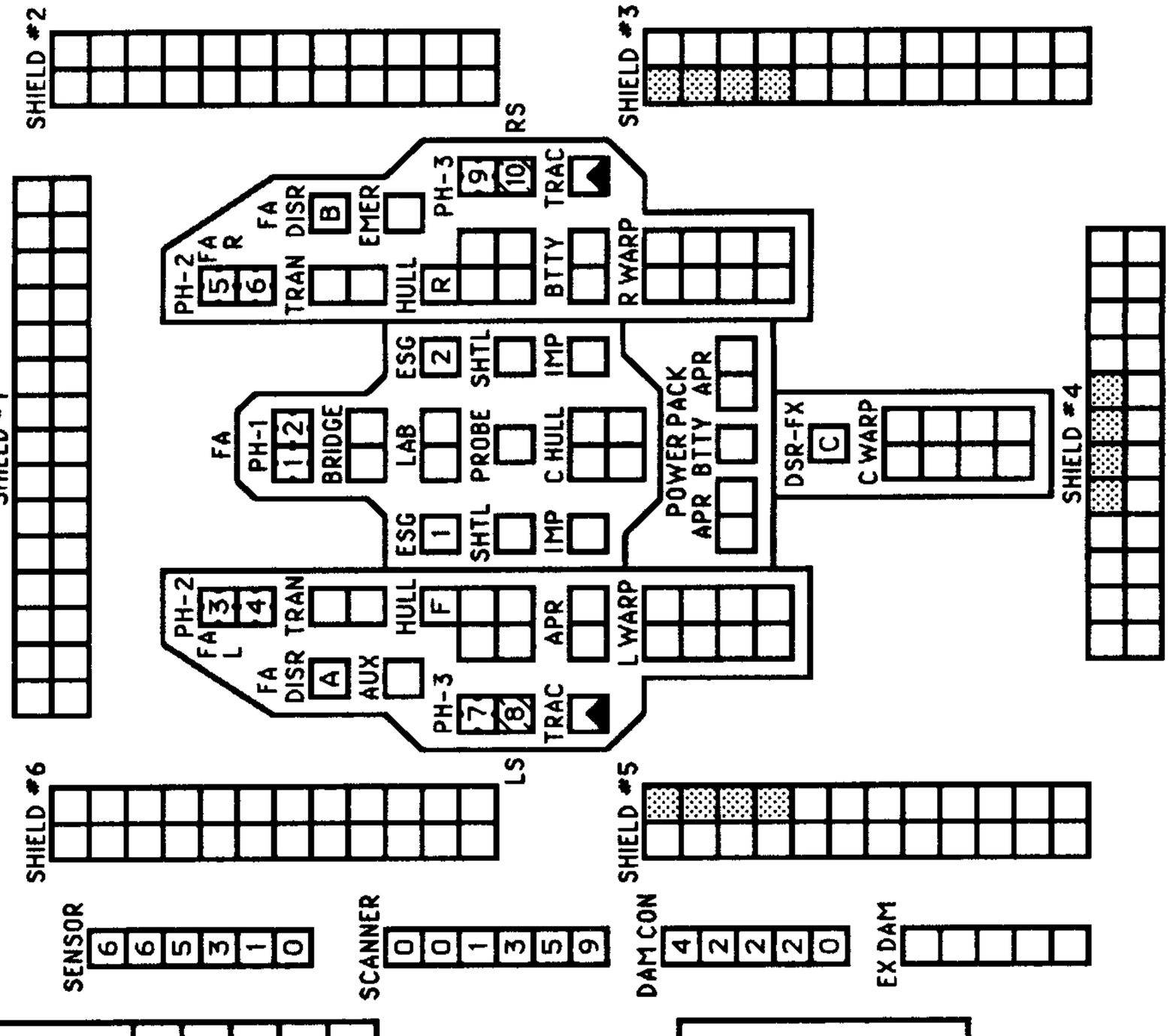
# LYRAN JAGUAR WAR CRUISER




CNTR

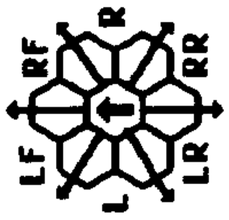
| SENSOR | | | | | | |
|---|---|---|---|---|---|---|
| | 6 | 6 | 5 | 3 | 1 | 0 |

| SCANNER | | | | | | |
|---|---|---|---|---|---|---|
| | 0 | 0 | 1 | 3 | 5 | 9 |

| DAM CON | | | | | |
|---|---|---|---|---|---|
| 4 | 2 | 2 | 2 | 0 | |

EX DAM

| SHIP DATA TABLE | |
|---|---|
| TYPE | = CW |
| POINT VALUE | = 113 |
| BREAKDOWN | = 5-6 |
| SHIELD COST | = 1+1 |
| LIFE SUPPORT | = 1 |
| SIZE CLASS | = 3 |
| REFERENCE | = R11.13 |
| PLUS REFIT | = +2 |
| PHASER REFIT | = +4 |
| POWER PACK | = +9 |
| UIM REFIT | = +5 |
| MECH LINKS | = +2 |




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

**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 |

**TYPE I OFFENSIVE PHASER TABLE**

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6- 8 |
|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 |
| 4 | 6 | 4 | 4 | 4 | 4 | 3 | 2 |
| 5 | 5 | 4 | 4 | 4 | 3 | 2 | 1 |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | 0 |

**TYPE II PHASER TABLE**

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4- 8 | 9- 15 | 16- 30 |
|---|---|---|---|---|---|---|---|
| 1 | 6 | 5 | 5 | 4 | 3 | 2 | 1 |
| 2 | 6 | 5 | 4 | 4 | 2 | 1 | 1 |
| 3 | 6 | 4 | 4 | 4 | 1 | 1 | 0 |
| 4 | 5 | 4 | 4 | 3 | 1 | 0 | 0 |
| 5 | 5 | 4 | 3 | 3 | 0 | 0 | 0 |
| 6 | 5 | 3 | 3 | 3 | 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 |
| HET | |
| 4 | 16-21 |
| 5 | 22-28 |
| BD | |
| 6 | 29+ |

HIT & RUN
UIM
DERFACS

**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,OULD | 10 | 10 | 8 | 8 | 6 | 0 | 0 | 0 |

**WARP ENERGY MOVEMENT**

| SPEED | 1 | 2 | 3 | 4 |
|---|---|---|---|---|
| Standard | 1 | 2 | 2 | 3 |
| Fract. | 2/3 | 1 1/3 | 2 | 2 2/3 |

**ADMINISTRATIVE SHUTTLES**

| IDENT | HIT POINTS | | | | | | NOTES |
|---|---|---|---|---|---|---|---|
| | | | | | | | |
| | | | | | | | |
| TWO BAYS - NO TRANSFERS | | | | | | | |

CREW UNITS 10 20 30

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 | 2 | 1 | 0 | 0 | 0 | 0 |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | 0 | 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 |

**DISRUPTOR TABLE**

| RANGE | 0 | 1 | 2 | 3-4 | 5-8 | 9-15 | 16-22 | 23-30 |
|---|---|---|---|---|---|---|---|---|
| HIT (STD) | NA | 1-5 | 1-4 | 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,OULD | 10 | 10 | 8 | 8 | 6 | 0 | 0 | 0 |

**WARP ENERGY MOVEMENT**

| SPEED | 1 | 2 | 3 | 4 | 5 | ⑥ | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Standard | 1 | 2 | 2 | 3 | 4 | 4 | 5 | 6 | 6 | 7 | 8 | 8 | 9 | 10 | 10 | 11 |
| 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 |

⑥ = ERRATIC MANEUVER WARP COST

| SPEED | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | 12 | 12 | 13 | 14 | 14 | 15 | 16 | 16 | 17 | 18 | 18 | 19 | 20 | 20 |
| | 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 |

5 = HET COST

# LYRAN ALLEYCAT WAR DESTROYER

**CREW UNITS**

| | | | * | | | | | 10 |
|---|---|---|---|---|---|---|---|---|
| | | | | | | | | 20 |
| | | | | | | | | |

**ADMINISTRATIVE SHUTTLES**

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |

TWO BAYS - NO TRANSFERS

**BOARDING PARTIES**

| | | | | | 6 |
|---|---|---|---|---|---|

**T-BOMBS**

| | | D | D |
|---|---|---|---|

**PROBES**

| | | | | 5 |
|---|---|---|---|---|

**HIT & RUN UIM**

☐

**SHIP DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | DW |
| POINT VALUE | = | 89 |
| BREAKDOWN | = | 6 |
| SHIELD COST | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | R11.14 |
| PLUS REFIT | = | +2 |
| UIM REFIT | = | +5 |
| PHASER REFIT | = | +2 |
| POWER PACK | = | +9 |
| MECH LINK REFIT | = | +2 |

**TURN MODE SPEED**

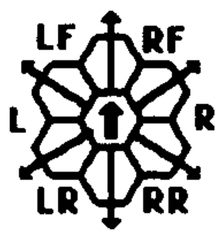
| | | |
|---|---|---|
| A | 1 | 2-6 |
| HET | 2 | 7-12 |
| ☐ | 3 | 13-19 |
| BD | 4 | 20-26 |
| ☐☐ | 5 | 27+ |

**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 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
FX = L + LF + RF + R

**TYPE III DEFENSE PHASER**

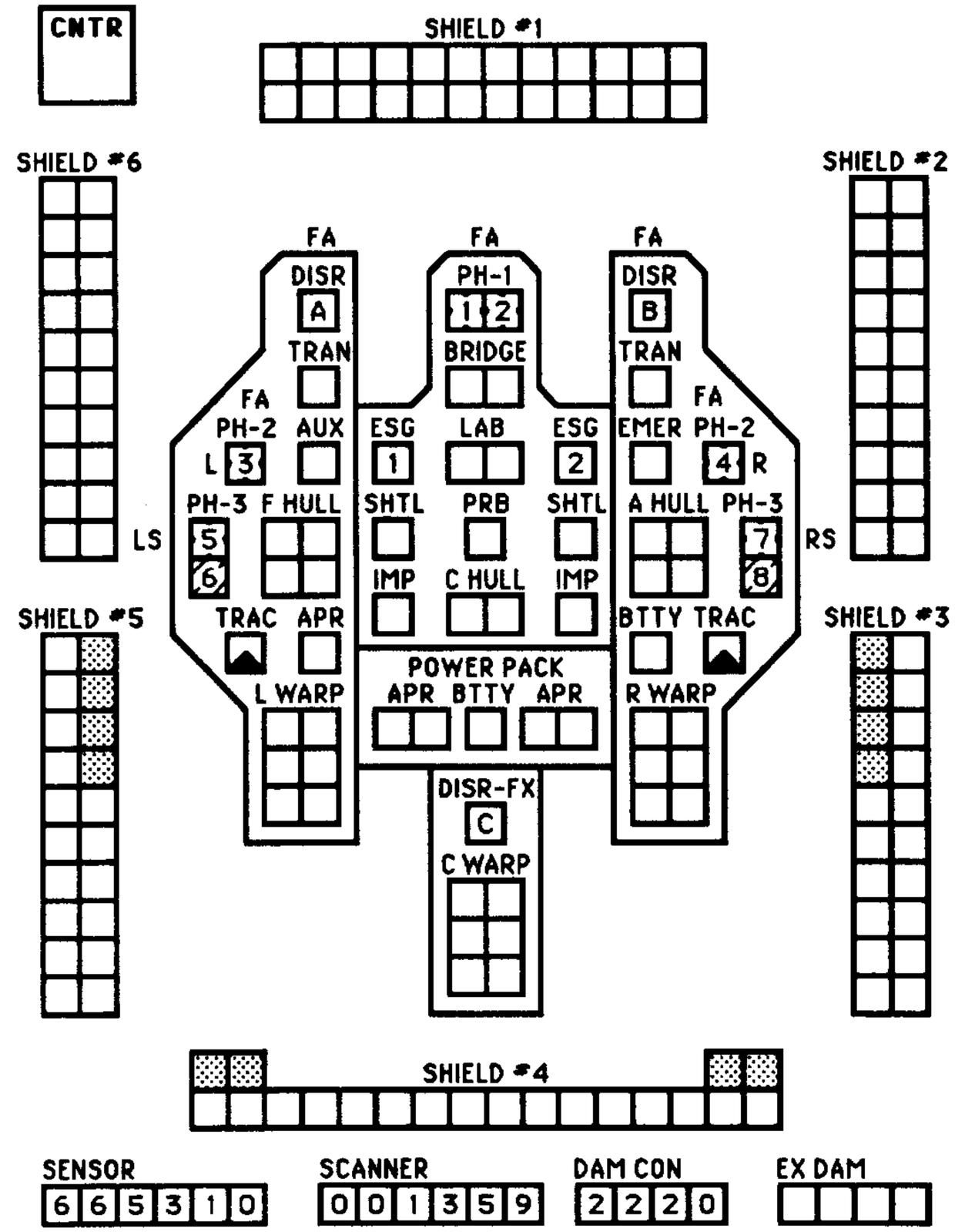
| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | 0 |
| 3 | 4 | 4 | 4 | 1 | 0 | 0 |
| 4 | 4 | 4 | 3 | 0 | 0 | 0 |
| 5 | 4 | 3 | 2 | 0 | 0 | 0 |
| 6 | 3 | 3 | 1 | 0 | 0 | 0 |

**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 (UIM) | NA | 1-5 | 1-5 | 1-4 | 1-4 | 1-4 | 1-4 |
| HIT(OVERLOAD) | 1-6 | 1-5 | 1-5 | 1-4 | 1-4 | NA | NA |
| HIT(OL/UIM) | 1-6 | 1-5 | 1-5 | 1-5 | 1-5 | NA | NA |
| DAMAGE,STD | 0 | 5 | 4 | 4 | 3 | 3 | 2 |
| DAMAGE,OVLD | 10 | 10 | 8 | 8 | 6 | 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 |




| SENSOR | | | | | |
|---|---|---|---|---|---|
| 6 | 6 | 5 | 3 | 1 | 0 |

| SCANNER | | | | | |
|---|---|---|---|---|---|
| 0 | 0 | 1 | 3 | 5 | 9 |

| DAM CON | | | |
|---|---|---|---|
| 2 | 2 | 2 | 0 |

| EX DAM | | | |
|---|---|---|---|
| | | | |

▒ SHADED BOXES ARE THE PLUS REFIT.

6 SHADED PH-3 BOXES ARE PH-2 ON THE PHASER REFIT.

**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 PUMA TRANSPORT TUG

**CREW UNITS**

| | | | * | | | | | | 10 |
|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | 20 |
| | | | | | | | | | 30 |
| | | | | | | | | | |

**BOARDING PARTIES**

| | | | | | 6 |
|---|---|---|---|---|---|

**PROBES**

| | | | | 5 |
|---|---|---|---|---|

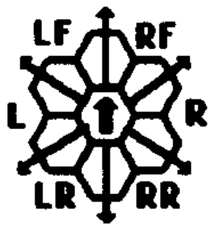
**TRANSPORTER BOMBS**

| | | | | D | D | D | D |
|---|---|---|---|---|---|---|---|

**ADMINISTRATIVE SHUTTLES**

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |
| | | |
| | | |

TWO BAYS - NO TRANSFERS




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

**SHIP DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | T6P |
| POINT VALUE | = | 119/100 |
| BREAKDOWN | = | 3-6 |
| SHIELD COST | = | 1+1 |
| LIFE SUPPORT | = | 1 |
| SIZE CLASS | = | 3 |
| REFERENCE | = | R11.15 |
| PLUS REFIT | = | +2 |
| MECH LINKS | = | +2 |
| UIM REFIT | = | +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 |

**HIT & RUN**

UIM ☐

DERFACS ☐

**0-1 PALLETS**

| TURN | MODE | SPEED |
|---|---|---|
| D | 1 | 2-4 |
| | 2 | 5-8 |
| HET | 3 | 9-12 |
| | 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 |

**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 |

**2 PALLET WEIGHTS**

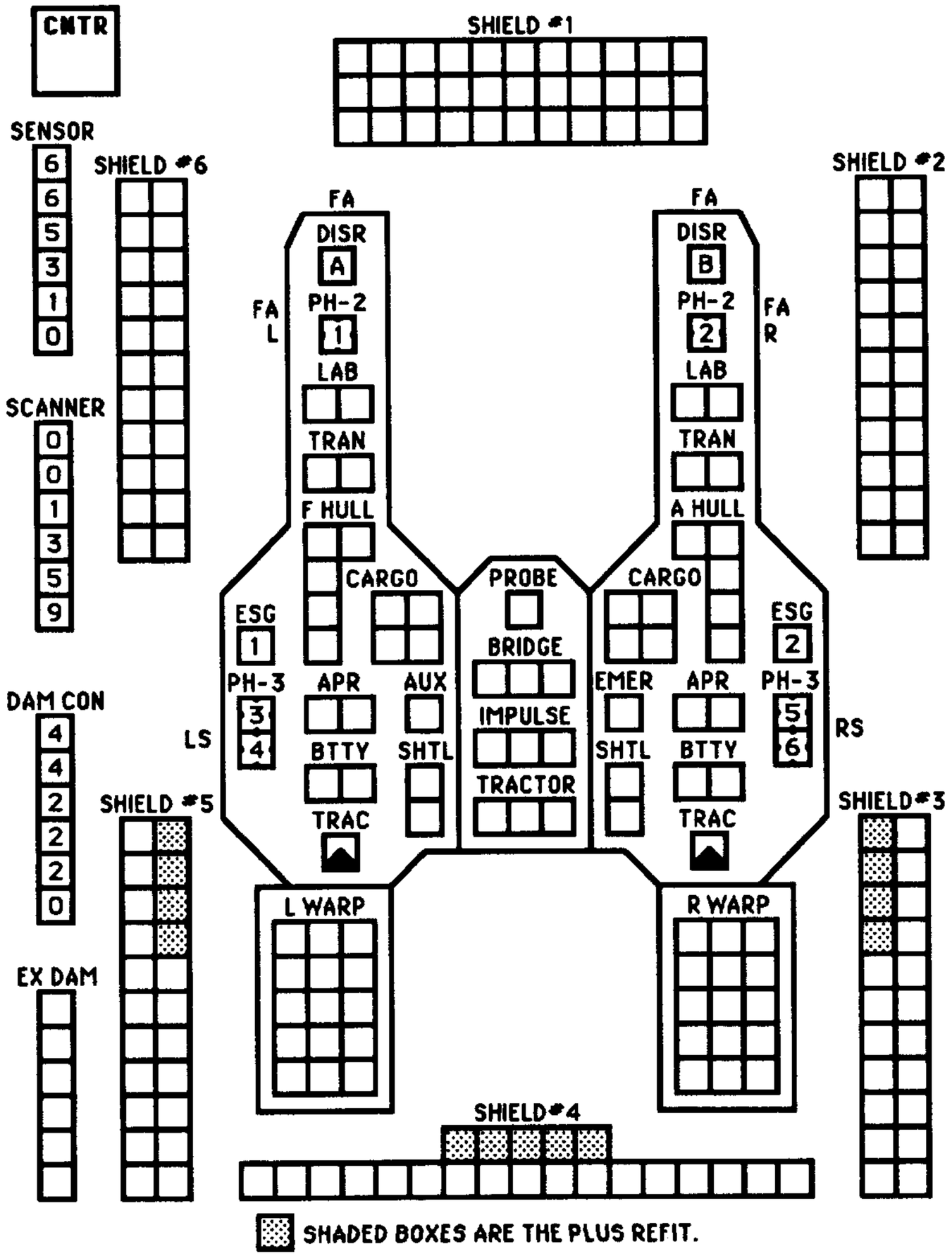
| TURN | MODE | SPEED |
|---|---|---|
| E | 1 | 2-3 |
| | 2 | 4-6 |
| | 3 | 7-10 |
| HET | 4 | 11-14 |
| | 5 | 15-20 |
| BD | 6 | 21-29 |
| | 7 | 30+ |

**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 |

**3 PALLET WEIGHTS**

| TURN | MODE | SPEED |
|---|---|---|
| F | 1 | 2-3 |
| | 2 | 4-5 |
| | 3 | 6-9 |
| | 4 | 10-13 |
| HET | 5 | 14-17 |
| | 6 | 18-23 |
| BD | 7 | 24-29 |
| | 8 | 30+ |




▩ SHADED BOXES ARE THE PLUS REFIT.

0 OR 1 PALLET: MOVEMENT COST = 1; HET = 5; EM = 6
2 PALLET WEIGHTS: MOVEMENT COST = 1.5
3 PALLET WEIGHTS: MOVEMENT COST = 2; HET = 10; EM = 12

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 COUGAR FLEET TUG

**CREW UNITS**

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | | | * | | | | | | 10 |
| | | | | | | | | | 20 |
| | | | | | | | | | 30 |
| | | | | | | | | | 40 |

**BOARDING PARTIES**

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | 10 |

**PROBES**

| | | | | |
|---|---|---|---|---|
| | | | | 5 |

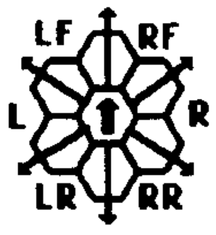
**TRANSPORTER BOMBS**

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| | | | | D | D | D | D | |

**ADMINISTRATIVE SHUTTLES**

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |
| | | |
| | | |

TWO BAYS - NO TRANSFERS




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

**SHIP DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | TGC |
| POINT VALUE | = | 134/120 |
| BREAKDOWN | = | 3-6 |
| SHIELD COST | = | 1+1 |
| LIFE SUPPORT | = | 1 |
| SIZE CLASS | = | 3 |
| REFERENCE | = | R11.16 |
| PLUS REFIT | = | +2 |
| PHASER REFIT | = | +2 |
| MECH LINKS | = | +4 |
| UIM REFIT | = | +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 |

HIT & RUN
UIM ☐
DERFACS ☐

**0-1 PALLETS**

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

**2 PALLET 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+ |

**3 PALLET WEIGHTS**

| TURN MODE | | SPEED |
|---|---|---|
| F | 1 | 2-3 |
| | 2 | 4-5 |
| | 3 | 6-9 |
| | 4 | 10-13 |
| HET | 5 | 14-17 |
| ☐ | 6 | 18-23 |
| BD | 7 | 24-29 |
| ☐☐ | 8 | 30+ |

**TYPE III DEFENSE PHASER**

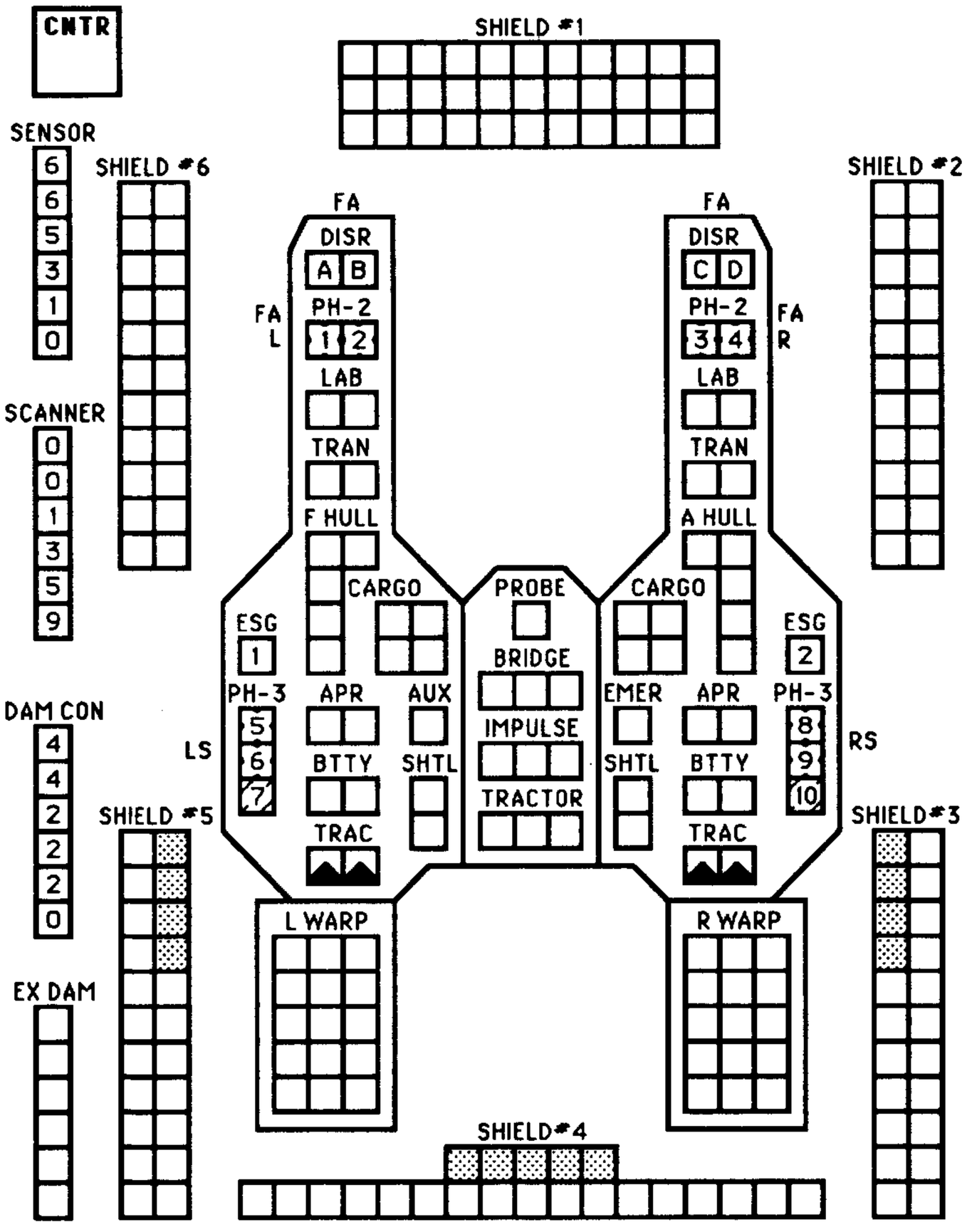
| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | 0 |
| 3 | 4 | 4 | 4 | 1 | 0 | 0 |
| 4 | 4 | 4 | 3 | 0 | 0 | 0 |
| 5 | 4 | 3 | 2 | 0 | 0 | 0 |
| 6 | 3 | 3 | 1 | 0 | 0 | 0 |

**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 |




▒ SHADED BOXES ARE THE PLUS REFIT.

7 SHADED PH-3 BOXES ARE PH-2 ON THE PHASER REFIT.

0 OR 1 PALLET: MOVEMENT COST = 1; HET = 5; EM = 6
2 PALLET WEIGHTS: MOVEMENT COST = 1.5
3 PALLET WEIGHTS: MOVEMENT COST = 2; HET = 10; EM = 12

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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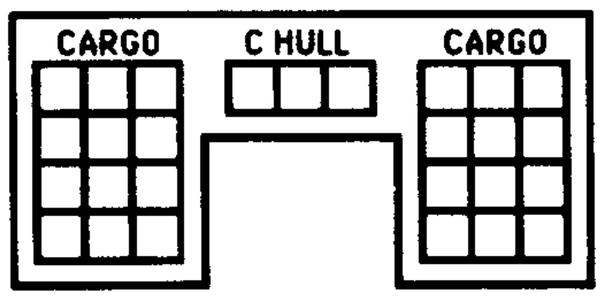
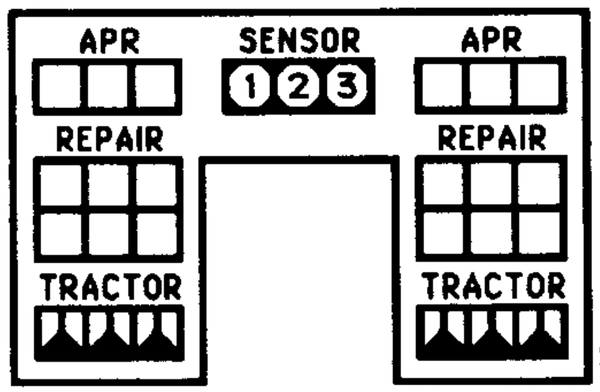
# LYRAN TUG PALLETS

## LYRAN CARGO PALLET




| POD DATA TABLE | | |
|---|---|---|
| TYPE | = | PAL-C |
| CREW | = | 0 |
| BPS | = | 0 |
| BPY | = | 14/10 |
| SIZE | = | 4 |
| REF | = | R11.18 |

## LYRAN PF TENDER PALLET



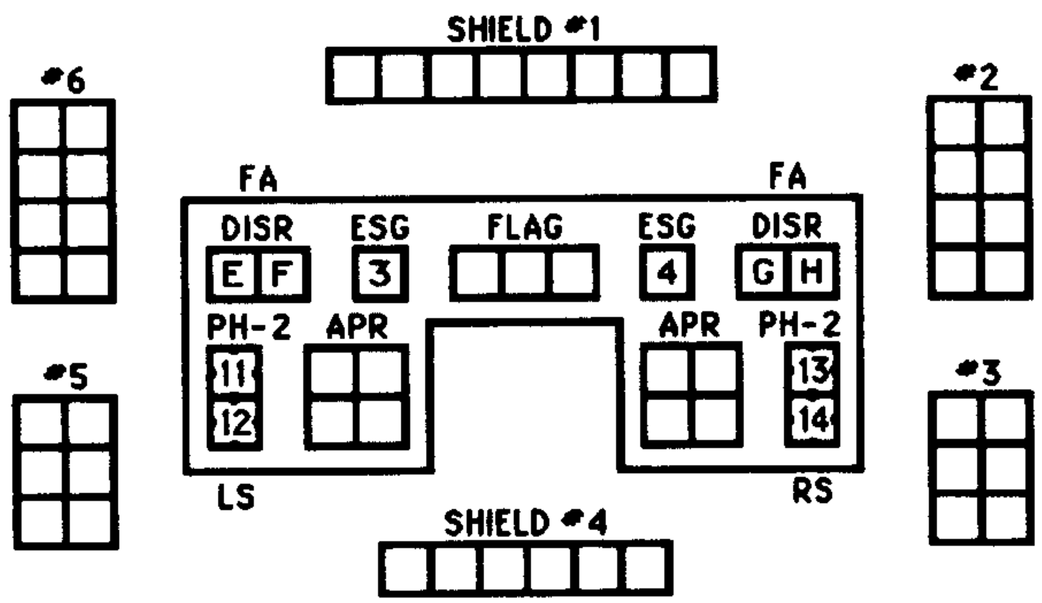

BOARDING PARTIES: 4

CREW UNITS: 10 / 20

| POD DATA TABLE | | |
|---|---|---|
| TYPE | = | PAL-PFT |
| BPY | = | 36/24 |
| SIZE | = | 4 |
| REF | = | R11.19 |

SENSORS BLOCKED BY A CARGO PALLET.
SPECIAL SENSORS ARE DESTROYED ON "PHASER" HITS.

## LYRAN BATTLE PALLET




| POD DATA TABLE | | |
|---|---|---|
| TYPE | = | PAL-BT |
| BPY | = | 50/60 |
| SIZE | = | 4 |
| REF | = | R11.17 |

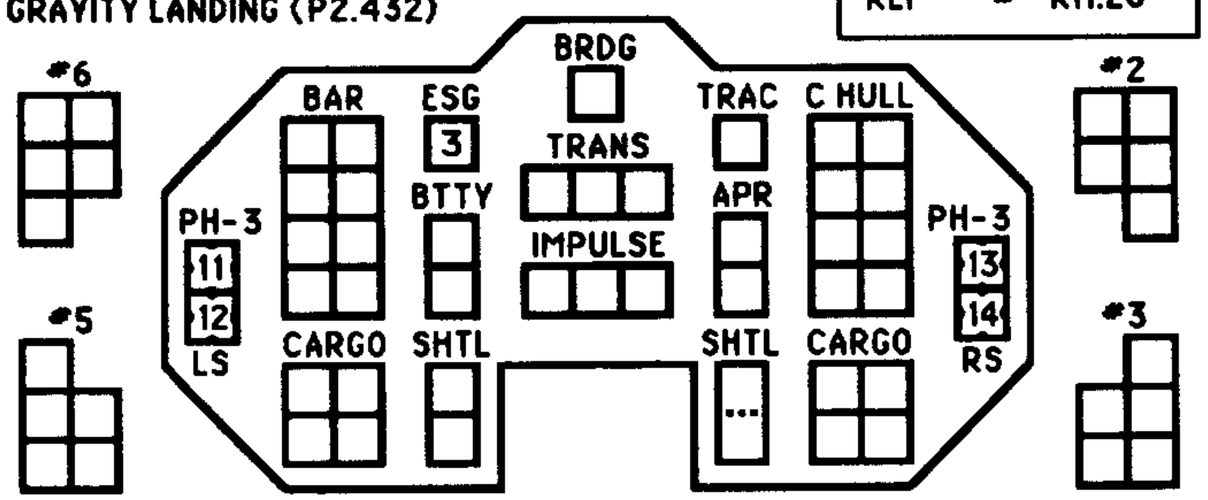
CREW UNITS: 10 / 20

BOARDING PARTIES: 10

DISRUPTORS AND FA PORTION OF PH-2 FIRING ARC WOULD BE BLOCKED BY A CARGO PALLET.

## LYRAN TROOP TRANSPORT PALLET

DOUBLE WEIGHT PALLET
GRAVITY LANDING (P2.432)




| POD DATA TABLE | | |
|---|---|---|
| TYPE | = | PAL-TT |
| BPY | = | 50/30 |
| SIZE | = | 4 |
| REF | = | R11.20 |

CREW UNITS: 10 / 20 / 30

BOARDING PARTIES: 10 / 20 / 30 / 40 / 50 / 60

SHUTTLES

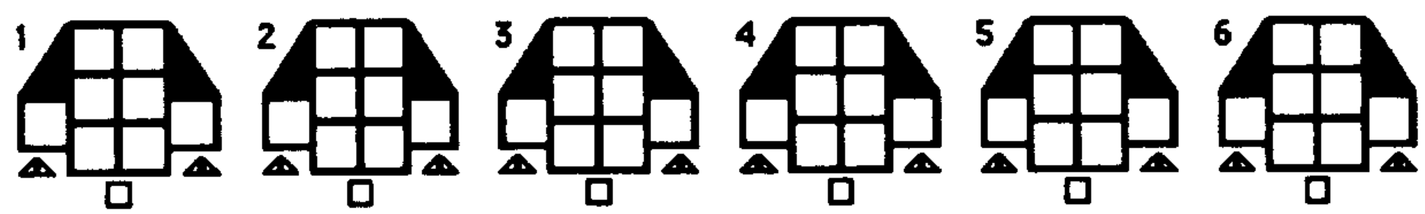
| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | GAS |
| | | GAS |
| | | HTS |

TWO BAYS — NO TRANSFERS

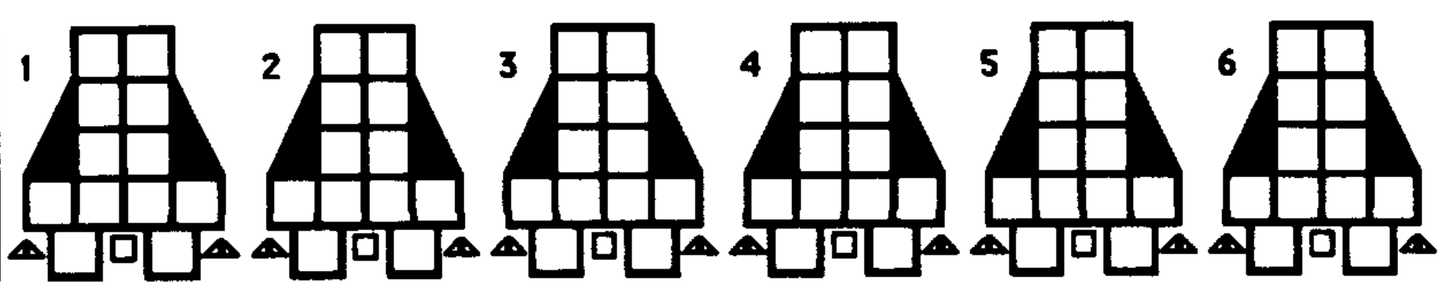
| SENSOR | SCAN | DAM CON | XD |
|---|---|---|---|
| 6 0 | 0 9 | 2 0 | |

BARRACKS ARE DESTROYED ON "HULL" HITS. PH-3S ARE NOT BLOCKED BY A CARGO PALLET.

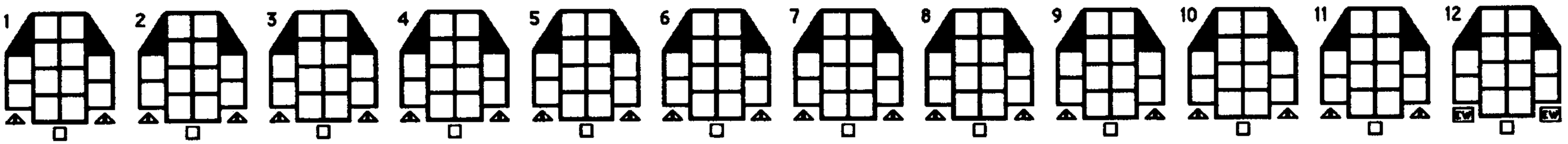
**Z-2 FIGHTERS**
1xPh-3-FA
DFR = 2
CRIPPLE = 6
SPEED = 8




**Z-1 FIGHTERS**
1xPh-2-FA
1xPh-3-RA
DFR = 2
CRIPPLE = 8
SPEED = 6




**Z-Y FIGHTERS**
1xPh-3-FA
DFR = 3
CRIPPLE = 8
SPEED = 12

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# LYRAN SABER-TOOTH TIGER MAULER

**CREW UNITS**

| | | | * | | | | | | 10 |
|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | 20 |
| | | | | | | | | | 30 |
| | | | | | | | | | 40 |
| | | | | | | | | | |

**ADMINISTRATIVE SHUTTLES**

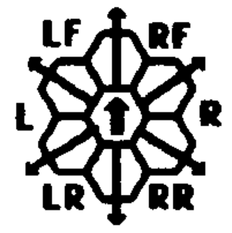
| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |
| TWO BAYS - NO TRANSFERS | | |

**BOARDING PARTIES** [ ][ ][ ][ ][ ][ ][ ][ ][ ][10]

**TRANSPORTER BOMBS** [ ][ ][ ][ ] [D][D][D][D]

**PROBES** [ ][ ][ ][ ][5]

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




**SHIP DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | STT |
| POINT VALUE | = | 160 |
| BREAKDOWN | = | 5-6 |
| SHIELD COST | = | 1+1 |
| LIFE SUPPORT | = | 1 |
| SIZE CLASS | = | 3 |
| REFERENCE | = | R11.21 |
| PLUS REFIT | = | +2 |
| MECH LINKS | = | +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 |

**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 |

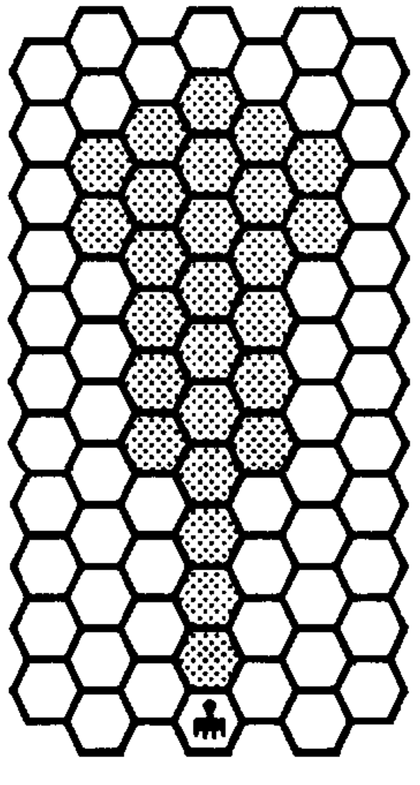
ANY POWER SYSTEM CONNECTED TO THE MAULER CAN BE DESTROYED ON "ANY WEAPON" HITS.

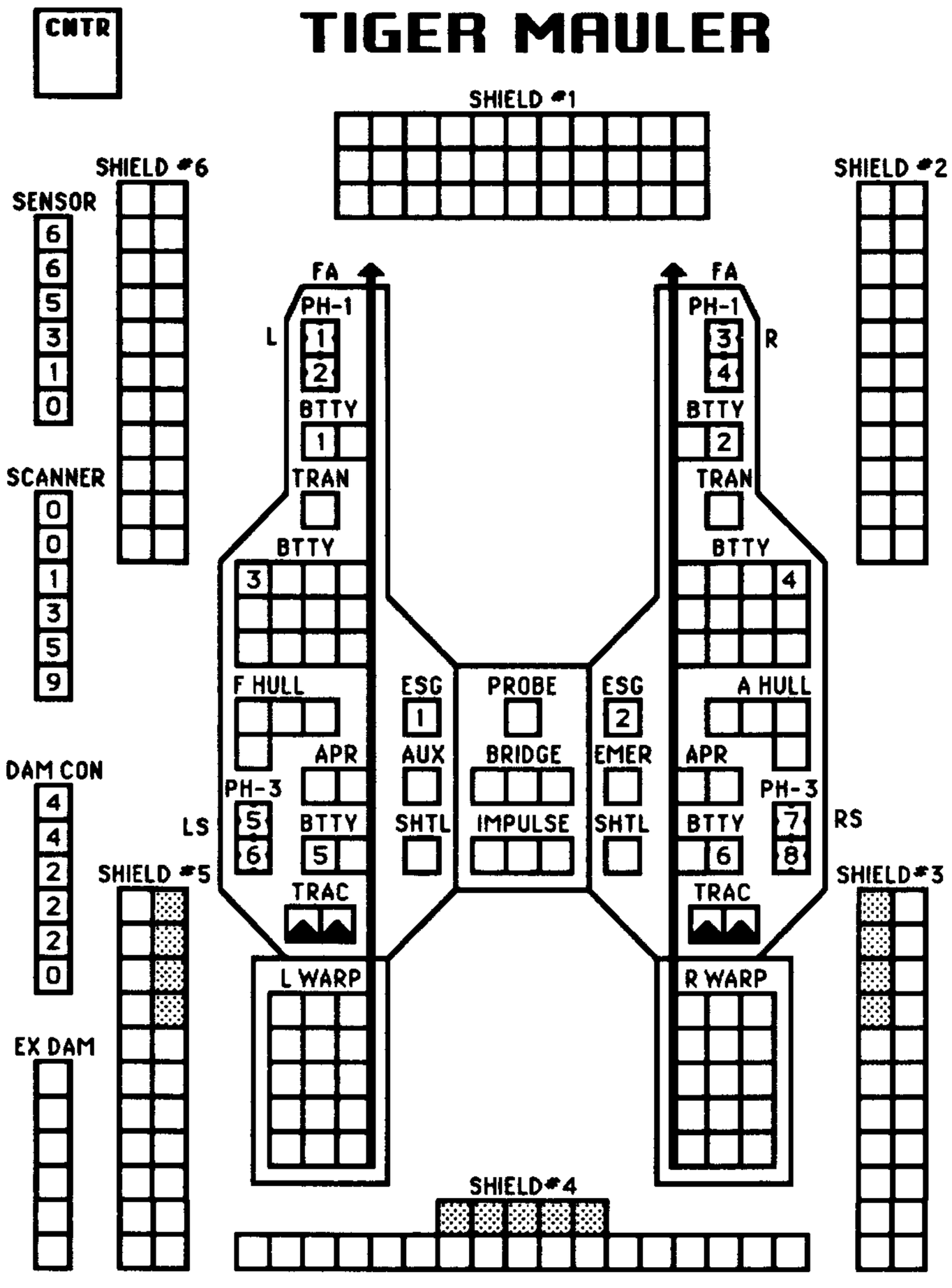
SEE (D23.0) FOR SHOCK DAMAGE.
SEE (E8.27) FOR ALTERNATIVE FIRING ARCS.

**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 |

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






SHADED BOXES ARE THE PLUS REFIT.

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

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# WYN DESTROYER
## (CAPTURED LYRAN SHIP)

**CREW UNITS** 10 / 20

**ADMINISTRATIVE SHUTTLE**

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |

TWO BAYS — NO TRANSFERS

**BOARDING PARTIES** 4

**ANTI-DRONES** 1

6 ROUNDS PRIOR TO Y175; 12 THEREAFTER.

**DECK CREW** 1

**DRONE RACKS** 1 A B

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-B DRONE RACKS (2 RELOADS)

**T-BOMBS** D D

**SHIP DATA TABLE**

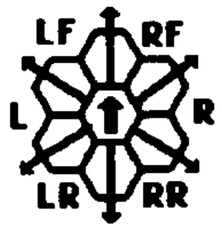
| | | |
|---|---|---|
| TYPE | = | LDD |
| POINT VALUE | = | 89 |
| BREAKDOWN | = | 6 |
| SHIELD COST | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | R12.3 |
| SHIELD REFIT | = | +2 |
| PHASER REFIT | = | +4 |
| Y175 REFIT | = | +3 |
| UIM REFIT | = | +5 |
| MECH LINKS | = | +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 |

H&R UIM

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




**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 |

HET

BD

| TURN MODE | SPEED |
|---|---|
| B | |
| 1 | 2-5 |
| 2 | 6-10 |
| 3 | 11-15 |
| 4 | 16-21 |
| 5 | 22-28 |
| 6 | 29+ |

**ANTI-DRONE TABLE**

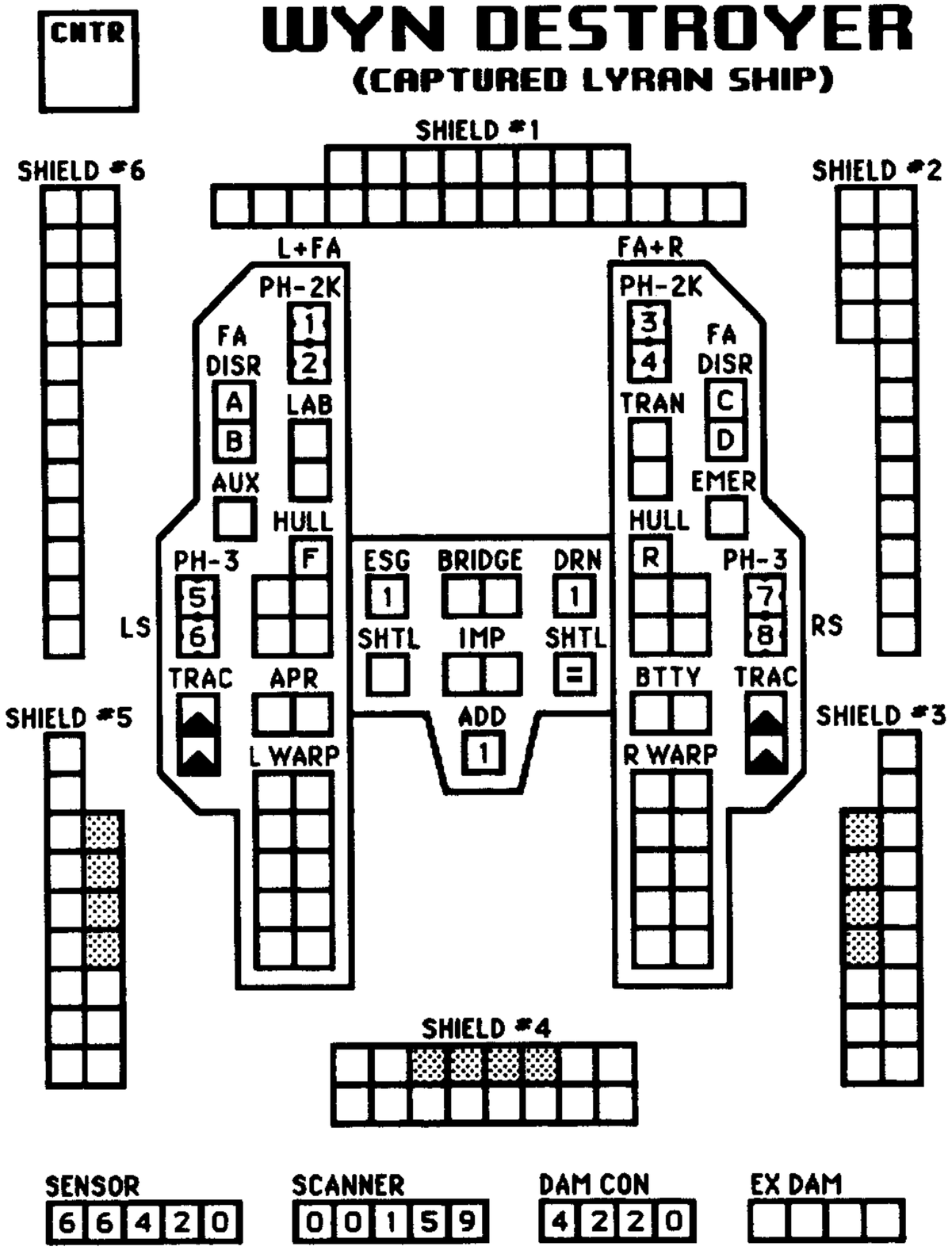
| RANGE | 0 | 1 | 2 | 3 | 4+ |
|---|---|---|---|---|---|
| HIT* | - | 1-2 | 1-3 | 1-4 | - |

**DISRUPTOR TABLE**

| RANGE | 0 | 1 | 2 | 3-4 | 5-8 | 9-15 | 16-22 |
|---|---|---|---|---|---|---|---|
| HIT (STD) | NA | 1-5 | 1-5 | 1-4 | 1-4 | 1-4 | 1-3 |
| HIT (UIM) | NA | 1-5 | 1-5 | 1-4 | 1-4 | 1-4 | 1-4 |
| HIT(OVERLOAD) | 1-6 | 1-5 | 1-5 | 1-4 | 1-4 | NA | NA |
| HIT(OL/UIM) | 1-6 | 1-5 | 1-5 | 1-5 | 1-5 | NA | NA |
| DAMAGE,STD | 0 | 5 | 4 | 4 | 3 | 3 | 2 |
| DAMAGE,OVLD | 10 | 10 | 8 | 8 | 6 | 0 | 0 |

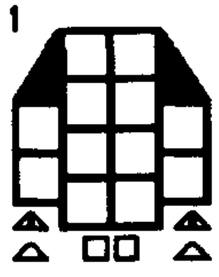
**EXPANDING SPHERE TABLE**

| 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 |




SHADED BOXES ARE ADDED BY THE SHIELD REFIT.

1 PHASER-2K BECOME PHASER-1 WITH THE PHASER REFIT.




Z-Y FIGHTER
2xPH-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15

**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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# WYN FRIGATE
## (CAPTURED KZINTI SHIP)

CREW UNITS

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | | | * | | | | | | | 10 |
| | | | | | | | | | | 20 |
| | | | | | | | | | | |

ADMINISTRATIVE SHUTTLES

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |

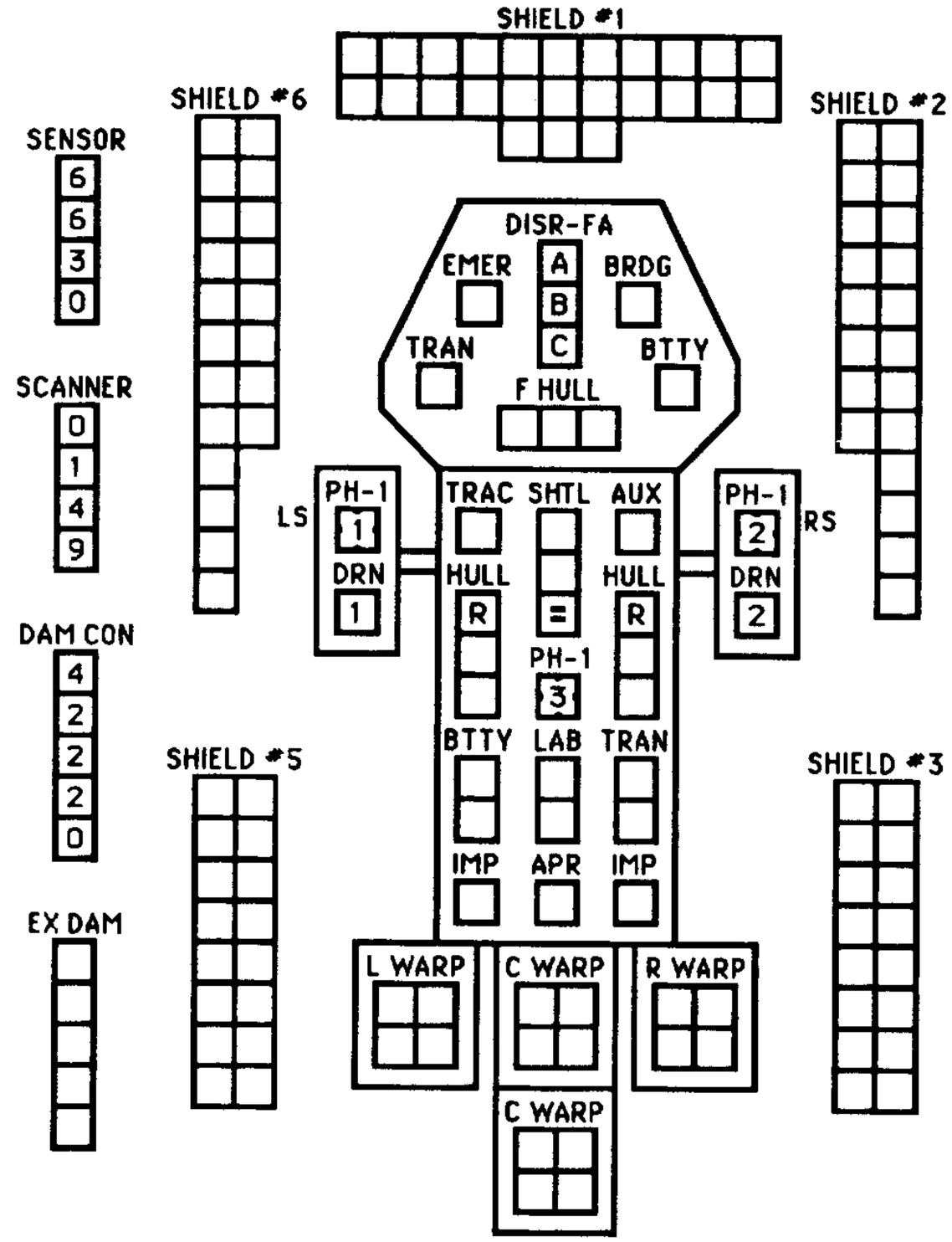
BOARDING PARTIES: [ ][ ][ ][4]

DECK CREW: [1]

TRANSPORTER BOMBS: [ ][ ] [D][D]

| SHIP DATA TABLE | | |
|---|---|---|
| TYPE | = | ZFF |
| POINT VALUE | = | 90 |
| BREAKDOWN | = | 5-6 |
| SHIELD COST | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | R12.4 |
| Y175 REFIT | = | +2 |

CNTR



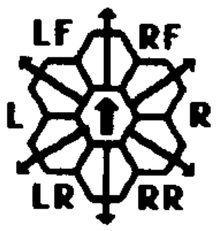

| TURN MODE | | SPEED |
|---|---|---|
| A | 1 | 2-6 |
| HET | 2 | 7-12 |
| | 3 | 13-19 |
| BD | 4 | 20-26 |
| | 5 | 27+ |

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 + RF

DRONE RACKS

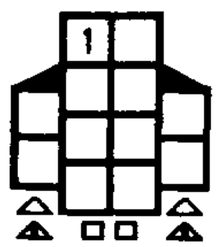
| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | | | | | | | | | | | | | | | | | | | | | | A | | | | | | | | | B |
| 2 | | | | | | | | | | | | | | | | | | | | | | A | | | | | | | | | B |

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-B (2 RELOADS)

DISRUPTOR TABLE

| RANGE | 0 | 1 | 2 | 3-4 | 5-8 | 9-15 |
|---|---|---|---|---|---|---|
| HIT (STD) | NA | 1-5 | 1-5 | 1-4 | 1-4 | 1-4 |
| HIT(OVERLOAD) | 1-6 | 1-5 | 1-5 | 1-4 | 1-4 | NA |
| DAMAGE,STD | 0 | 5 | 4 | 4 | 3 | 3 |
| DAMAGE,OVLD | 10 | 10 | 8 | 8 | 6 | 0 |

TAAS FIGHTER
2x PH-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15




PH-1 ON REAR HULL IS 360°.

WARP ENERGY MOVEMENT COST = 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 | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 6 | 7 | 7 | 7 | 8 | 8 | 8 | 9 | 9 | 9 | 10 | 10 | 10 |
| Fract. | 1/3 | 2/3 | 1 | 1 1/3 | 1 2/3 | 2 | 2 1/3 | 2 2/3 | 3 | 3 1/3 | 3 2/3 | 4 | 4 1/3 | 4 2/3 | 5 | 5 1/3 | 5 2/3 | 6 | 6 1/3 | 6 2/3 | 7 | 7 1/3 | 7 2/3 | 8 | 8 1/3 | 8 2/3 | 9 | 9 1/3 | 9 2/3 | 10 |

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# WYN PATROL GUNBOAT

## CAPTURED KLINGON SHIP

**CREW UNITS**

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | | * | | | | | | | 10 |

**ADMINISTRATIVE SHUTTLES**

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |

**BOARDING PARTIES**

| | | | |
|---|---|---|---|
| | | | 4 |

**T-BOMBS**

| | | | |
|---|---|---|---|
| | | D | D |

**DRONE RACKS**

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| 1 | | | | | | A | | | | B |
| 2 | | | | | | A | | | | B |
| 3 | | | | | | A | | | | B |

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-B DRONE RACKS (2 RELOADS)

CAN FIRE ONE DRONE PER RACK ON EACH TURN.

**ANTI-DRONES**

| | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | | | | | | | | | | | | | | |

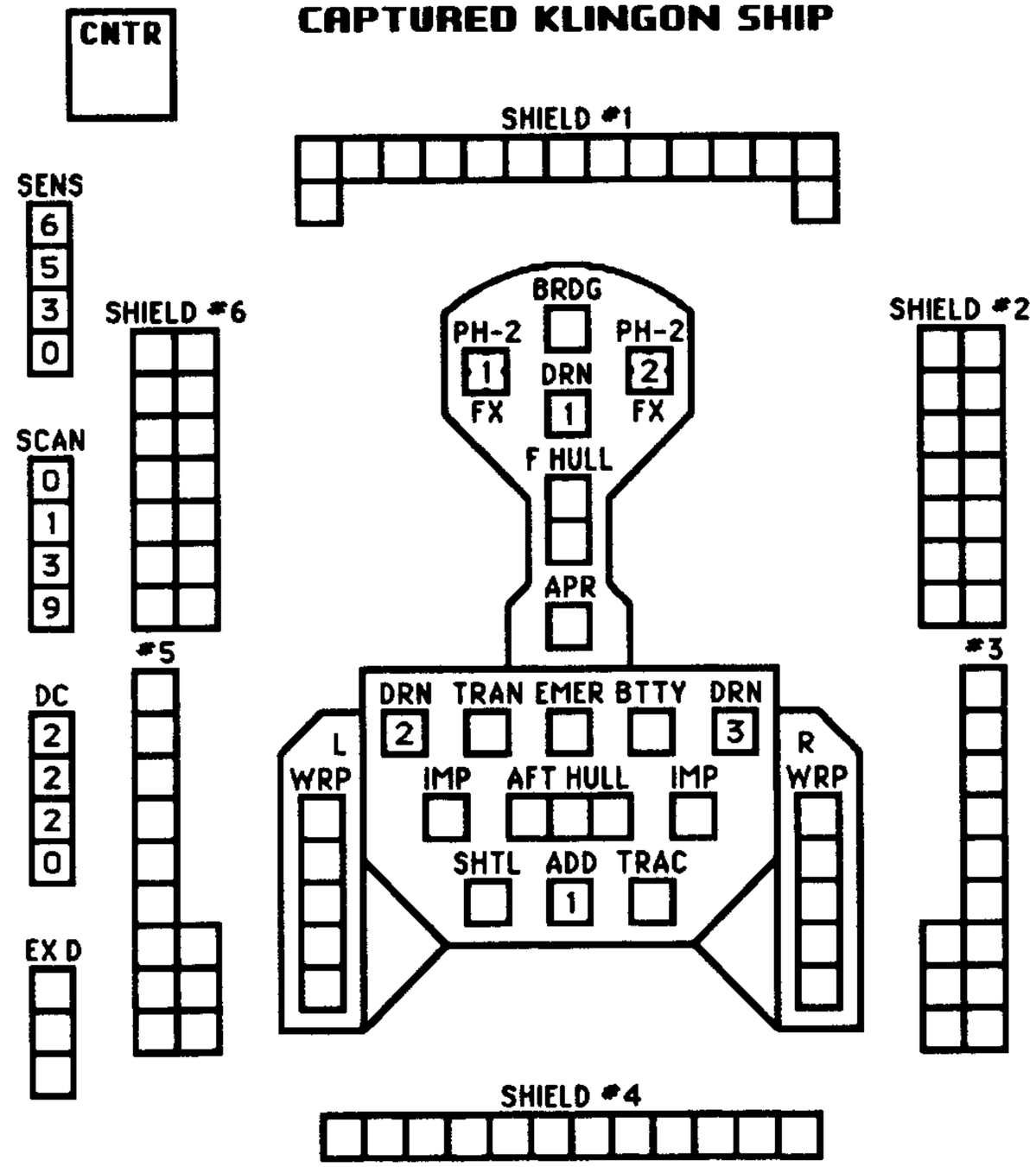
6 ROUNDS BEFORE Y175 REFIT.

**SHIP DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | KG2 |
| POINT VALUE | = | 54 |
| BREAKDOWN | = | 5-6 |
| SHIELD COST | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | R12.5 |
| Y175 REFIT | = | +5 |

| TURN MODE | | SPEED |
|---|---|---|
| A | 1 | 2-6 |
| HET | 2 | 7-12 |
| | 3 | 13-19 |
| BD | 4 | 20-26 |
| | 5 | 27+ |

NIMBLE SHIP




**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 |

**ANTI-DRONE TABLE**

| RANGE | 0 | 1 | 2 | 3 | 4+ |
|---|---|---|---|---|---|
| HIT* | - | 1-2 | 1-3 | 1-4 | - |

FX = L + LF + RF + R

THE PHASERS MAY FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33).

**WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX** [5] = HET COST ③ = 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 | 1 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 6 | 7 | 7 | 7 | 8 | 8 | 8 | 9 | 9 | 9 | 10 | 10 | 10 |
| Fract. | 1/3 | 2/3 | 1 | 1 1/3 | 1 2/3 | 2 | 2 1/3 | 2 2/3 | 3 | 3 1/3 | 3 2/3 | 4 | 4 1/3 | 4 2/3 | 5 | 5 1/3 | 5 2/3 | 6 | 6 1/3 | 6 2/3 | 7 | 7 1/3 | 7 2/3 | 8 | 8 1/3 | 8 2/3 | 9 | 9 1/3 | 9 2/3 | 10 |

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# WYN AUXILIARY CRUISER

**CREW UNITS** [ ][*][ ][ ][ ][ ][ ][8]

**ADMINISTRATIVE SHUTTLES**

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | [ ][ ][ ][ ][ ][ ] | |

**BOARDING PARTIES** [ ][ ][ ][4]

**TRANSPORTER BOMBS** [ ][ ] [D][D]

THIS SHIP CAN ACCELERATE BY NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED (MAXIMUM ACCELERATION 10) PER TURN. THIS SHIP CAN DISENGAGE BY ACCELERATION.

**SHIP DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | AXC |
| POINT VALUE | = | 65 |
| BREAKDOWN | = | 3-6 |
| SHIELD COST | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | R12.6 |

**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 |

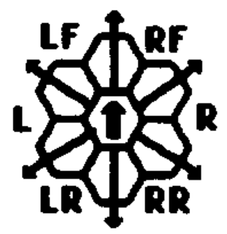
| TURN MODE | SPEED |
|---|---|
| C | 1 2-4 |
| NO HET BONUS | 2 5-9 |
| | 3 10-14 |
| | 4 15-20 |
| BD [ ][ ] | 5 21-27 |
| | 6 28+ |

INSERT OPTIONAL WEAPONS

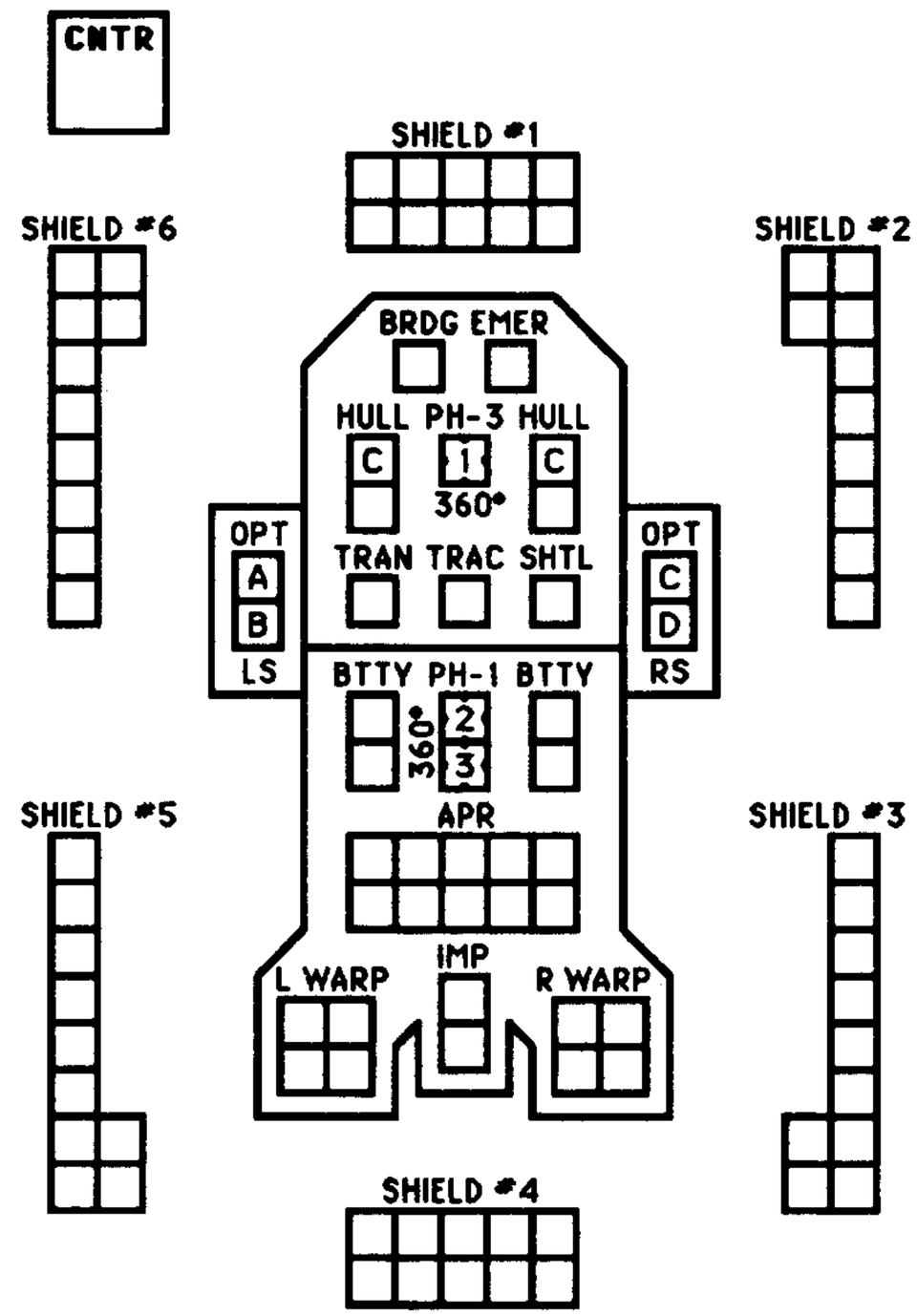
INSERT OPTIONAL WEAPONS

**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 | SCANNER | DAM CON | EX DAM |
|---|---|---|---|
| 6 4 0 | 0 9 | 4 2 0 | [ ][ ] |

**WARP ENERGY MOVEMENT COST = 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 | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 6 | 7 | 7 | 7 | 8 | 8 | 8 | 9 | 9 | 9 | 10 | 10 | 10 |
| Fract. | ⅓ | ⅔ | 1 | 1⅓ | 1⅔ | 2 | 2⅓ | 2⅔ | 3 | 3⅓ | 3⅔ | 4 | 4⅓ | 4⅔ | 5 | 5⅓ | 5⅔ | 6 | 6⅓ | 6⅔ | 7 | 7⅓ | 7⅔ | 8 | 8⅓ | 8⅔ | 9 | 9⅓ | 9⅔ | 10 |

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# WYN AUXILIARY CRUISER

**CREW UNITS**

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| | * | | | | | | 8 |

**ADMINISTRATIVE SHUTTLES**

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |

**BOARDING PARTIES**

| | | | |
|---|---|---|---|
| | | | 4 |

**TRANSPORTER BOMBS**

| | | | |
|---|---|---|---|
| | | D | D |

THIS SHIP CAN ACCELERATE BY NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED (MAXIMUM ACCELERATION 10) PER TURN. THIS SHIP CAN DISENGAGE BY ACCELERATION.

**SHIP DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | AXC |
| POINT VALUE | = | 67 |
| BREAKDOWN | = | 3-6 |
| SHIELD COST | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | R12.6 |
| Y175 REFIT | = | +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 |

**TURN MODE**

C

NO HET BONUS

BD

| | SPEED |
|---|---|
| 1 | 2-4 |
| 2 | 5-9 |
| 3 | 10-14 |
| 4 | 15-20 |
| 5 | 21-27 |
| 6 | 28+ |

**DRONE RACKS**

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 1 | | | | | | | | | 8 |
| 2 | | | | | | | | | 8 |

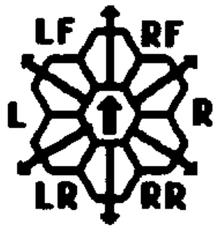
THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

**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 |

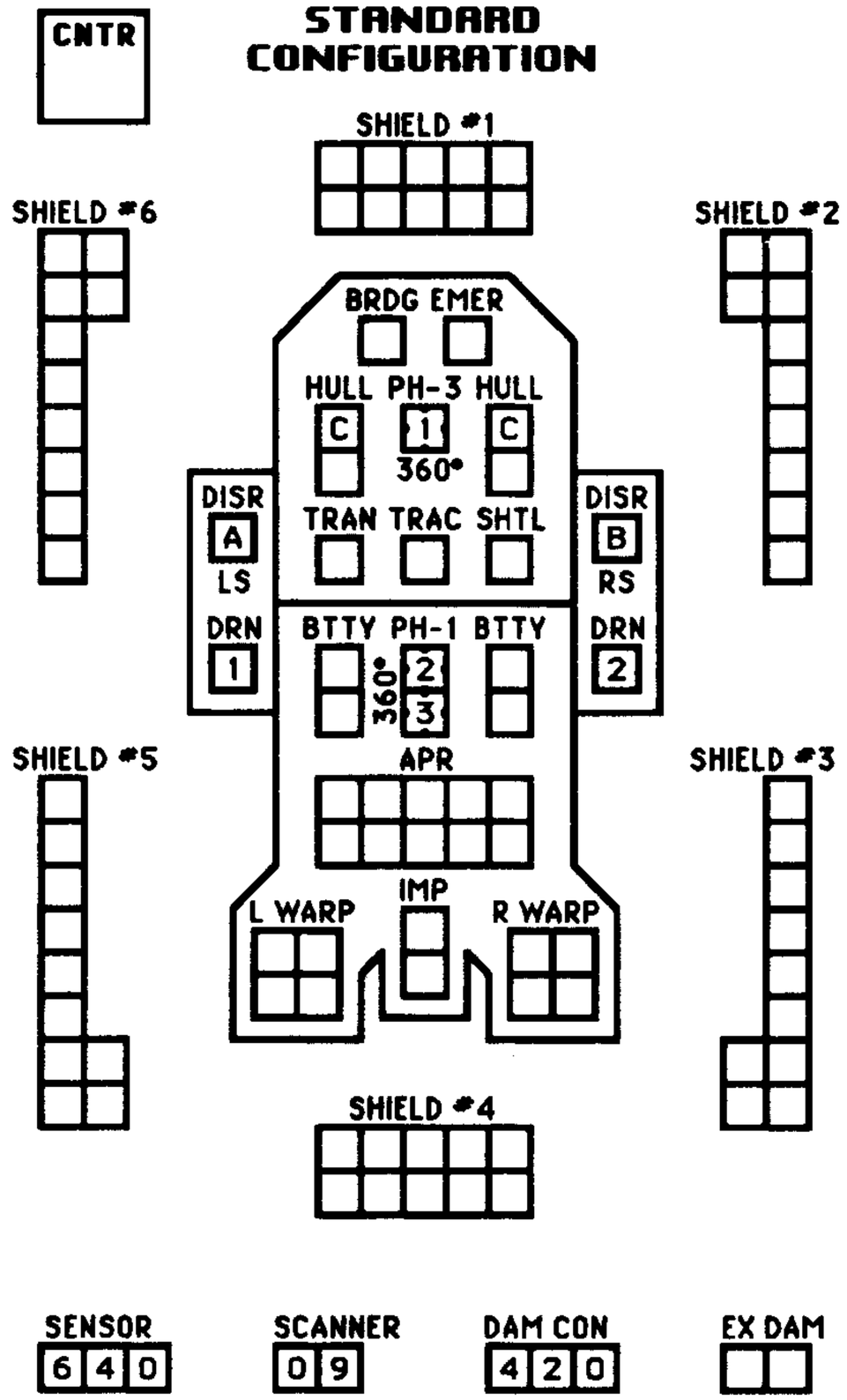
**DISRUPTOR TABLE**

| RANGE | 0 | 1 | 2 | 3-4 | 5-8 | 9-15 | 16-22 |
|---|---|---|---|---|---|---|---|
| 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 |




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

**STANDARD CONFIGURATION**




**WARP ENERGY MOVEMENT COST = 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 | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 6 | 7 | 7 | 7 | 8 | 8 | 8 | 9 | 9 | 9 | 10 | 10 | 10 |
| Fract. | 1/3 | 2/3 | 1 | 1 1/3 | 1 2/3 | 2 | 2 1/3 | 2 2/3 | 3 | 3 1/3 | 3 2/3 | 4 | 4 1/3 | 4 2/3 | 5 | 5 1/3 | 5 2/3 | 6 | 6 1/3 | 6 2/3 | 7 | 7 1/3 | 7 2/3 | 8 | 8 1/3 | 8 2/3 | 9 | 9 1/3 | 9 2/3 | 10 |

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# WYN AUXILIARY CRUISER

**CREW UNITS**

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| | * | | | | | | 8 |

**ADMINISTRATIVE SHUTTLES**

| IDENT | HIT POINTS | | | | | | NOTES |
|---|---|---|---|---|---|---|---|
| | | | | | | | |

**BOARDING PARTIES**

| | | | |
|---|---|---|---|
| | | | 4 |

**TRANSPORTER BOMBS**

| | | | |
|---|---|---|---|
| | | D | D |

**SHIP DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | AXC |
| POINT VALUE | = | 65 |
| BREAKDOWN | = | 3-6 |
| SHIELD COST | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | R12.6 |

THIS SHIP CAN ACCELERATE BY NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED (MAXIMUM ACCELERATION 10) PER TURN. THIS SHIP CAN DISENGAGE BY ACCELERATION.

**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 |

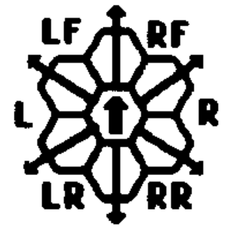
| TURN MODE | | SPEED |
|---|---|---|
| C | 1 | 2-4 |
| NO HET BONUS | 2 | 5-9 |
| | 3 | 10-14 |
| | 4 | 15-20 |
| BD | 5 | 21-27 |
| | 6 | 28+ |

**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 |

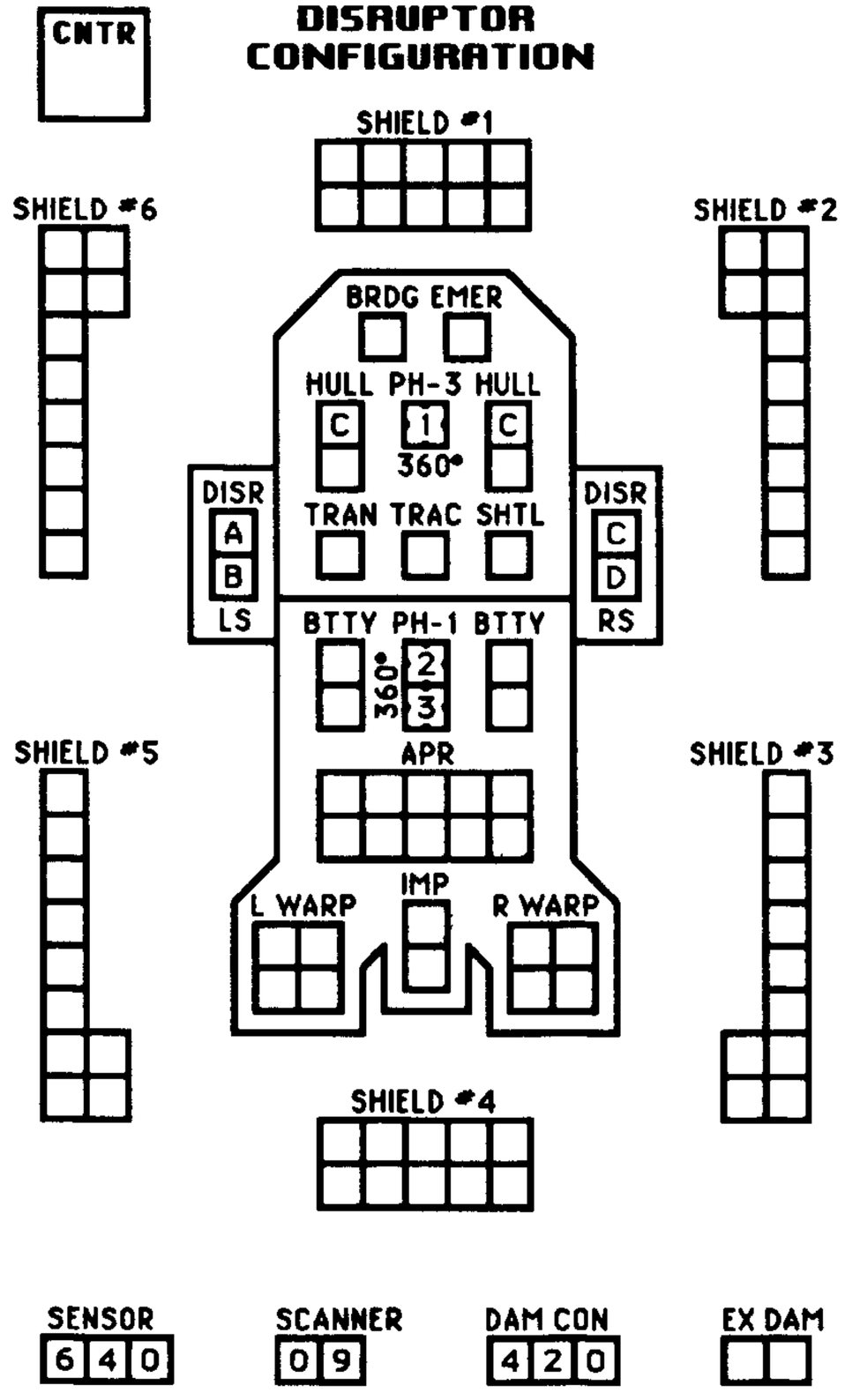
**DISRUPTOR TABLE**

| 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 |




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

**DISRUPTOR CONFIGURATION**




| SENSOR | | | SCANNER | | DAM CON | | | EX DAM | |
|---|---|---|---|---|---|---|---|---|---|
| 6 | 4 | 0 | 0 | 9 | 4 | 2 | 0 | | |

**WARP ENERGY MOVEMENT COST = 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 | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 6 | 7 | 7 | 7 | 8 | 8 | 8 | 9 | 9 | 9 | 10 | 10 | 10 |
| Fract. | ⅓ | ⅔ | 1 | 1⅓ | 1⅔ | 2 | 2⅓ | 2⅔ | 3 | 3⅓ | 3⅔ | 4 | 4⅓ | 4⅔ | 5 | 5⅓ | 5⅔ | 6 | 6⅓ | 6⅔ | 7 | 7⅓ | 7⅔ | 8 | 8⅓ | 8⅔ | 9 | 9⅓ | 9⅔ | 10 |



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# WYN AUXILIARY CRUISER

**CREW UNITS**

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| | * | | | | | | 8 |

**ADMINISTRATIVE SHUTTLES**

| IDENT | HIT POINTS | | | | | | NOTES |
|---|---|---|---|---|---|---|---|
| | | | | | | | |

**BOARDING PARTIES**

| | | | |
|---|---|---|---|
| | | | 4 |

**TRANSPORTER BOMBS**

| | | | |
|---|---|---|---|
| | | D | D |

THIS SHIP CAN ACCELERATE BY NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED (MAXIMUM ACCELERATION 10) PER TURN. THIS SHIP CAN DISENGAGE BY ACCELERATION.

**SHIP DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | AXC |
| POINT VALUE | = | 87 |
| BREAKDOWN | = | 3-6 |
| SHIELD COST | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | R12.6 |
| Y175 REFIT | = | +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 |

| TURN MODE | SPEED |
|---|---|
| C | 1 — 2-4 |
| NO HET BONUS | 2 — 5-9 |
| | 3 — 10-14 |
| | 4 — 15-20 |
| BD | 5 — 21-27 |
| | 6 — 28+ |

**DRONE RACKS**

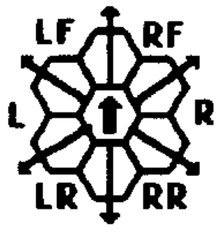
| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| 1 | | | | | | | | 8 |
| 2 | | | | | | | | 8 |

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

**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

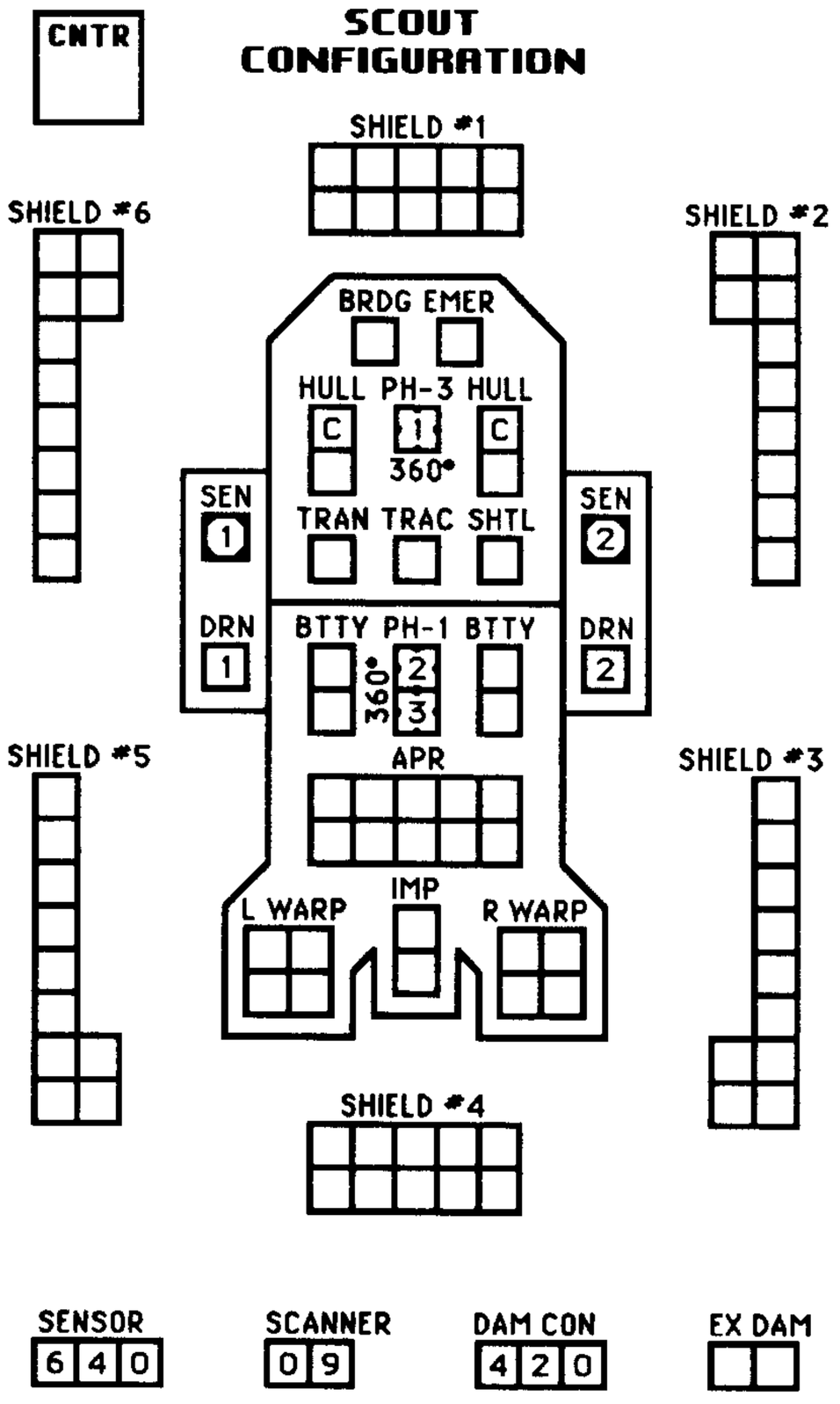
SPECIAL SENSORS ARE DESTROYED ON "DRONE" HITS.




**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 CONFIGURATION**




| SENSOR | SCANNER | DAM CON | EX DAM |
|---|---|---|---|
| 6 4 0 | 0 9 | 4 2 0 | |

**WARP ENERGY MOVEMENT COST = 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 | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 6 | 7 | 7 | 7 | 8 | 8 | 8 | 9 | 9 | 9 | 10 | 10 | 10 |
| Fract. | 1/3 | 2/3 | 1 | 1 1/3 | 1 2/3 | 2 | 2 1/3 | 2 2/3 | 3 | 3 1/3 | 3 2/3 | 4 | 4 1/3 | 4 2/3 | 5 | 5 1/3 | 5 2/3 | 6 | 6 1/3 | 6 2/3 | 7 | 7 1/3 | 7 2/3 | 8 | 8 1/3 | 8 2/3 | 9 | 9 1/3 | 9 2/3 | 10 |

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# WYN AUXILIARY CRUISER

**CREW UNITS**

| | | | | | | | 8 |
|---|---|---|---|---|---|---|---|

**ADMINISTRATIVE SHUTTLES**

| IDENT | HIT POINTS | | | | | | NOTES |
|---|---|---|---|---|---|---|---|
| | | | | | | | |

**BOARDING PARTIES**

| | | | 4 |
|---|---|---|---|

**TRANSPORTER BOMBS**

| | | D | D |
|---|---|---|---|

THIS SHIP CAN ACCELERATE BY NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED (MAXIMUM ACCELERATION 10) PER TURN. THIS SHIP CAN DISENGAGE BY ACCELERATION.

**SHIP DATA TABLE**

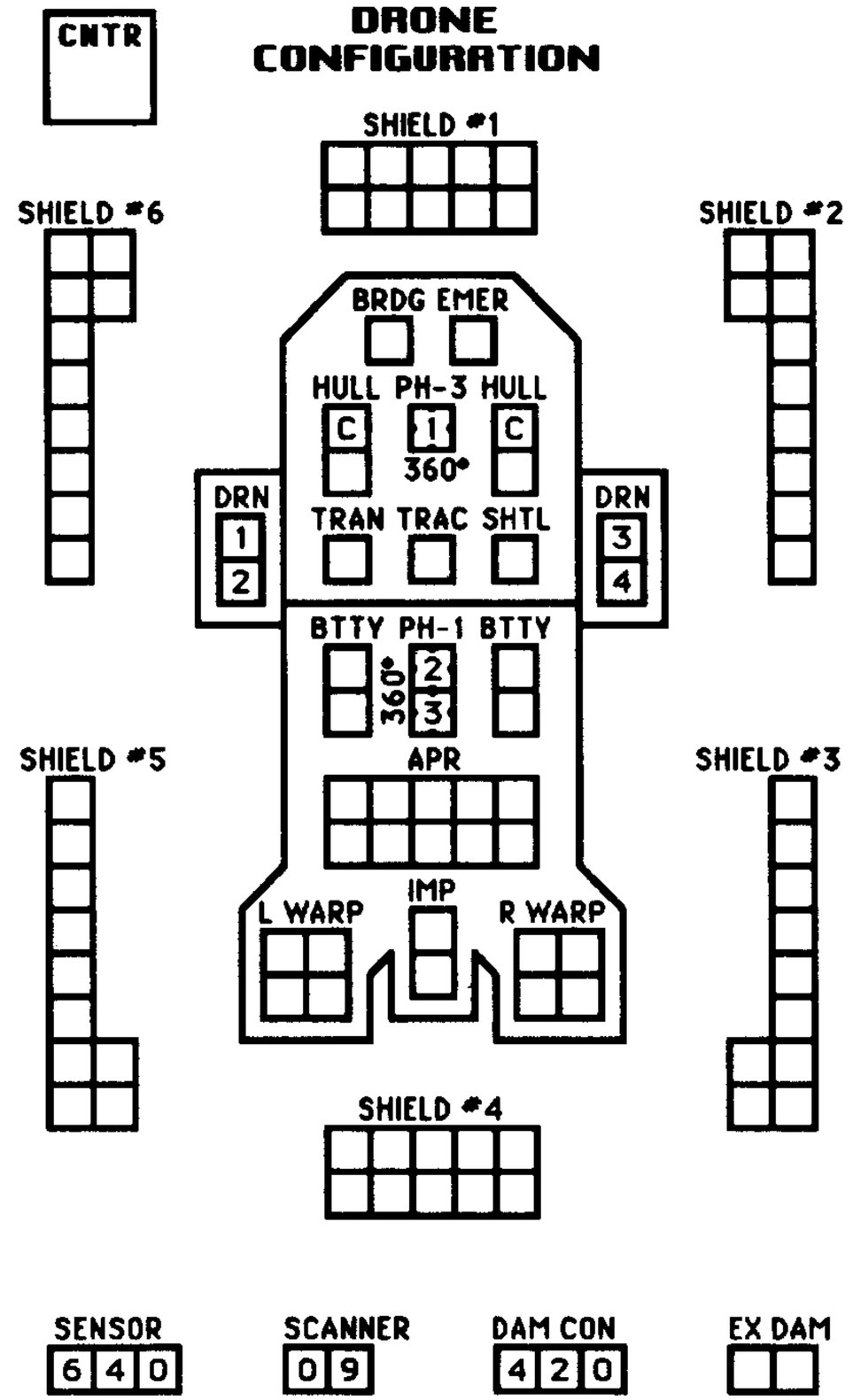
| | | |
|---|---|---|
| TYPE | = | AXC |
| POINT VALUE | = | 69 |
| BREAKDOWN | = | 3-6 |
| SHIELD COST | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | R12.6 |
| Y175 REFIT | = | +0 |

**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 |

| TURN MODE | SPEED |
|---|---|
| C | 1 — 2-4 |
| NO HET BONUS | 2 — 5-9 |
| | 3 — 10-14 |
| | 4 — 15-20 |
| BD | 5 — 21-27 |
| | 6 — 28+ |

**DRONE CONFIGURATION**

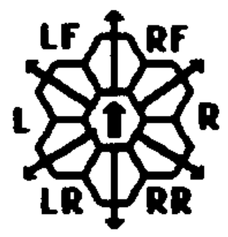



**SENSOR** 6 4 0 | **SCANNER** 0 9 | **DAM CON** 4 2 0 | **EX DAM**

**DRONE RACKS**

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| 1 | | | | | | | | B |
| 2 | | | | | | | | B |
| 3 | | | | | | | | B |
| 4 | | | | | | | | B |

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.




**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 = 1/3 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 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 6 | 7 | 7 | 7 | 8 | 8 | 8 | 9 | 9 | 9 | 10 | 10 | 10 |
| Fract. | 1/3 | 2/3 | 1 | 1 1/3 | 1 2/3 | 2 | 2 1/3 | 2 2/3 | 3 | 3 1/3 | 3 2/3 | 4 | 4 1/3 | 4 2/3 | 5 | 5 1/3 | 5 2/3 | 6 | 6 1/3 | 6 2/3 | 7 | 7 1/3 | 7 2/3 | 8 | 8 1/3 | 8 2/3 | 9 | 9 1/3 | 9 2/3 | 10 |

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# WYN AUXILIARY CARRIER

**CREW UNITS** [ ][ ][ ][X][ ][ ][ ][ ][10][20]

**BOARDING PARTIES** [ ][2]

**DECK CREWS** [ ][ ][ ][ ][ ][6]

**TRANSPORTER BOMBS** [ ][ ] [D][D]

**ADMINISTRATIVE SHUTTLES**

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |
| | | |
| | | |

TWO BAYS — NO TRANSFERS

**SHIP DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | AXCV |
| POINT VALUE | = | 75/50 |
| BREAKDOWN | = | 3-6 |
| SHIELD COST | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | R12.7 |

THIS SHIP CAN ACCELERATE BY NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED (MAXIMUM ACCELERATION 10) PER TURN. THIS SHIP CAN DISENGAGE BY ACCELERATION.

**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 |

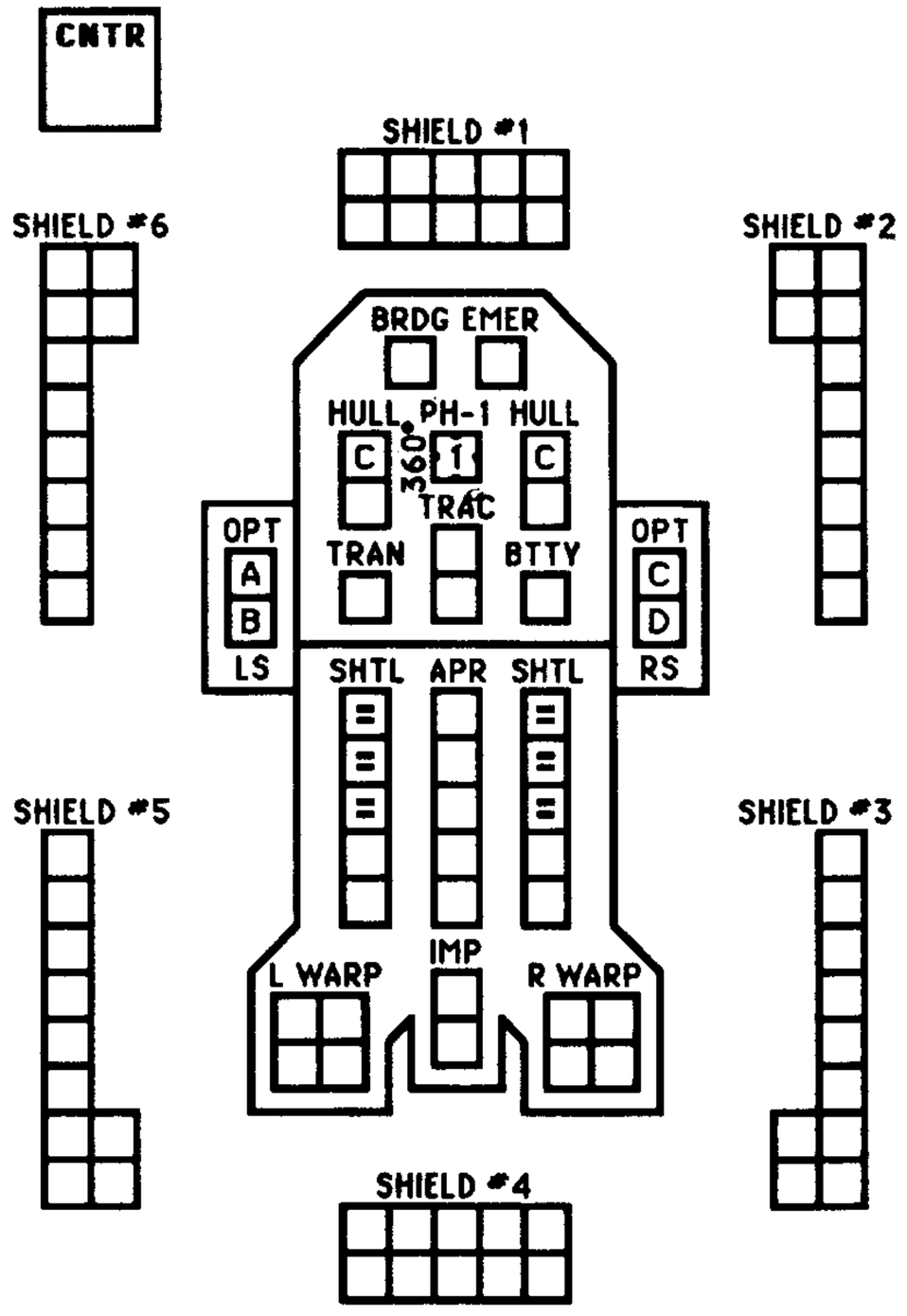
| TURN MODE | SPEED |
|---|---|
| C | 1 2-4 |
| NO HET BONUS | 2 5-9 |
| | 3 10-14 |
| | 4 15-20 |
| BD [ ][ ] | 5 21-27 |
| | 6 28+ |

**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 |

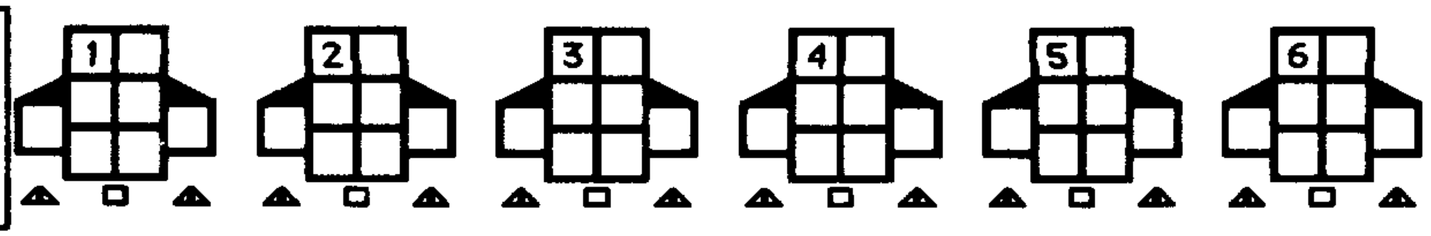
INSERT OPTIONAL WEAPONS

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

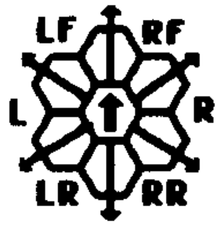



**KZINTI ADVANCED ATTACK SHUTTLES (AAS)**

AAS FIGHTERS
1x PH-3-FA
DFR = 2
CRIPPLED = 6
SPEED = 8




| SENSOR | SCANNER | DAM CON | EX DAM |
|---|---|---|---|
| 6 4 0 | 0 9 | 4 2 0 | |




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

**WARP ENERGY MOVEMENT COST = 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 | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 6 | 7 | 7 | 7 | 8 | 8 | 8 | 9 | 9 | 9 | 10 | 10 | 10 |
| Fract. | ⅓ | ⅔ | 1 | 1⅓ | 1⅔ | 2 | 2⅓ | 2⅔ | 3 | 3⅓ | 3⅔ | 4 | 4⅓ | 4⅔ | 5 | 5⅓ | 5⅔ | 6 | 6⅓ | 6⅔ | 7 | 7⅓ | 7⅔ | 8 | 8⅓ | 8⅔ | 9 | 9⅓ | 9⅔ | 10 |

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# WYN AUXILIARY BATTLECRUISER

**CREW UNITS**

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | | | ✱ | | | | | | 10 |
| | | | | | | | | | 20 |

**ADMINISTRATIVE SHUTTLES**

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |

**BOARDING PARTIES**

| | | | | | |
|---|---|---|---|---|---|
| | | | | | 6 |

**TRANSPORTER BOMBS**

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| | | | | D | D | D | D |

THIS SHIP CAN ACCELERATE BY NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED (MAXIMUM ACCELERATION 10) PER TURN.
THIS SHIP CAN DISENGAGE BY ACCELERATION.

**SHIP DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | AXBC |
| POINT VALUE | = | 136 |
| BREAKDOWN | = | 3-6 |
| SHIELD COST | = | 1+1 |
| LIFE SUPPORT | = | 1 |
| SIZE CLASS | = | 3 |
| REFERENCE | = | R12.9 |
| Y175 REFIT | = | +4 |
| UIM REFIT | = | +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 | |
| NO HET BONUS | 1 2-4 |
| | 2 5-8 |
| | 3 9-12 |
| | 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 |

INSERT OPTIONAL WEAPONS

INSERT OPTIONAL WEAPONS

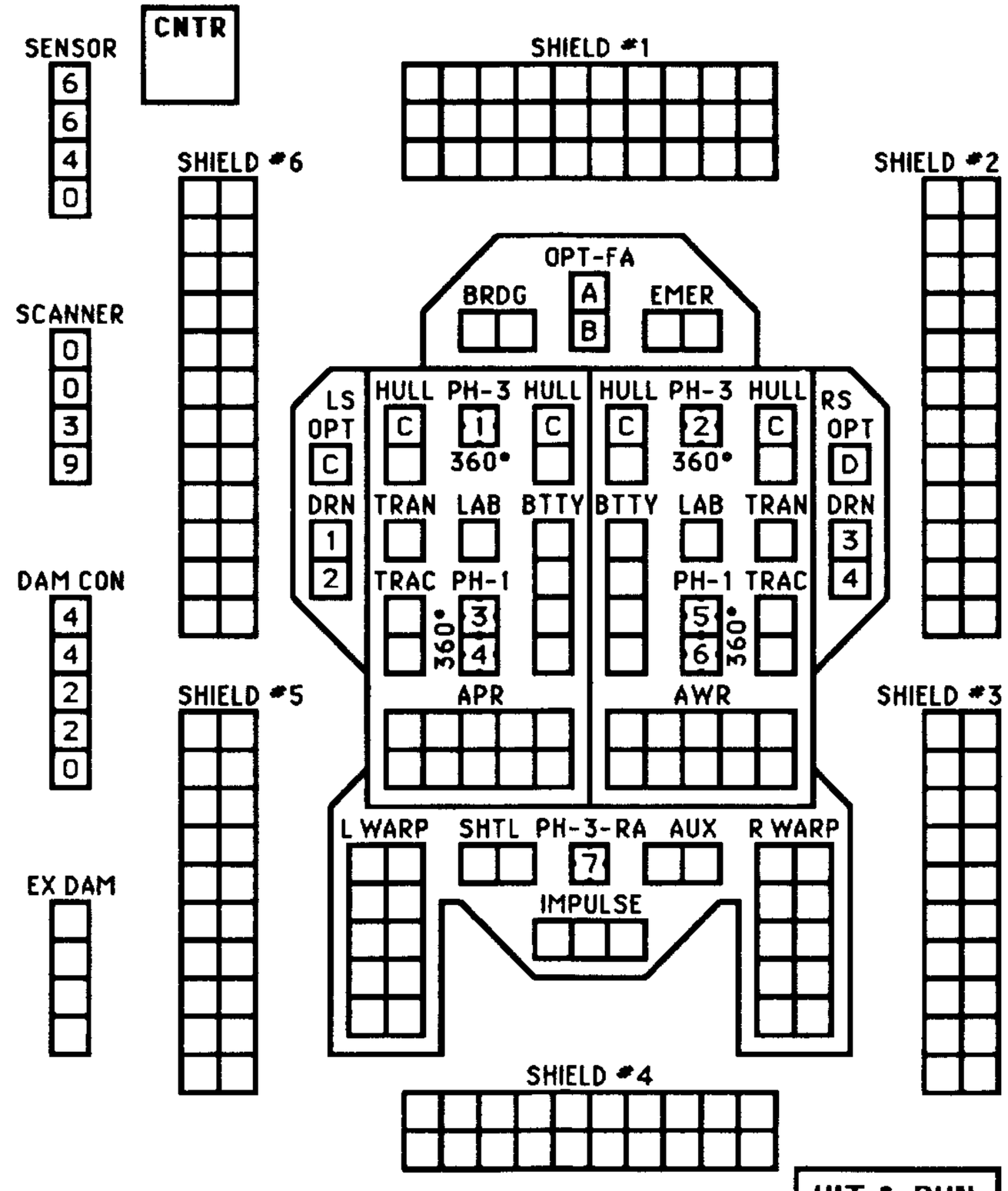
| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| A | | | | | A | | | B | |
| B | | | | | A | | | B | |
| C | | | | | A | | | B | |
| D | | | | | A | | | B | |

**DRONE RACKS**

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 1 | | | | | A | | | B | |
| 2 | | | | | A | | | B | |
| 3 | | | | | A | | | B | |
| 4 | | | | | A | | | B | |

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-B DRONE RACKS (2 RELOADS)

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




**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 |





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# WYN LARGE AUXILIARY CARRIER

**CREW UNITS**

| | | | * | | | | | | 10 |
|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | 20 |
| | | | | | | | | | 30 |
| | | | | | | | | | 40 |

**BOARDING PARTIES**

| | | | 4 |
|---|---|---|---|

**DECK CREWS**

| | | | | | | | | | 10 |
|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | 20 |
| | | | | | | | | | |

**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)

**ADMINISTRATIVE SHUTTLES**

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |

TWO BAYS — NO TRANSFERS

**TRANSPORTER BOMBS**

| | | | | D | D | D | D |
|---|---|---|---|---|---|---|---|

**PROBES**

| | | | | 5 |
|---|---|---|---|---|

**SHIP DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | AxCVA |
| POINT VALUE | = | 120/80 |
| BREAKDOWN | = | 3-6 |
| SHIELD COST | = | 1+1 |
| LIFE SUPPORT | = | 1 |
| SIZE CLASS | = | 3 |
| REFERENCE | = | R12.10 |
| Y175 REFIT | = | +2 |

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING. THIS SHIP CAN ACCELERATE BY NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED (MAXIMUM ACCELERATION 10) PER TURN. THIS SHIP CAN DISENGAGE BY ACCELERATION.

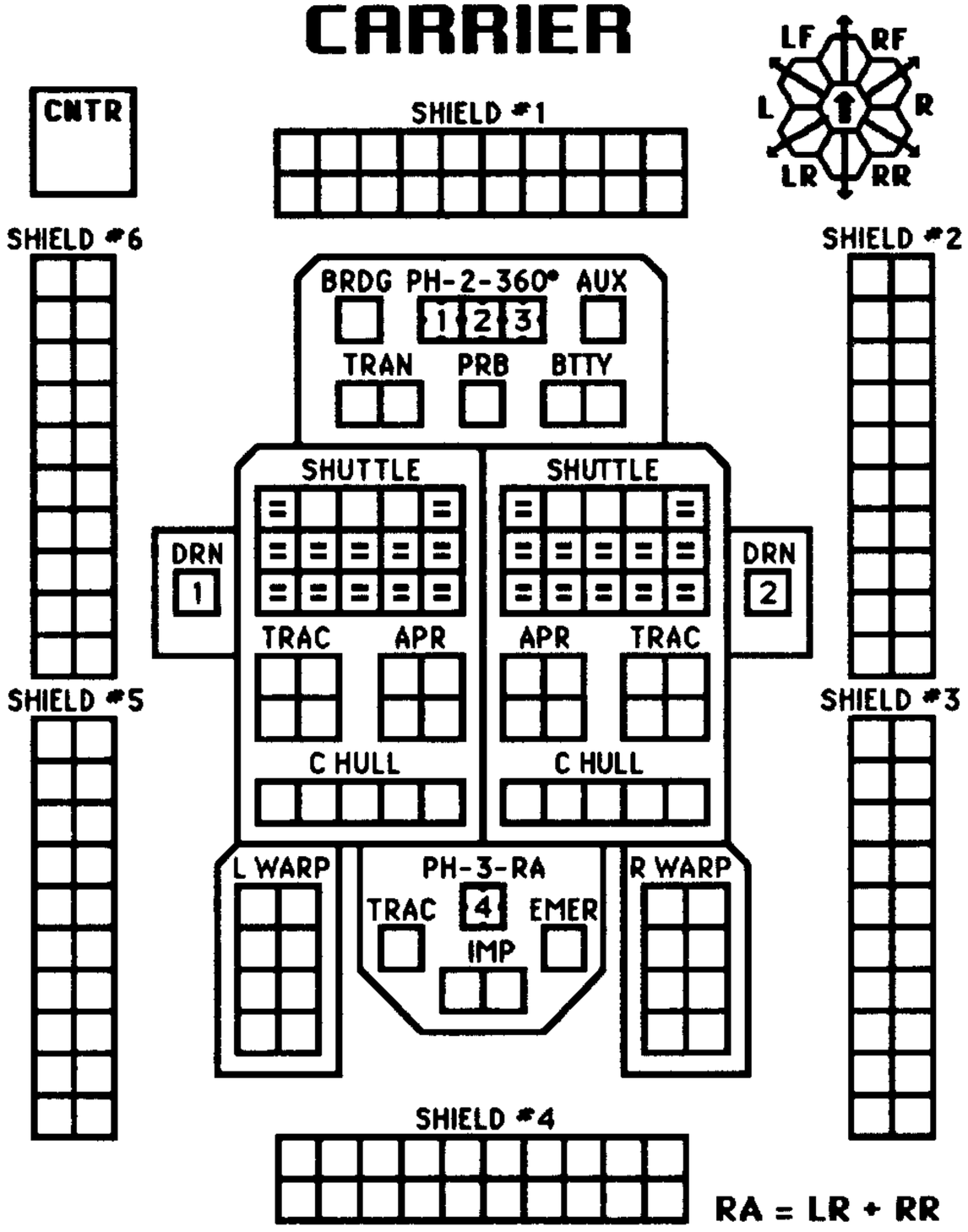
**TYPE II PHASER TABLE**

| 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 |

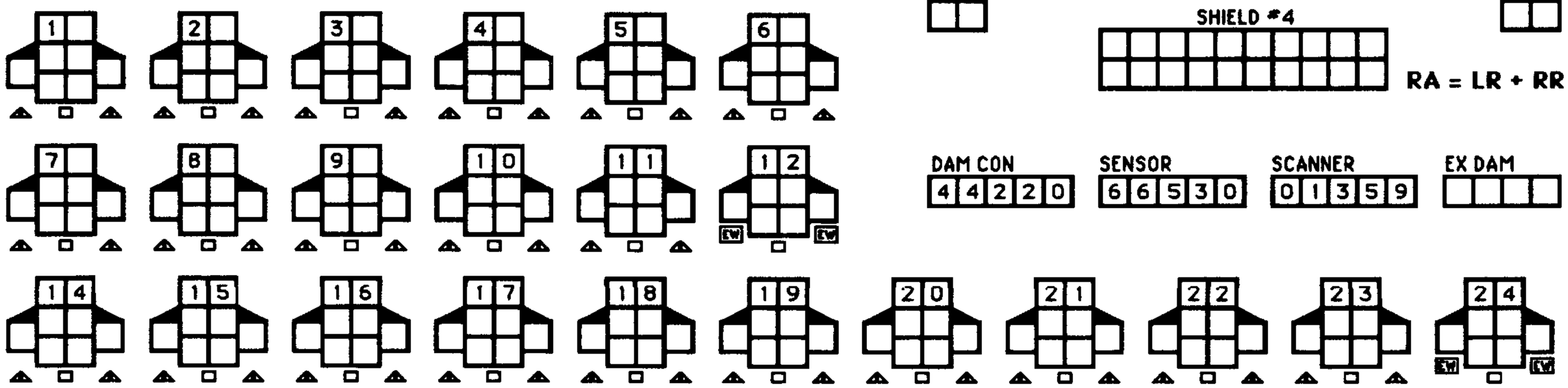
**TYPE III DEFENSE PHASER**

| 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 |
|---|---|
| D | |
| | 1 2-4 |
| NO HET BONUS | 2 5-8 |
| | 3 9-12 |
| | 4 13-17 |
| | 5 18-24 |
| BD | 6 25+ |




AAS FIGHTERS
1x PH-3-FA
DFR = 2
CRIPPLED = 6
SPEED = 8




| DAM CON | SENSOR | SCANNER | EX DAM |
|---|---|---|---|
| 4 4 2 2 0 | 6 6 5 3 0 | 0 1 3 5 9 | |

**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 |

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# WYN AUXILIARY MINESWEEPER

CREW UNITS [ ][*][ ][ ][ ][ ][ ][8]

ADMINISTRATIVE SHUTTLES

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | MSS |

BOARDING PARTIES [ ][2]

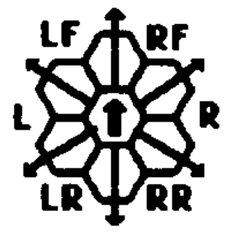
TRANSPORTER BOMBS [ ][ ] [D][D]

**SHIP DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | AXMS |
| POINT VALUE | = | 60/40 |
| BREAKDOWN | = | 3-6 |
| SHIELD COST | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | R12.11 |

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

| TURN MODE | SPEED |
|---|---|
| C | 1 2-4 |
| NO HET BONUS | 2 5-9 |
| | 3 10-14 |
| | 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 |

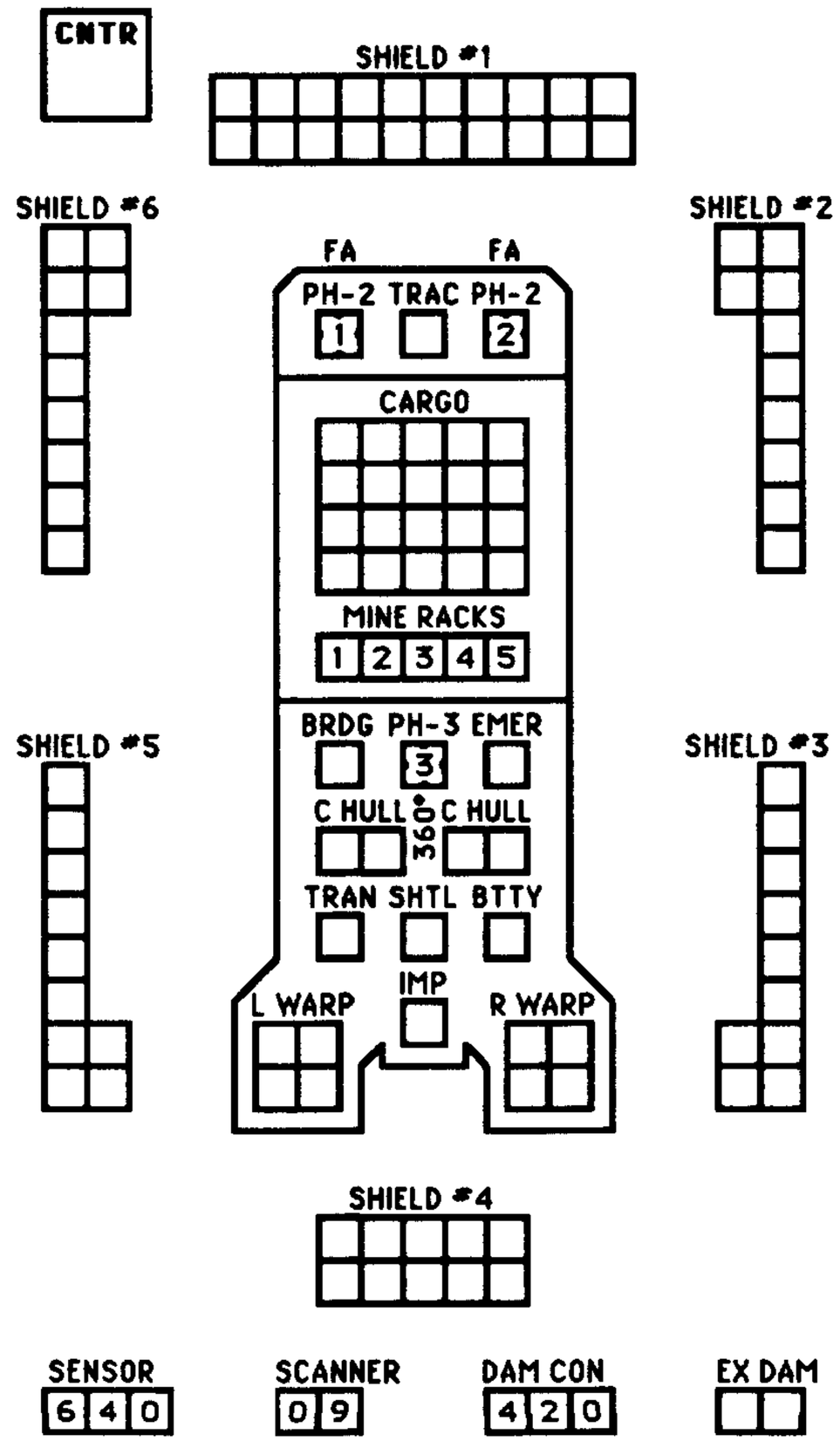
THIS SHIP CAN ACCELERATE BY NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED (MAXIMUM ACCELERATION 10) PER TURN. THIS SHIP CAN DISENGAGE BY ACCELERATION. SEE (R12.11) FOR SPECIAL DAMAGE RULES.

MINE RACKS

| | | | | | |
|---|---|---|---|---|---|
| 1 | I | I | I | I | I |
| 2 | I | I | I | I | I |
| 3 | I | I | I | I | I |
| 4 | I | I | I | I | I |
| 5 | I | I | I | I | I |

RACKS ARE SHOWN FOR LARGE MINES; FOR SMALL MINES WRITE AN "S" ON EACH SIDE OF THE DIVIDING BAR.

MINE RACKS ARE DESTROYED ON "CARGO," "SHUTTLE," OR "EXCESS DAMAGE" HITS.




WARP ENERGY MOVEMENT COST = 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 | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 6 | 7 | 7 | 7 | 8 | 8 | 8 | 9 | 9 | 9 | 10 | 10 | 10 |
| Fract. | ⅓ | ⅔ | 1 | 1⅓ | 1⅔ | 2 | 2⅓ | 2⅔ | 3 | 3⅓ | 3⅔ | 4 | 4⅓ | 4⅔ | 5 | 5⅓ | 5⅔ | 6 | 6⅓ | 6⅔ | 7 | 7⅓ | 7⅔ | 8 | 8⅓ | 8⅔ | 9 | 9⅓ | 9⅔ | 10 |

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# WYN POCKET BATTLESHIP

**CREW UNITS**

| | | | * | | | | | | 10 |
|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | 20 |
| | | | | | | | | | 30 |
| | | | | | | | | | 40 |

**ADMINISTRATIVE SHUTTLES**

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |
| | | |
| | | |

TWO BAYS — NO TRANSFERS

**BOARDING PARTIES** ☐☐☐☐☐☐☐☐☐☐ 10

**TRANSPORTER BOMBS** ☐☐☐☐ D D D D

**DECK CREWS** ☐ 2

**SHIP DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | PBB |
| POINT VALUE | = | 165 |
| BREAKDOWN | = | 5-6 |
| SHIELD COST | = | 1+1 |
| LIFE SUPPORT | = | 1 |
| SIZE CLASS | = | 3 |
| REFERENCE | = | R12.12 |

UIM STANDARD

**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 |

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

| 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**

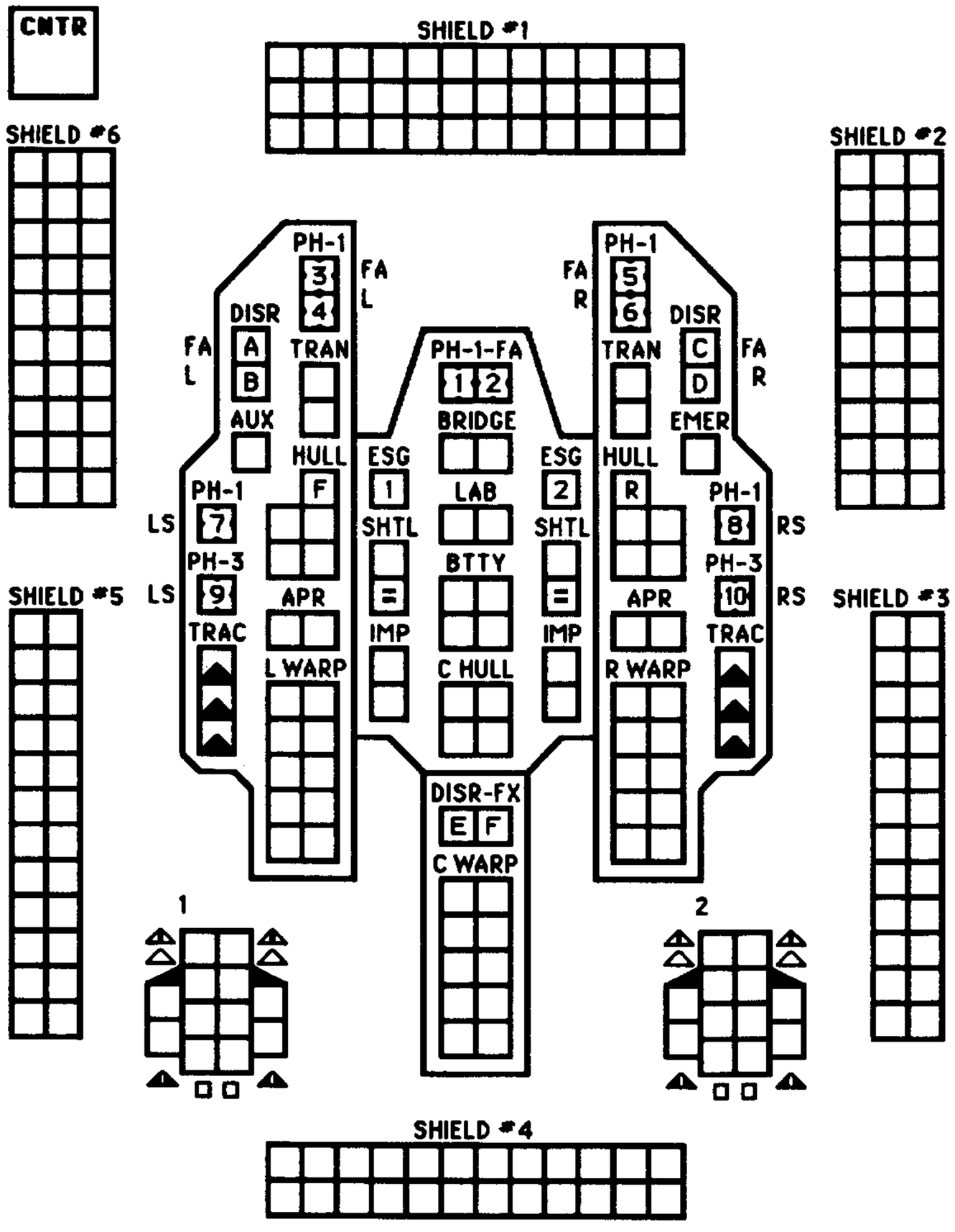
| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | 0 |
| 3 | 4 | 4 | 4 | 1 | 0 | 0 |
| 4 | 4 | 4 | 3 | 0 | 0 | 0 |
| 5 | 4 | 3 | 2 | 0 | 0 | 0 |
| 6 | 3 | 3 | 1 | 0 | 0 | 0 |

**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 |

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

HIT & RUN
UIM ☐
DERFACS ☐




**SENSOR**

| 6 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|---|---|

**SCANNER**

| 0 | 0 | 1 | 2 | 3 | 4 | 5 | 9 |
|---|---|---|---|---|---|---|---|

TADS FIGHTERS
2x PH-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
REPLACE SHUTTLES

**DAMAGE CONTROL**

| 6 | 4 | 4 | 2 | 2 | 2 | 0 |
|---|---|---|---|---|---|---|

**EXCESS 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. | 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 |

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# WYN LIGHT RAIDER

**PURCHASED ORION SHIP**

CREW UNITS: [ ][ ][*][ ][ ][ ][ ][ ][10] / [ ][ ]

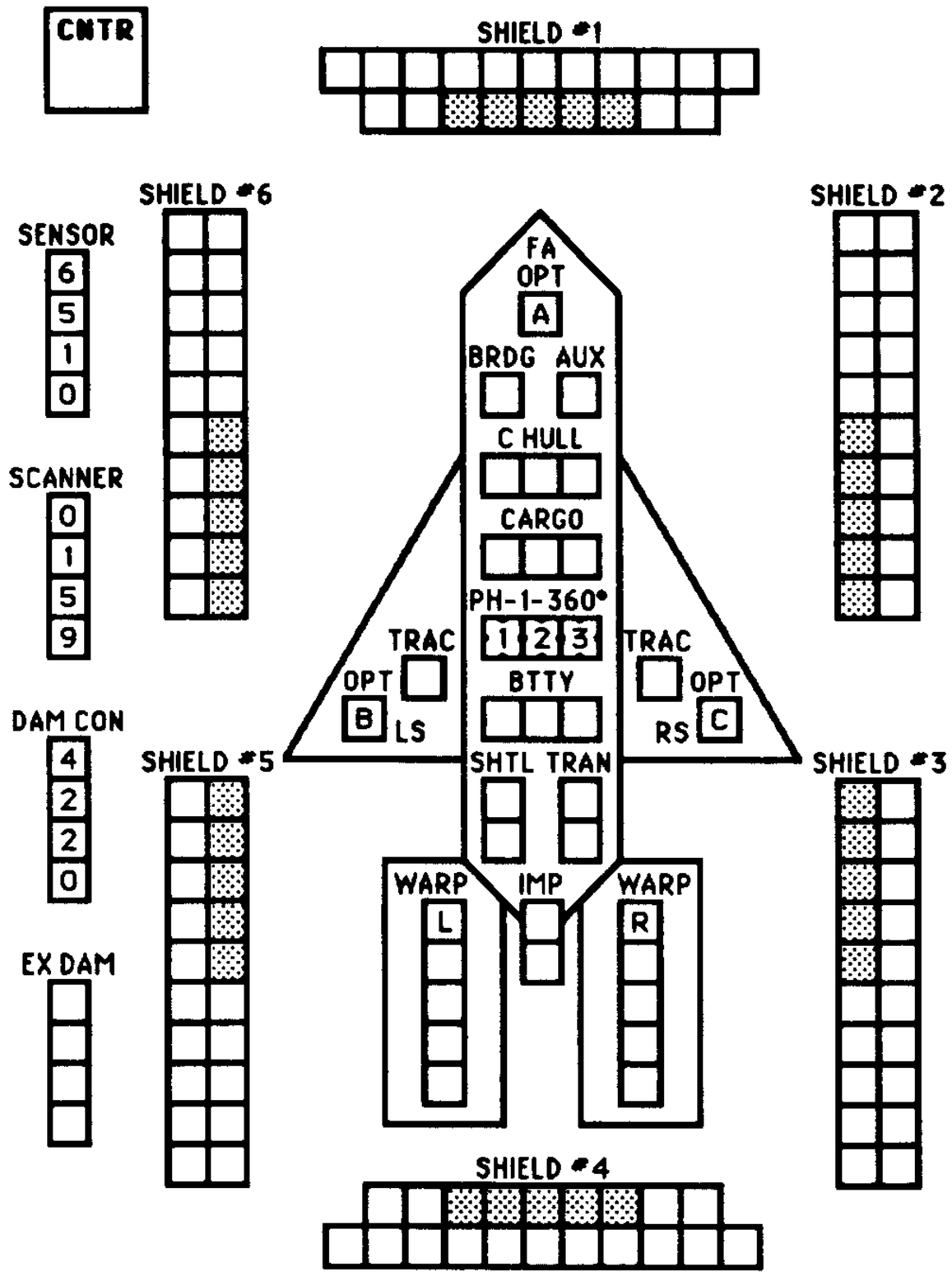
ADMINISTRATIVE SHUTTLES

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |

BOARDING PARTIES: [ ][ ][ ][ ][ ][ ][8]

T-BOMBS: [ ][ ] [D][D]

| SHIP DATA TABLE | | |
|---|---|---|
| TYPE | = | OLR |
| POINT VALUE | = | 64 |
| BREAKDOWN | = | 6 |
| SHIELD COST | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | R12.14 |
| PLUS REFIT | = | +5 |
| OAKDISC | = | +5 |
| STEALTH +2 ECM | | |




SHADED BOXES ARE THE LR+ REFIT.

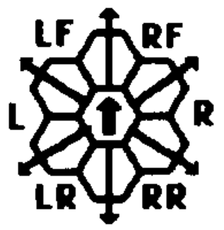
TYPE I OFFENSIVE PHASER TABLE

| 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 AA | SPEED |
|---|---|
| HET | 1 2-8 |
| | 2 9-16 |
| BD | 3 17-24 |
| | 4 25+ |
| NIMBLE 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 |




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

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.
CANNOT DOUBLE ENGINES.
REDUCED EXPLOSION STRENGTH.
SEE ORION LR (R8.7)

INSERT OPTIONAL WEAPONS

SEE ANNEXES #8A AND #8B.

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX  [5] = HET COST  ③ = 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 | 1 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 6 | 7 | 7 | 7 | 8 | 8 | 8 | 9 | 9 | 9 | 10 | 10 | 10 |
| Fract. | 1/3 | 2/3 | 1 | 1 1/3 | 1 2/3 | 2 | 2 1/3 | 2 2/3 | 3 | 3 1/3 | 3 2/3 | 4 | 4 1/3 | 4 2/3 | 5 | 5 1/3 | 5 2/3 | 6 | 6 1/3 | 6 2/3 | 7 | 7 1/3 | 7 2/3 | 8 | 8 1/3 | 8 2/3 | 9 | 9 1/3 | 9 2/3 | 10 |

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# WYN RAIDER CRUISER

**PURCHASED ORION SHIP**

**CREW UNITS**

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | | | * | | | | | | 10 |
| | | | | | | | | | 20 |

**ADMINISTRATIVE SHUTTLES**

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |

**BOARDING PARTIES**

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | 10 |
| | | | | | | | | | |

**TRANSPORTER BOMBS**

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| | | | | D | D | D | D |

**SHIP DATA TABLE**

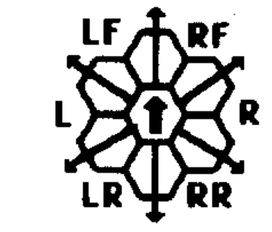
| | | |
|---|---|---|
| TYPE | = | OCR |
| POINT VALUE | = | 86 |
| BREAKDOWN | = | 6 |
| SHIELD COST | = | 1+1 |
| LIFE SUPPORT | = | 1 |
| SIZE CLASS | = | 3 |
| REFERENCE | = | R12.14 |
| PLUS REFIT | = | +8 |
| OAKDISC | = | +5 |
| STEALTH +2 ECM | | |

**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 |

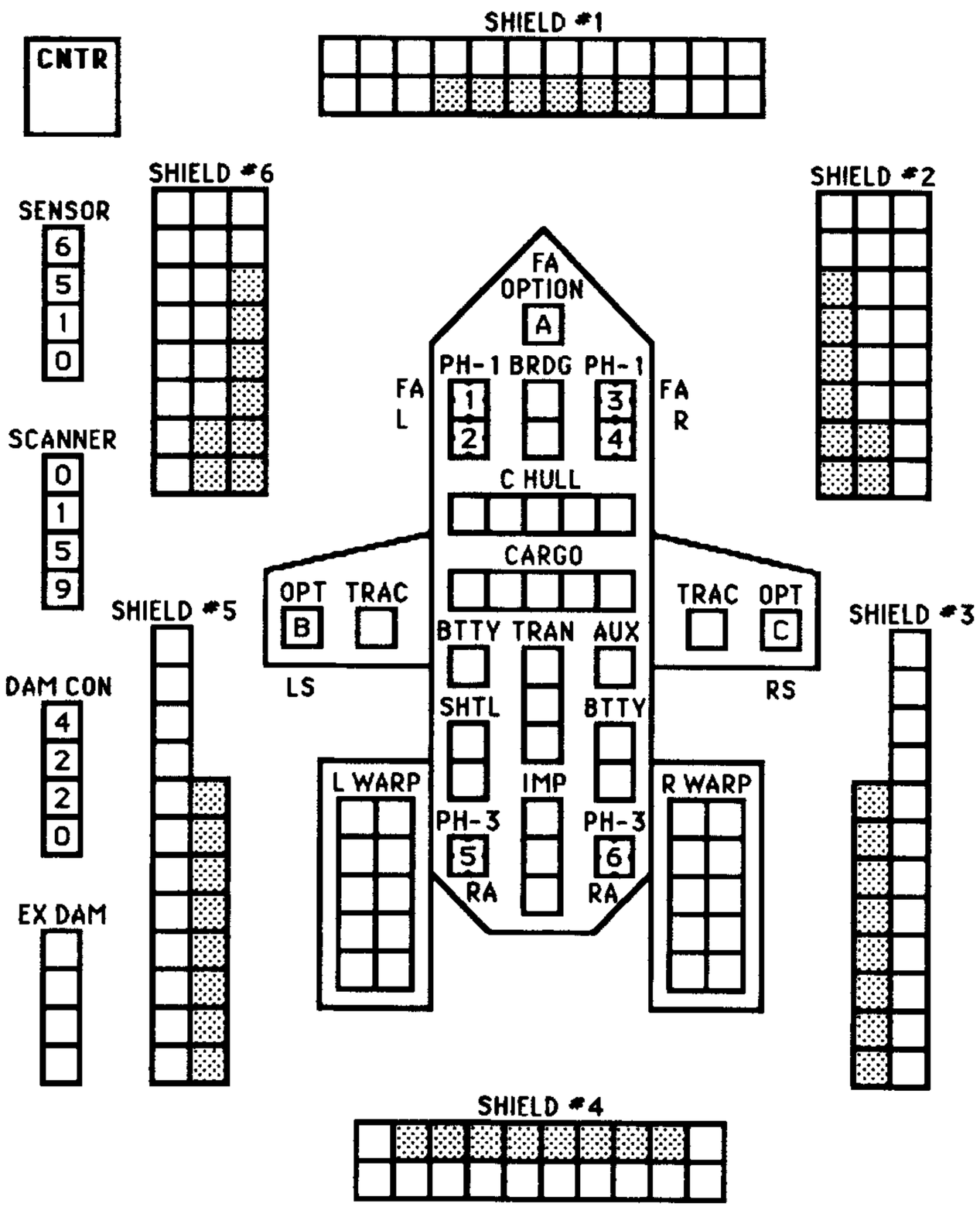



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

| TURN MODE | SPEED |
|---|---|
| A 1 | 2-6 |
| HET 2 | 7-12 |
| 3 | 13-19 |
| BD 4 | 20-26 |
| 5 | 27+ |
| NIMBLE SHIP | |

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.
NO HELLBORES IN WING MOUNTS.
SEE ANNEXES 8A AND 8B.
SEE ORION CR (R8.2)

CANNOT DOUBLE ENGINES.
REDUCED EXPLOSION STRENGTH.




SHADED BOXES ARE THE PLUS REFIT.

INSERT OPTIONAL WEAPONS

INSERT OPTIONAL WEAPONS

**WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX** [5] = HET COST ③ = 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 |

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# WYN BATTLE RAIDER

**PURCHASED ORION SHIP**

**CREW UNITS**

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | | | * | | | | | | | 10 |
| | | | | | | | | | | 20 |
| | | | | | | | | | | |

**ADMINISTRATIVE SHUTTLES**

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |
| | | |
| | | |

**BOARDING PARTIES**

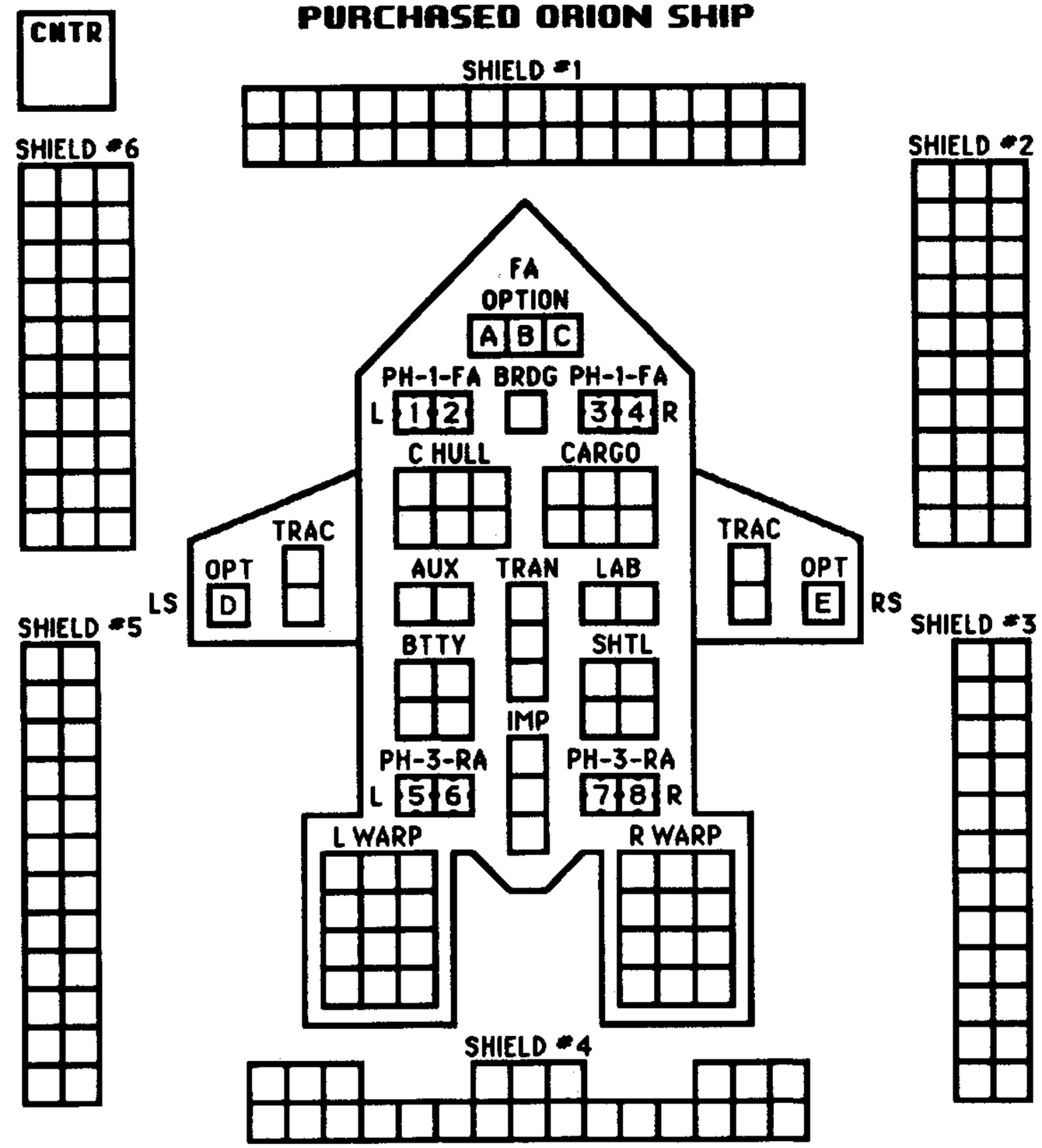
| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | | 10 |
| | | | | | | | | | | |

**TRANSPORTER BOMBS**

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| | | | | D | D | D | D | |

**SHIP DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | OBR |
| POINT VALUE | = | 107 |
| BREAKDOWN | = | 6 |
| SHIELD COST | = | 1+1 |
| LIFE SUPPORT | = | 1 |
| SIZE CLASS | = | 3 |
| REFERENCE | = | R12.14 |
| OAKDISC | = | +12 |
| STEALTH +2 ECM | | |



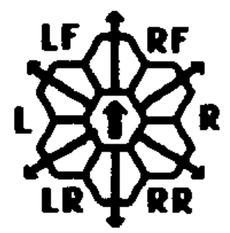

**TYPE I OFFENSIVE PHASER TABLE**

| 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 |

| TURN MODE | | SPEED |
|---|---|---|
| A | 1 | 2-6 |
| HET | 2 | 7-12 |
| | 3 | 13-19 |
| BD | 4 | 20-26 |
| | 5 | 27+ |

**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

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.
CANNOT DOUBLE ENGINES.
REDUCED EXPLOSION STRENGTH.
SEE ORION BR (R8.13)

INSERT OPTIONAL WEAPONS

NO HELLBORES IN WING MOUNTS.

SEE ANNEXES #8A AND #8B.

| SENSOR | SCANNER | DAM CON | EX DAM |
|---|---|---|---|
| 6 6 5 3 1 0 | 0 0 1 3 5 9 | 4 4 2 2 2 0 | |

THIS SHIP CAN LAUNCH DRONES OR PLASMA-Ds FROM A MAXIMUM OF THREE RACKS PER TURN UNLESS EQUIPPED WITH OAKDISC.

**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 |

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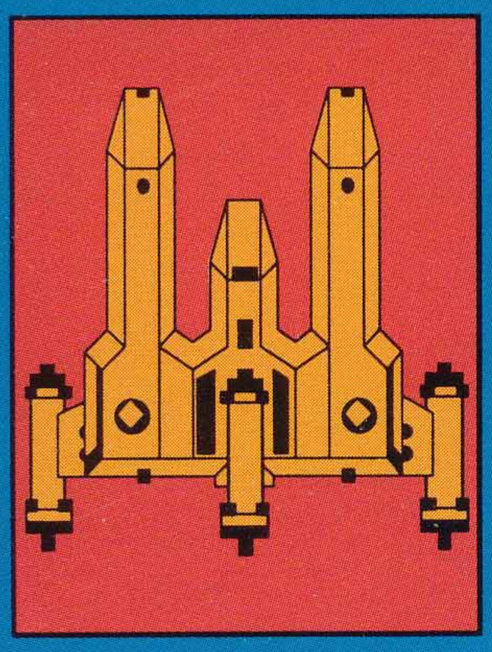
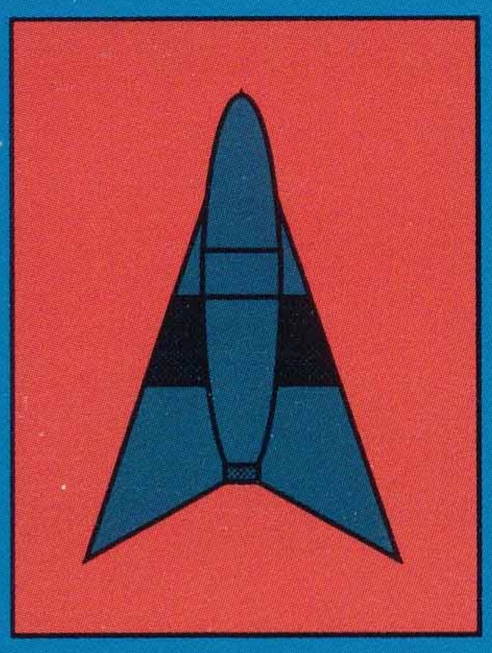
# NEW WORLDS I

## CAPTAIN'S MODULE C1



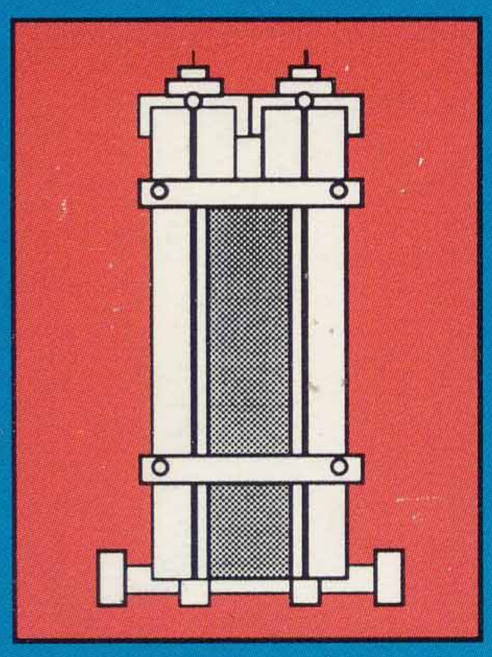
### THE LYRAN STAR EMPIRE

Allies of the Klingons and mortal enemies of the Kzintis, the Lyrans are Lynx-humanoids. Their ships use not only disruptors and phasers but also the powerful expanding sphere generator, which protects the ship from damage and can be used offensively to ram.



### THE HYDRAN KINGDOM

The Hydrans are methane-breathers who border the Lyrans and Klingons. They were once conquered by both empires, but fought their way to freedom with deadly fusion beams and lethal Stinger-fighters. Now armed with the powerful hellbore, they threaten both empires.



### THE WYN STAR CLUSTER

Surrounded by dense radiation fields, a small group of Kzinti and Lyran refugees, supported by Orion Pirates, have built a vibrant society protected by a rag-tag fleet of armed freighters and captured warships. Ships entering the Radiation Zone face a tough fight.

**Made in USA**

This product contains additional races, ships, and rules for use with the *STAR FLEET BATTLES* game system. You must have *SFB BASIC SET* to use this material. Much of the material also requires the use of *SFB ADVANCED MISSIONS*.

**COMPONENTS:**
48 page Rulebook
108 die-cut playing pieces
64 page SSD Book

**Number of players:** Two or more
**Age:** 12 or older
**Playing Time:** One hour and up
**Difficulty:** Moderate to complex

ISBN 0-922335-14-1 TFG 1495

5601

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STAR FLEET BATTLES
CAPTAIN'S EDITION

TASK FORCE GAMES™