STAR FLEET BATTLES

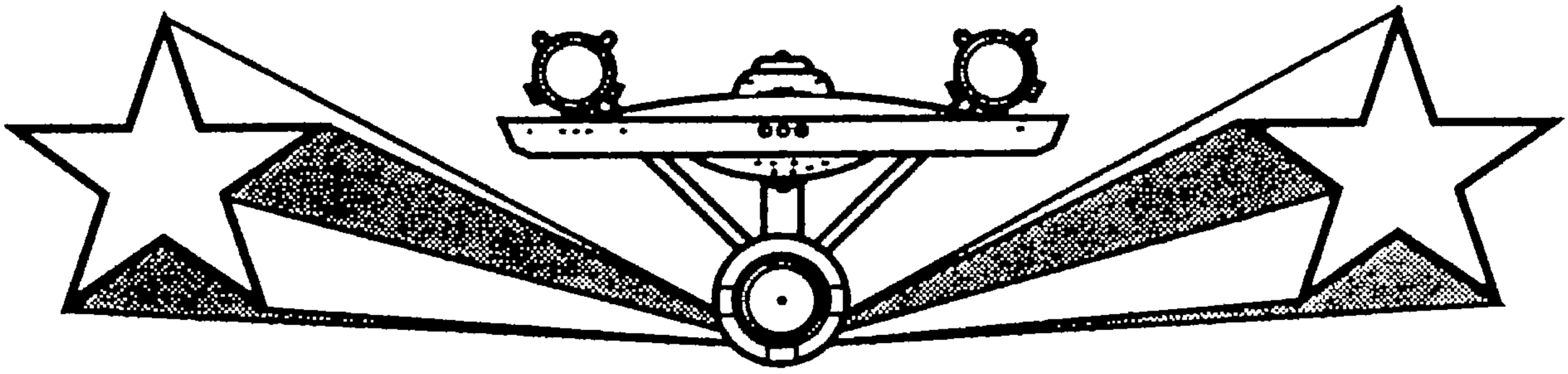
ADVANCED MISSIONS



STAR FLEET BATTLES
CAPTAIN'S EDITION

TASK FORCE GAMES

STAR FLEET BATTLES



CAPTAIN'S ADVANCED MISSIONS RULEBOOK

ADVANCED GAME RULES

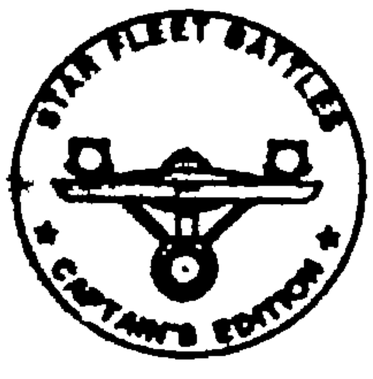
DOCKING & SPEED CHANGES

MAULERS & ADVANCED DRONES

100+ STARSHIP DESCRIPTIONS

15 NEW MISSION ASSIGNMENTS

DATA TABLES AND ANNEXES



TASK FORCE GAMES

STAR FLEET BATTLES — TABLE OF CONTENTS

A0.0 GENERAL RULES

A1.0 INTRODUCTION
A2.0 GENERAL COURSE OF PLAY
A3.0 GENERAL INFORMATION
- A3.1 RULES ORGANIZATION
- A3.2 GAME EQUIPMENT
- A3.3 BACKGROUND
- A3.4 SCALE

A4.0 CADET'S GAME
A5.0 SAMPLE GAME

B0.0 HOW TO PLAY

B1.0 GENERAL INSTRUCTIONS
B2.0 SEQUENCE OF PLAY
B3.0 ENERGY ALLOCATION

C0.0 MOVEMENT

C1.0 GENERAL RULES
- C1.1 PROCEDURE
- C1.2 FACING
- C1.3 PLOTTING
  - C1.31 FREE MOVEMENT
  - C1.32 PLOTTED MOVEMENT
- C1.4 PERFORMING MOVEMENT

C2.0 ENERGY COST OF MOVEMENT
- C2.1 GENERAL PROCEDURE
- C2.2 ACCELERATION

C3.0 TURNING AND TURN MODES
- C3.1 TURNING
- C3.2 DEFINITION OF TURN MODE
- C3.3 ASSIGNMENT OF TURN MODES
- C3.4 RESTRICTIONS OF TURN MODES
- C3.5 REVERSING DIRECTION
- C3.6 QUICK REVERSE
- C3.7 BASE ROTATION
- C3.8 DIRECTED TURN MODES

C4.0 SIDESLIP
C5.0 TACTICAL MANEUVERS
C6.0 HIGH ENERGY TURNS
- C6.5 BREAKDOWN

C7.0 DISENGAGEMENT
- C7.1 BY ACCELERATION
- C7.2 BY SEPARATION
- C7.3 BY SUB-LIGHT EVASION
- C7.4 AUTOMATIC DISENGAGEMENT

C8.0 EMERGENCY DECELERATION
C9.0 POSITRON FLYWHEEL
C10.0 ERRATIC MANEUVERING
C11.0 NIMBLE SHIPS
C12.0 CHANGING SPEED IN MID-TURN
C13.0 DOCKING
C14.0 THOLIAN PINWHEEL

D0.0 COMBAT

D1.0 GENERAL RULES
D2.0 FIRING ARCS
D3.0 SHIELDS
D4.0 DAMAGE ALLOCATION
D5.0 SELF-DESTRUCTION
D6.0 FIRE CONTROL SYSTEMS
- D6.1 SENSORS
- D6.2 SCANNERS
- D6.3 ELECTRONIC WARFARE
- D6.4 NON-VIOLENT COMBAT
- D6.5 UBITRON INTERFACE MODULES
- D6.6 ACTIVE FIRE CONTROL
- D6.7 LOW-POWERED FIRE CONTROL

D7.0 SPACE MARINE BOARDING PARTIES
D8.0 CRITICAL HITS
D9.0 DAMAGE CONTROL
D10.0 POWER ABSORBER PANELS (C2)
D11.0 CHAFF (Module J)
D12.0 CHAIN REACTIONS AND INTERNAL EXPLOSIONS (Module J)
D13.0 AEGIS FIRE CONTROL (Module J)
D14.0 EMERGENCY DAMAGE REPAIR
D15.0 GROUND COMBAT (Module M)
D16.0 ADVANCED BOARDING PARTY COMBAT (Module M)
D17.0 TACTICAL INTELLIGENCE
D18.0 SURPRISE
D19.0 PASSIVE FIRE CONTROL
D20.0 HIDDEN DEPLOYMENT
D21.0 CATASTROPHIC DAMAGE
D22.0 ENERGY BALANCE DUE TO DAMAGE
D23.0 SHOCK

E0.0 DIRECT-FIRE WEAPONS

E1.0 GENERAL RULES
E2.0 PHASERS
E3.0 DISRUPTOR BOLTS
E4.0 PHOTON TORPEDOES
E5.0 ANTI-DRONES
E6.0 MONSTER CLOSE-IN DEFENSE SYSTEM
E7.0 FUSION BEAMS
E8.0 MAULERS
E9.0 TRACTOR-REPULSOR BEAMS
E10.0 HELLBORE CANNONS
E11.0 PLASMATIC PULSAR
E12.0 WEB CASTER
E13.0 SNARE GENERATOR
E14.0 WEB FIST

F0.0 SEEKING WEAPONS

F1.0 GENERAL RULES
F2.0 SEEKING WEAPON MOVEMENT
F3.0 SEEKING WEAPON GUIDANCE
F4.0 BALLISTIC TARGETING

FD0.0 DRONES

FD1.0 GENERAL RULES
FD2.0 TYPES OF DRONES
FD3.0 TYPES OF DRONE RACKS
FD4.0 FIRING RATES
FD5.0 METHODS OF CONTROL
FD6.0 PROBE DRONES
FD7.0 SCATTER-PACK SHUTTLES
FD8.0 MULTI-WARHEAD DRONES
FD9.0 ECM DRONES
FD10.0 MODULAR DRONE CONSTRUCTION
FD11.0 SWORDFISH DRONES
FD12.0 ARMORED DRONES
FD13.0 SLUG DRONES
FD14.0 SPEARFISH DRONES

FP0.0 PLASMA TORPEDOES

FP1.0 GENERAL RULES
FP2.0 TYPES OF PLASMA TORPEDOES
FP3.0 FIRING ARCS AND LAUNCHERS
FP4.0 PLASMA TORPEDO GUIDANCE
FP5.0 ENVELOPING PLASMA TORPEDOES
FP6.0 PSEUDO-PLASMA TORPEDOES
FP7.0 PLASMA SHOTGUN
FP8.0 PLASMA BOLTS
FP9.0 TYPE-D TORPEDOES
FP10.0 PLASMA RACK

G0.0 SHIP'S SYSTEMS

G1.0 GENERAL RULES
G2.0 CONTROL SYSTEMS
G3.0 HULL
G4.0 LAB
G5.0 PROBES
G6.0 SECURITY STATIONS AND KLINGON MUTINY
G7.0 TRACTOR BEAMS
G8.0 TRANSPORTERS
G9.0 CREW UNITS
G10.0 THE THOLIAN WEB DEVICE
G11.0 SUPER-INTELLIGENT COMPUTERS
G12.0 SHIP SEPARATION
G13.0 CLOAKING DEVICES
G14.0 TUGS AND PODS
G15.0 ORION PIRATES SPECIAL RULES
G16.0 STASIS FIELD GENERATORS
G17.0 REPAIR SYSTEMS
G18.0 ANDROMEDAN DISPLACEMENT DEVICE (Module C2)
G19.0 ANDROMEDAN SATELLITE SHIP OPERATIONS (Module C2)
G20.0 ANDROMEDAN ENERGY MODULE (Module C2)
G21.0 CREW QUALITY
G22.0 LEGENDARY OFFICERS
G23.0 EXPANDING SPHERE GENERATORS (Module C1)
G24.0 SCOUT FUNCTIONS
G25.0 CARGO
G26.0 WEB ANCHOR
G27.0 CLOAKED DECOY
G28.0 BARRACKS & COMMANDO SHIPS
G29.0 POSITIONAL STABILIZERS
G30.0 INACTIVE SYSTEMS

H0.0 POWER SYSTEMS

H1.0 GENERAL RULES
H2.0 WARP ENGINES
H3.0 IMPULSE ENGINES
H4.0 AUXILIARY POWER REACTORS
H5.0 BATTERIES
H6.0 PHASER CAPACITORS
H7.0 RESERVE POWER

I0.0 (This letter is not used.)

J0.0 SHUTTLECRAFT

J1.0 GENERAL RULES
J2.0 ADMINISTRATIVE SHUTTLES
J3.0 WILD WEASELS
J4.0 FIGHTERS
J5.0 WARP BOOSTER PACKS (Module J)
J6.0 PILOT QUALITY (Module J)
J7.0 DOGFIGHTING (Module J)
J8.0 MULTI-ROLE SHUTTLES (Module J)
J9.0 SWAC SHUTTLES (Module J)
J10.0 HEAVY FIGHTERS (Module J)

K0.0 FAST PATROL SHIPS

K1.0 GENERAL OPERATING CONDITIONS
K2.0 PF TENDER OPERATIONS
K3.0 INTERCEPTORS
K4.0 PF LEADERS
K5.0 PF DAMAGE CHART
Rules K1-K5 are in Module K.

L0.0 (This letter is not used.)

M0.0 MINE WARFARE

M1.0 GENERAL RULES
M2.0 ROMULAN SPACE MINES
M3.0 TRANSPORTER BOMBS
M4.0 MINE TYPES AND SIZES
M5.0 TYPES OF CONTROL SYSTEMS
M6.0 MINEFIELDS
M7.0 DETECTING MINES
M8.0 MINESWEEPING

CAPTAIN'S ADVANCED MISSIONS — Copyright © 1991 Amarillo Design Bureau

M9.0 MINELAYING
M10.0 POWER ABSORBER MINES (C3)

N0.0 (This letter is not used.)

O0.0 (This letter is not used.)

P0.0 PLANETS, ASTEROIDS, AND OTHER NAVIGATIONAL HAZARDS

P1.0 GENERAL RULES
P2.0 PLANETS
- P2.1 GENERAL RULES
- P2.2 TYPES OF PLANETS
  - P2.21 CLASS M
  - P2.22 GAS GIANTS
  - P2.23 SMALL MOONS
- P2.3 EFFECTS OF PLANETS ON COMBAT
- P2.4 LANDING ON PLANETS
- P2.5 EFFECTS OF ATMOSPHERE ON COMBAT
- P2.6 STRUCTURE OF PLANETS AND ATMOSPHERES

P3.0 ASTEROIDS
P4.0 BLACK HOLE
P5.0 VARIABLE PULSAR
P6.0 NEBULA
P7.0 WYN RADIATION ZONE (Module C2)
P8.0 STANDARD ORBITS
P9.0 GRAVITY WAVES
P10.0 HEAT ZONES
P11.0 SUNSPOTS
P12.0 SUPER NOVA
P13.0 DUST CLOUDS
P14.0 ION STORMS
P15.0 RADIATION ZONES

Q0.0 SUBLIGHT BATTLES

Future Development: Module Q

R0.0 RACES, BACKGROUND, AND STARSHIP DATA

R1.0 GENERAL
R2.0 UNITED FEDERATION OF PLANETS
R3.0 THE KLINGON EMPIRE
R4.0 THE ROMULAN STAR EMPIRE
R5.0 THE KZINTI HEGEMONY
R6.0 THE GORN CONFEDERATION
R7.0 THE THOLIAN HOLDFAST
R8.0 THE ORION PIRATES
R9.0 THE HYDRAN KINGDOM (Module C1)
R10.0 THE ANDROMEDANS (Module C2)
R11.0 THE LYRAN EMPIRE (Module C1)
R12.0 THE WYN STAR CLUSTER (C1)
R13.0 THE INTERSTELLAR CONCORDIUM (Module C2)
R14.0 LYRAN DEMOCRATIC REP. (C3)

S0.0 SCENARIOS

S1.0 GENERAL RULES
S2.0 VICTORY CONDITIONS
S3.0 PLAY BALANCE
S4.0 WEAPONS ARMED STATUS
S5.0 LOCAL CONDITIONS
S6.0 DEFEATING MONSTERS
S7.0 SHIP MODIFICATIONS (Future)
S8.0 PATROL SCENARIO RESTRICTIONS

SG0.0 GENERAL SCENARIOS

SG1.0 THE DUEL
SG2.0 FLEET ACTION
SG3.0 BASE DEFENSE
SG4.0 BASIC PIRACY
SG5.0 DUEL WITH A PIRATE
SG6.0 PURSUIT INTO THE ASTEROIDS
SG7.0 PIRATES GO FOR BIG GAME
SG8.0 ASSAULT ON A STARBASE
SG9.0 A VERY SPECIAL ALLY
SG10.0 VISITOR FROM ANDROMEDA (C2)
SG11.0 THE FIRST OF ITS KIND
SG12.0 FLEET REPAIR DOCK
SG13.0 CARRIER STRIKE (Module J)
SG14.0 FAST PATROL FLOTILLA (Mod K)
SG15.0 THE INTERRUPTED MINESWEEPER
SG16.0 FAST PATROL PICKUP (Module K)
SG17.0 PROBING THE WYN CLUSTER (Module C1)
SG18.0 LOCAL DEFENSE (Module J)
SG19.0 CONVOY ESCORT (Module J)
SG20.0 SINK THE FRD (Module J)
SG21.0 FIGHTER SWEEP (Module J)
SG22.0 POLICE ACTION
SG23.0 MONITOR DUTY
SG24.0 SURVEY ENCOUNTER
SG25.0 ECHELON TACTICS (Module C2)
SG26.0 BASE BUSTERS (Module C2)
SG27.0 REPAIR RENDEZVOUS (R1)
SG28.0 RAID ON A SURVEY CAMP (R1)
SG29.0 HARBOR PATROL (R1)
SG30.0 COMBAT RALLY (B)

SH0.0 HISTORICAL SCENARIOS

SH1.0 SABOTAGE!
SH2.0 THE SURPRISE REVERSED
SH3.0 THE COMING OF THE METEOR
SH4.0 CRUISE DRONES
SH5.0 ATTACK SHUTTLE GROUP #26
SH6.0 ASSAULT ON THE HOLDFAST
SH7.0 RESCUE THE HOSTAGES
SH8.0 THE TROJAN SHUTTLE
SH9.0 TOMCAT TERROR VS GUNBOAT DIPLOMACY (Module J)
SH10.0 THE CUTLASS EPISODE (Mod J)
SH11.0 CAVALRY CHARGE
SH12.0 TOMCATS OVER LEEBYAHH (J)
SH13.0 INCIDENT ON THE WYN BORDER (Module K)
SH14.0 FI-CON FIASCO (Module K)
SH15.0 THE TROJAN SHUTTLE II (Mod J)
SH16.0 THE WYN AND THE LION (Mod S1)
SH17.0 THE PLEIADES TURKEY SHOOT (Module J)
SH18.0 SUPPLY VOYAGE (Module S1)
SH19.0 THE MIGHTY *HOOD* GOES DOWN
SH20.0 ROMULAN PRIVATEERS
SH21.0 FLIGHT OF THE *ARCHAEOPTERYX* (Module J)
SH22.0 DIFFERENT KIND OF WEB (S1)
SH23.0 HOLDING OUT FOR A HERO (S1)
SH24.0 CONSTABULARY PATROL (S1)
SH25.0 SOLVING THE PROBLEM (S1)
SH26.0 ANDROMEDAN RAID (Module S1)
SH27.0 A CLASH OF BROTHERS (Mod K)
SH28.0 DESCENT OF THE HAWK (Mod K)
SH29.0 PIRANHA! (Module K)
SH30.0 NO FREE DESSERT (Module K)
SH31.0 THE THOLIAN BLOCKADE (Mod K)
SH32.0 REVENGE OF THE WHITE ELEPHANT (Module K)
SH33.0 YOU CAN'T PRACTICE DYING (K)
SH34.0 YOU CAN DIE WITHOUT PRACTICE (Module K)
SH35.0 INTO THE RINGS (Module B)
SH36.0 THE CRITICAL HIT (Module B)
SH37.0 WOULD YOU BUY A USED FIGHTER FROM THIS MAN? (B)
SH38.0 OUT OF TIME, OUT OF LUCK (B)
SH39.0 INTO THE PASS (Module B)
SH40.0 BROTHERS (Module C1)
SH41.0 BLOOD FEUD (Module C1)
SH42.0 SELECTED ATTACK (Module C1)
SH43.0 WEBBED ESTABLISHMENT (C2)
SH44.0 FIRST AND FUTURE SHOCK(C2)
SH45.0 LOGISTICS STRIKE (Mod C2)
SH46.0 THREE AGAINST *CORTEZ* (C2)

SM0.0 MONSTER SCENARIOS

SM1.0 THE PLANET CRUSHER
SM2.0 THE SPACE AMOEBA
SM3.0 THE MORAY EEL OF SPACE
SM4.0 THE COSMIC CLOUD
SM5.0 THE SUNSNAKE
SM6.0 THE MIND MONSTER
SM7.0 SPACE DRAGON

T0.0 MINI-CAMPAIGNS

T1.0 GENERAL RULES
T2.0 ECONOMY OF FORCE
T3.0 THE LONE GRAY WOLF
T4.0 PIRACY PATROL (Module J)
T5.0 CARRIER DUEL (Module J)
T6.0 THE RED WYN EXPRESS (Module C1)
T7.0 THE RUN FOR HOME (Module C2)

U0.0 CAMPAIGN GAMES

U1.0 GENERAL RULES
U2.0 THE CAPTAIN'S GAME
U3.0 STAR FLEET DEFENSE GAME
U4.0 CARRIER GROUP CAMPAIGN (Mod J)
U5.0 ADMIRAL KOSNETT'S WAR
U6.0 OPERATION UNITY (Module C2)
U7.0 CAMPAIGN NOTES
U8.0 FRIGATE CAPTAIN'S GAME (Mod S1)
U9.0 PF FLOTILLA CAMPAIGN (Module K)

V0.0 OPERATIONAL MOVEMENT

Future development: Module V

W0.0 MINIATURES RULES

W1.0 GENERAL MINIATURES RULES
W2.0 MINIATURES MOVEMENT RULES
W3.0 MINIATURES COMBAT RULES
W4.0 SMALL SHIPS
W5.0 MEGAHEX

X0.0 ADVANCED TECHNOLOGY

Future Development: Module X1

Y0.0 EARLY YEARS

Future Development: Module Y

Z0.0 DESIGNER'S NOTES, PUBLISHER'S INFORMATION

Z1.0 DESIGNER'S NOTES
Z2.0 ADVICE ON TACTICS
Z3.0 NOTICE TO NEW PLAYERS OF SIMULATION GAMES
Z4.0 DESIGN CREDITS
Z5.0 THE STAR FLEET UNIVERSE
Z6.0 COPYRIGHT AND PUBLISHER'S INFORMATION - BASIC SET
Z7.0 DESIGNER'S NOTES - ADVANCED MISSIONS
Z8.0 DESIGN CREDITS FOR ADVANCED MISSIONS
Z9.0 COPYRIGHT AND PUBLISHER'S INFORMATION - ADVANCED MISSIONS
Z10.0 NOTES: MODULE C1
Z11.0 NOTES: MODULE C2
Z12.0 NOTES: MODULE J
Z13.0 NOTES: MODULE K

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(C10.0) ERRATIC MANEUVERING *(Commander's Level Rule)*

Units undergoing attack by a superior enemy force are often more interested in avoiding damage than they are in what little damage they could inflict. In such situations, a unit would use erratic maneuvering (EM — minor but sharp and random changes in course around a base course) to reduce the chances of being hit. Units often use EM when approaching a powerful enemy, such as a starbase.

(C10.1) COST OF ERRATIC MANEUVERS

(C10.11) ENERGY: The cost of EM for one turn is equal to the cost of moving six hexes for the ship using this tactic (in addition to the normal movement cost). Exceptions to this cost are listed in (C10.12) through (C10.19) below.
(C10.111) SOURCE: The energy requirement for EM must be satisfied with energy available for movement, i.e. impulse engine or warp engine energy. The energy from APRs, warp reactors (AWRs), emergency impulse engines on attached ship sections (H3.5), or emergency warp engines on attached ship sections (H2.5) cannot be used for EM.
(C10.112) IMPULSE: Any amount of the energy for EM can come from impulse engines. Each unit of impulse power used for this provides the equivalent of one hex of movement for EM, regardless of the ship's movement cost, even if another unit of impulse power is used to provide an actual hex of movement. See (C2.111).
(C10.113) RESERVE: Reserve warp power (H7.42) and reserve impulse power (H7.47) may be used to initiate EM, possibly using contingent reserve (H7.6) as few ships have enough batteries for this purpose.

(C10.12) NIMBLE SHIPS (C11.23) pay a cost equal to three hexes of movement.

(C10.13) SHUTTLES and fighters use EM at a cost of one movement point per turn.
See (J6.23) for aces and (J6.22) for green pilots.
See (J5.21) in the case of warp booster packs.
(C10.131) If a shuttle wants to use EM, it must move for the entire turn (or for the remainder of the turn on which it is launched) at the required slower speed and must record in writing that this is the reason that a slower speed has been adopted. The shuttle cannot cancel this written commitment and accelerate to its full speed during the turn.
(C10.132) Shuttles on a seeking course cannot use EM (C10.17).
(C10.133) Wild weasels cannot use EM.
(C10.134) A shuttle which is using EM and which is moving at the maximum possible speed (other than the speed lost to EM) is considered to be at "maximum speed" for purposes of (G7.55).
(C10.135) Fighters cannot perform an HET while under EM. A fighter held in a tractor beam is, technically (G7.92), not erratic and could make an HET (G7.55); it would not roll for a breakdown.

(C10.14) COMPUTER–OPERATED SHIPS pay half of the normal cost for EM (i.e. 3 points for a normal ship, 1.5 points for a nimble ship). Fire (DF weapons) by computer–controlled ships is not fully penalized (G11.13); all other effects are as stated. This is not cumulative with (C10.18).

(C10.15) UNITS WHICH CANNOT USE EM: Bases and FRDs cannot use EM. Monsters cannot use EM unless specifically noted otherwise in their special rules. If any units added to the game in subsequent products cannot use EM, this will be noted in their descriptions.

(C10.16) FAST PATROL SHIPS (PFs) use EM at a cost of 3/5 (0.6) of an energy point per turn. Interceptors (K3.0) use EM at a cost of 1/2 (0.5) of an energy point per turn.

(C10.17) SEEKING WEAPONS, including drones, plasma torpedoes, and seeking shuttles, can never use EM.

(C10.18) NAVIGATORS: Legendary navigators (G22.812) reduce the cost of EM. This is not cumulative with (C10.14).

(C10.19) TUMBLING units are considered to be using EM (C6.553). If they have not paid the cost of EM, they use it at no cost while tumbling.

(C10.2) CONDUCTING ERRATIC MANEUVERS

(C10.21) MOVEMENT: The unit moves on the map normally (as if it were not using EM) since these maneuvers are minor in comparison with the base course. In crossing a 10,000-kilometer hex, for example, a unit using this tactic will remain within 100 km of the base (shortest) course but will rapidly and radically shift back and forth using impulse power or short bursts of warp power.

(C10.22) SPEED: EM may be performed at a speed of 0.

(C10.23) FACING: EM does not, in itself, change the facing of a unit. EM does affect turn modes; see (C10.55).

(C10.24) INELIGIBLE UNITS: EM cannot be conducted while the unit is:

- in a web (G10.57)
- held by a tractor beam (G7.92)
- docked to another ship (C13.923)
- docked to a base or FRD (C13.4833)
- in an atmosphere (P2.82)
- cloaked (G13.59)
- in orbit (P8.45)
- part of a pinwheel (C14.13)
- following (P3.232) a unit through asteroids
- clearing paths through asteroids (P3.254).

NOTE: Initiating EM may cause certain effects due to the restrictions of (C10.52). For example, a ship holding an object in a tractor would automatically release that tractor when beginning EM. Because this might be tactically undesirable, some units might (because they were unwilling to stop conducting certain actions) choose not to use EM (cancelling an announcement, or simply never making one). If the unit paid for EM and never used it, the allocated power would still be lost.

(C10.3) INITIATING ERRATIC MANEUVERS

A unit intending to use EM during a given turn must pay the energy cost during Energy Allocation (or use reserve power) and may begin using it during any impulse of that turn.

(C10.31) STARTING EM: A given unit can only begin using EM once per turn. See (C10.35).
(C10.311) A player owning a unit that has paid the energy cost to use EM may, during any impulse (at the appropriate point in the Sequence of Play, Annex #2), announce that his unit will begin using EM at the end of that impulse (after movement and combat; see the Sequence of Play).
(C10.312) An announcement on impulse #32 takes effect on the next turn and requires that power be allocated in the intervening EA phase. This announcement is, in point of fact, required to begin EM at the start of a turn. A player may cancel his EM announcement (C10.314).
(C10.313) If a unit using EM does not announce in the Final Movement Stage of impulse #32 that it is ceasing EM, it must pay for EM for the next turn in the EA phase. See (C10.314).
(C10.314) During the Direct Fire Damage Resolution Stage, a player may announce that his ship is cancelling his impulse #32 announcement of EM (C10.312) or that it will not continue to use EM into the next turn under (C10.313) only under the circumstances that the damage received during this stage caused a loss of warp or impulse engine power equal to (or greater than) one-half the energy cost of EM. Movement energy lost as a result of critical hits on the subsequent "roll for critical hits" step can also be considered for triggering this announcement.

(C10.32) STOPPING EM: A player owning a unit performing EM may, during any impulse (at the appropriate point in the Sequence of Play), announce that his unit will stop using EM at the end of that impulse. Regardless of what portion of the turn has elapsed, any energy paid

for EM is lost and the unit cannot return to EM until the next turn (assuming it pays the cost to do so).

Using emergency deceleration (C8.23) will stop EM; see that rule for details on energy resolution.

See (C10.35) when continuing EM from one turn to another.

See (D22.53) for cancelling EM under Energy Balance Due to Damage.

(C10.33) PLOTTED MOVEMENT: Players using plotted movement (C1.32) are not required to plot the hex where they will start or stop EM. They may do this at any point during the turn where they judge they will gain the best tactical advantage. Note that using EM will change the ship's turn mode (C10.55) and may delay previously-plotted turns.

(C10.34) SEQUENCE OF PLAY: The point at which the option to adopt or drop EM is specifically designated on the Sequence of Play (Annex #2). This announcement may be made on any impulse, whether or not the unit in question actually moved on that impulse. See (C10.313) and (C10.314) for additional restrictions and clarifications. Involuntary cancellations of EM due to (D22.53) can occur at various points (when the damage causing the power imbalance is resolved).

(C10.35) CARRYOVER: A unit that was using EM on the last impulse of the previous turn, and which has paid the cost of EM for the current turn, may continue to use EM without the one-impulse delay of announcement. Its use of EM is considered to be continuous. This does, however, count as the one time per turn that the unit may start using EM (C10.31). See (C10.313).

(C10.4) EFFECT OF ERRATIC MANEUVERS

(C10.41) ECM EFFECT: Using EM produces the effect of four points of ECM. Exceptions: anti-drones (C10.49), poor crews (G21.127), outstanding crews (G21.227).
(C10.411) As with most other forms of ECM, this can (possibly) be offset by ECCM. This can include ECCM generated by the ship performing erratic maneuvers.
(C10.412) The four points of ECM count as a "natural source," not within the self-generated or received-from-lending limits.
(C10.413) This ECM is applied to all weapons fired at the unit using EM.
(C10.414) This ECM is ALSO applied to direct-fire weapons fired BY the unit using EM. (The unit's own weapons are affected because of the violence of the maneuvers and because the EM must be totally random and cannot be accurately predicted even by the unit using it.)
(C10.415) Using EM will negate the effects of passive fire control (D19.25) and prevent its use. If the fire control is not active, it would be considered "inactive" (D6.614) rather than "passive."

(C10.42) ELECTRONIC WARFARE: EM is defined in terms of electronic warfare (D6.3). This system is still used even if the players are using the standard electronic warfare rules. Simply use the 4 points of ECM to provide a +2 die roll shift (E1.8); assume that there is no other source of ECM and no ECCM. Note, however, that certain terrain features can also produce ECM points that could, in some circumstances, be added to the points from EM.

(C10.43) UNAFFECTED ITEMS: EM does not reduce the effects of explosions (D5.0), nova suns (P12.0), monsters (SM0.0), pulsars (P5.31), or anything else that ignores EW.

(C10.44) UNAFFECTED MANEUVERS: EM does not affect acceleration, deceleration, tactical maneuvers, or the side-slip mode. See (C10.55) for affected maneuvers.

(C10.45) ASTEROIDS: A unit using EM that enters an asteroid (P3.222) or ring (P2.223) hex uses its effective speed (C2.45), which includes the cost of erratic maneuvers (C2.43). Clearing paths (P3.254) and/or following another unit (P3.232) are not possible while conducting EM. See (P13.2) for dust clouds.

NOTE: (P3.222) incorrectly calls for using the next speed column in some early printings of Basic Set.

(C10.46) MINES: Units entering a mine hex use their effective speed, which includes the cost of erratic maneuvers. See also (C10.18).
(C10.461) A non-nimble ship using EM will always trigger a mine (assuming other requirements, such as range and the mine's acceptable targets, are met) if its speed is greater than zero (because the six points of EM movement energy are added to speed for this purpose). This will happen at the appropriate step in the Sequence of Play during any impulse in which the unit is using EM.
(C10.462) Nimble ships using EM add the cost of EM (in hexes, usually three) to their practical speed (i.e. use their effective speed) for mine die rolls.
(C10.463) Shuttles and fighters performing EM add their one movement point cost of EM to their speed.
(C10.464) The effects of (M2.45) are cumulative.

(C10.47) MOONS: A unit using EM must add one to the die roll when trying to avoid a small moon (P2.231). This is cumulative with (C11.29); i.e. the two cancel each other.

(C10.48) SMALL TARGETS: The effects of firing at small targets at long range (E1.7) are NOT cumulative with EM effects of that target. If both are available, the EM effects are used and the (E1.7) effects are not used. Any EM penalty of a unit firing at a small target would be in addition to the benefits accruing to the target for its status (EM or small target, not both).

(C10.49) ANTI-DRONES: ADDs (E5.15) on a unit using EM are penalized by a +1 shift (E1.8).

(C10.5) RESTRICTIONS ON UNITS USING EM

A unit using EM is under the following restrictions.

(C10.51) ACTIONS: Certain actions are prohibited to units using EM.
(C10.511) A unit using EM cannot launch drones, shuttles, fighters, probes (for information or as weapons), PFs, or plasma torpedoes. (Plasma bolts are direct-fire weapons and can be used while under EM at the standard EM penalties.)
(C10.512) A unit using EM cannot guide seeking weapons.
(C10.513) A unit using EM cannot lay or reinforce web or function as a web anchor.
(C10.514) A unit using EM cannot detect, lay, or sweep mines.
(C10.515) A unit using EM cannot launch or recover satellite ships.
(C10.516) A fighter using EM can use chaff (D11.3). See (J6.23) for special abilities of ace pilots.

(C10.52) SYSTEMS: Units under EM cannot use some systems; others function at a degraded capacity.
(C10.521) A unit using EM cannot operate:

- scout systems (G24.16)
- transporters (G8.17)
- web generators (G10.0)
- stasis field generators (G16.31)
- maulers (E8.224)
- labs (G4.12) (G4.21) (use of labs for EDR is allowed)
- ESGs (G23.313) and (G23.314)
- tractor beams (G7.2)
- passive fire control (C10.415)
- web casters for normal web (E12.215)

(C10.522) A unit using EM cannot lend EW points. A unit *can* receive lent EW while performing EM.
(C10.523) An MRS shuttle, SWAC, or EW fighter using EM cannot operate its electronic capabilities.
(C10.524) The ability to gather tactical intelligence is degraded; see (D17.224).
(C10.525) A ship *can* use negative tractor beam energy while performing EM.

(C10.53) DOCKING: A unit using EM cannot dock or undock with another unit, and no other unit can dock or undock or land aboard it. This includes shuttles, fighters, and PFs. Being held in a tractor cancels EM (G7.92); when docking to a ship (as opposed to an FRD), more power is required (C13.923).

A unit using EM cannot undergo ship separation (G12.00).
A unit using EM cannot attach or detach pods (G14.0).
A unit using EM cannot lay mines (M2.11).

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

A unit using EM cannot launch or recover satellite ships (G19.0).
(C10.54) WILD WEASEL: A ship using EM cannot benefit from the effects of a wild weasel because adding the cost of EM to its speed will exceed the limits (J3.131) of a ship protected by a WW and will void the WW. If the ship has a WW functioning, using EM will void it if the cost causes the speed to be above the limit. For example, a nimble ship (or a computer-controlled ship or a ship with a legendary navigator) could use EM at a speed of 1 or 0 because the lower EM cost added to the speed would not exceed the limit.

(C10.55) MANEUVER: Its turn mode is increased by one. One is added to all HET die rolls.
Nimble ships are exempt from this rule, i.e. from (C10.55).
See (C10.44) for unaffected maneuvers.

(C10.6) EXAMPLE OF ERRATIC MANEUVERS

A frigate is closing in on its target at a speed of 12. It announces on impulse #32 that it is continuing EM into the next turn.
During that (next) turn, it moves six hexes (during the first 16 impulses) toward the target.
At the start of the 17th impulse, the owning player announces that it will drop EM at the end of that impulse. Note that this announcement may be made during an impulse in which the frigate is not scheduled to move. At the end of impulse #17, the effects of EM are no longer in force. The frigate has presumably used EM to improve its chances of survival until it reaches the point where it will launch its weapons. The frigate must now drop EM in order to effectively use its weapons.
After firing/launching its weapons on impulse #18, the frigate would like to return to EM to improve the odds of escaping. However, even though he paid for a full turn's EM, he cannot resume EM until the next turn, when he must pay for it again.

(C11.0) NIMBLE UNITS *(Advanced Rule)*

Certain units are designated as being "nimble." These ships have certain advantages in the game. The terms "nimble," "very nimble," and "extremely nimble" have been used in various editions of the rules and are interchangeable.

(C11.1) LIST OF NIMBLE UNITS

Nimble ships are listed in Annex #7F of Advanced Missions and in the ship descriptions and on the SSDs of nimble ships. In some cases, future products might add a nimble ship without updating Annex #7F, in which case the ship will be described as nimble in its description and/or on its SSD. A ship (or other unit) is nimble if it is listed in Annex #7F, or in its description, or on its SSD. It need not be so described all three places.
NOTE: All shuttlecraft and fighters (including those on seeking courses) are nimble unless noted otherwise in the rules.

(C11.2) BENEFITS OF NIMBLE UNITS

Nimble units have certain benefits specified in the rules. These include:

(C11.21) ASTEROIDS: Subtract "1" from the die roll for asteroid damage (P3.221) and ring damage (P2.223).

(C11.22) HETs: Make two high energy turns with reduced chance of breakdown, rather than one (C6.521), except PFs (K1.23). Fighters are treated under (J4.12), not (C11.22). Shuttles, other than fighters, cannot perform HETs (C6.4).

(C11.23) ERRATIC MANEUVERS: Reduce cost of using erratic maneuvers (C10.12) for nimble ships. Note that seeking shuttles and WWs cannot use EM (C10.13).

(C11.24) WW UNDER EM: A nimble ship can begin using EM without voiding a previously-launched WW if it is at low speed; see (C10.54), (C2.42), and (C10.12).

(C11.25) QUICK REVERSE: Add one from the quick-reverse die roll (C3.61).

(C11.26) COMBAT: Nimble units are more difficult for enemy units to hit (E1.7).

(C11.27) PRECEDENCE: Nimble units have a more advantageous movement order in (C1.313).

(C11.28) SPEED CHANGES: Nimble ships (not shuttles) can change speed within 6 impulses rather than 8 (C12.31). The ships cannot, however, change speed more than four times per turn. Fighters and shuttles are limited to 8 impulses; see (C12.34).

(C11.29) SMALL MOON: Subtract one from the die roll to avoid a small moon (P2.231). This is cumulative with (C10.47); i.e. the two cancel each other.

(C11.3) LOSING NIMBLE BENEFITS

(C11.31) LOSING CONDITIONS: A nimble unit loses these benefits:
- if it is crippled (S2.4) for ships, at the start of the turn
- if it suffers a breakdown (C6.544)
- if it drops its warp engines (G12.65)

Dropping warp booster packs [(J5.41) (K1.62)] does not cancel nimble status.

A nimble unit does not have this status while towing with or towed by a tow bar (K1.25).

(C11.32) TRACTOR BEAMS: A nimble unit held in a tractor beam does not lose the benefits of being nimble, although the effects of the tractor (and range) will nullify some elements of these benefits.

(C11.33) CREW STATUS: A nimble ship with a poor crew (G21.123) does not receive any benefits of nimble status. A nimble ship with an outstanding crew (G21.223) does not lose nimble status if the ship is crippled.

(C11.34) DOCKING: Nimble ships lose that status when docked (C13.0) to a base or to another ship.

(C12.0) CHANGING SPEED IN MID-TURN *(Commander's Level Rule)*

This rule provides a means of changing a ship's speed during the turn. It is one of the most complex and most difficult to master. However, it is also one of the most rewarding, tactically, of all rules sections, and a player who knows this rule and can apply it in combat will generally defeat one who cannot.

Speed is life in *Star Fleet Battles,* and the biggest problem is that there is never enough of it. By using mid-turn speed changes, you can move at high speed during part of the turn at the cost of moving at a slower speed during other parts. This allows you to concentrate your high-speed burst during the most critical instant, to gain more effective speed for the same energy, to improve maneuverability (by temporarily reducing speed to improve your turn mode), and to confuse your opponent as to how much energy you are using to move, and thereby how much energy is available for other uses.

This rule (C12.0) is listed in the Tactics Manual as one of two rules which will ensure victory if you master them and your opponent does not. The other is (B3.2). A third such rule is (H7.0).

Ships (including PFs and INTs but not bases) and shuttles (including fighters and heavy shuttles) may use this procedure. Seeking weapons, including seeking shuttles, may not. ECM drones and probe drones, which are seeking weapons, use a different form of speed changes; see (FD9.11) and (FD6.2).

(C12.1) PROCEDURE

(C12.10) PLOTTING: The player designates, during the Energy Allocation Phase, that his ship will be changing speed and creates a Legal Speed Plot (C12.12). The player must then calculate the energy cost for this movement and allocate it. The player must designate the number of impulses that the unit will move at a given speed; then (by consulting the Impulse Chart) designate the number of impulses that the unit will move at a different speed.

The ship will then begin the turn moving at a given speed. At the point indicated in the speed plot, the ship begins moving at the new speed. The speed change (and the new speed) is announced one impulse before it takes effect; see (C12.36). The controller (C1.44) will have to adjust his charts at this point. Obviously, he cannot be told in advance of the planned changes or surprise would be lost.

EXAMPLE: The player wants to move at a speed of eight during the early part of the turn so that he will have a firing opportunity in the first few impulses. Thereafter, he wants to move at 18 hexes per turn to evade retaliation. He indicates on his plot that he will move at the lower speed until impulse #9 (at which time he will have moved two hexes). During impulse #9, he announces a change to speed 18. Beginning with impulse #10, he will move at 18 hexes per turn, at which point there are 13 impulses/hexes of speed 18 movement remaining. Thus, during the entire turn he will cover 15 (2+13) hexes and must allocate sufficient energy for this movement.

(C12.11) EXCEPTIONS TO OTHER RULES: Note that mid-turn speed changes create many technical exceptions to other movement rules, due to the effect of dividing a turn into several smaller time periods. These exceptions are noted in each case; do not assume an exception where none is noted. See (C3.44) for Turn Modes.

(C12.12) LEGAL SPEED PLOT: During Energy Allocation, the player must designate all speed changes and note the speed that the ship will be traveling during each impulse of the turn. (Forward and reverse movement is also noted in this plot.) This is known as the "speed plot" and is required even if using "free movement" (C1.31). Under free movement, the direction of movement (on the map, forward and reverse must always be plotted) is up to the player (within the applicable rules), but the speed at which the ship travels is plotted during Energy Allocation subject to certain outside factors (which cannot legally be plotted or anticipated) including:
- Non-plotted accelerations under (C12.24).
- Energy Balance Due to Damage (D22.0).
- Emergency Deceleration (C8.0).
- Towing by tractor beam (G7.32) or (G7.36).
- Black Hole (P4.0) and Nebula (P6.5).
- Breakdown (C6.5).

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

Of course, if the ship is destroyed, the question of its speed becomes moot.

An example of a legal speed plot would be: impulses #1–16 = speed 9; impulses #17–26 = speed 19; impulses #27–32 = speed 14.

(C12.13) SEPARATE FROM OTHER SPEED CHANGES: Except for determining acceleration limits between turns (C12.33), the rules and restrictions for changing speed in mid-turn put no limits on normal speed changes performed between turns.

(C12.131) A ship using changing speed in mid-turn may always change its speed under the normal procedures at the beginning of the turn [(C2.2), plotted during the Energy Allocation Phase and announced during the Speed Determination Phase].

(C12.132) Speed changes caused by other factors, such as emergency deceleration (C8.0), towing by tractor beam [(G7.32), (G7.36)], energy balance due to damage (D22.0), breakdown (C6.5), webs (G10.0), and terrain features, such as black holes (P4.0) and nebulae (P6.5), are not affected by or limited by this section (C12.0). Emergency deceleration (C8.0) may affect plotted speed changes and non-plotted accelerations (C12.35).

(C12.2) ENERGY COST

(C12.21) TOTAL COST: The energy cost of moving for that turn is equal to the total number of hexes moved (as adjusted by the movement cost of the unit). For example, a ship moving at speed 28 could decelerate to speed 27 on impulse #9, then accelerate back to 28 on impulse #18, resulting in total movement of 29 hexes (and all 29 must be paid for within the requirements of the rules).

A ship cannot achieve speed 31 through mid-turn speed changes unless one point of movement, either allocated or from reserve (C12.25), is from impulse engines; see (C2.112).

(C12.22) PLOT REQUIRED: Due to the necessity of planning for Energy Allocation, changes in speed must be plotted in advance, even if formal movement plotting is not in use. Alternatively, reserve warp power could be used to accelerate (but not to decelerate) the ship; see (C12.24). Note (C3.53) when reversing direction during the turn.

(C12.23) DAMAGE: If Energy Balance Due to Damage (D22.0) is in use, a player can cancel or reduce future accelerations to fulfill energy balance requirements. Such cancellations must be announced.

(C12.24) NON-PLOTTED ACCELERATION: In the case of non-plotted acceleration paid for by reserve warp power under plotting level A (C1.324), the power allocated must generate a number of movement points equal to double the number of hexes of movement gained, but not more than if the increase had been for the entire turn, and not less than one hex of movement energy.

NOTE: Non-plotted accelerations are a somewhat complex concept, and some inexperienced players may have difficulty with it until they are more familiar with (C12.0) as a whole. While (C12.24) is a part of (C12.0), players could, by mutual consent, agree before a scenario begins not to use it. Once they become aware of the tactical possibilities, most players want to use unplotted accelerations.

EXAMPLES: A ship (with a movement cost of 1) is moving at speed 10 during the first half of the turn. If the ship plotted (during Energy Allocation) an increase to speed 20 for the second half of the turn, the ship would need a total of 15 movement points because it was moving 15 hexes.

However, if the ship did not have an acceleration plotted and makes an unplotted speed increase on impulse #17, it would need 10 extra movement points (produced by an amount of reserve warp power, the extent of which is defined by the ship's movement cost) to increase to speed 20. This is because the ship gained 5 hexes of movement, and the penalty is double the number gained.

If the ship (having no plotted speed changes) had made this unplotted acceleration on impulse #23 (gaining three hexes of movement), the cost would be the same as six hexes of movement.

If the ship had made this unplotted acceleration on impulse #11, gaining 7 hexes of movement, the cost would be 10 movement points because the cost cannot exceed the cost of the speed increase for an entire turn (20 - 10 = 10).

Also note that if the ship had a plotted increase to speed 20 on impulse #23, and made an unplotted increase to speed 20 on impulse #16, it would gain two movement points (and pay the cost of four movement points).

In all above cases, the extra energy for "penalty hexes of movement" are lost. The ship is at speed 20 during those impulses for purposes of later acceleration; see (C12.33).

(C12.241) This penalty does not apply in the case of unplotted high energy turns, erratic maneuvering, or tactical maneuvers.

(C12.242) Non-plotted accelerations are under the limitations of (C12.31)–(C12.33), both as to the number and magnitude of speed changes and the delay between changes. This means that past and future plotted speed changes may prevent an un-plotted acceleration due to the delay required. If a ship has already plotted the maximum number of speed changes, it cannot make unplotted changes at all. There is a partial exception in that an unplotted acceleration may be made if it increases the speed of the ship to the speed specified in the next subsequent plotted speed change (regardless of how long it is until that change is made), assuming that the minimum delay has elapsed since the previous speed change.

EXAMPLES: A given ship has started at speed 20 with a plotted deceleration to speed 16 on impulse #9 and the plotted acceleration to speed 20 on impulse #22. The ship could use reserve power on impulse #17 (or later) to accelerate to speed 20, in effect advancing rather than cancelling the plotted acceleration on impulse #22. This preserves the minimum delay between the two speed changes; the ship could not change to any other speed because the minimum interval to the next speed change could not be provided.

Another possibility would be to use an unplotted acceleration to speed 20 on impulse #9, providing only enough power to maintain speed 20 until impulse #14 (or earlier), in effect delaying the deceleration.

Yet another possibility would be to use an unplotted acceleration on impulse #9 to a speed higher than 20 (22 in this case). However, this higher speed must be maintained for the minimum period (8 impulses for non-nimble ships), and its end (which will be a speed change impulse) must allow the minimum interval before the next plotted acceleration point or must coincide with that point (or be after that point, in which case it must allow the minimum interval to the *next* speed change impulse). In our example, with only 13 impulses between the two points, there would be little choice but to pay for an acceleration from 16 to 22 for the entire period of impulses #9 through #21.

Alternatively, the ship might (if it had enough reserve power) be able to maintain a speed of 20 by paying for an unplotted acceleration to speed 20 on impulse #9 covering the entire period to impulse #21. In this case, the ship would be considered to have not changed speed at all during this period and could use reserve power to make yet another unplotted acceleration without respect to the two original (and now nonexistent) speed change points.

(C12.243) Non-plotted accelerations may be made on the same impulse as plotted speed changes to increase or reduce their effect.

EXAMPLE: In the above example, the ship could have expended reserve power on impulse #9 to keep the ship moving at speed 20 throughout the turn and/or could have expended reserve power on impulse #25 to produce a speed greater than 20, assuming this is within the limits of other rules.

(C12.244) Non-plotted accelerations can be used to accelerate for a portion of the remaining turn rather than for the entire turn; the minimum period is specified in (C12.312) and is 8 impulses for most ships.

EXAMPLE: A ship at a speed of 10 accelerates to speed 20 on impulse #16, paying 6 points of power to gain 3 hexes of movement through impulse #24, in effect plotting a deceleration to speed 10 on impulse #25. Note that both events (impulse #16 and #25) must be within the limits of (C12.31) with respect to plotted speed changes (C12.242).

(C12.25) IMPULSE ACCELERATION: Reserve impulse power (H7.47) can be used for non-plotted accelerations, but only if the ship is not already using impulse power for movement (C2.111).

(C12.251) Reserve impulse power can only increase the ship's speed by one, regardless of the point in the turn at which it is applied.

EXAMPLE: A ship (move cost = 1) moving at speed 9 could, on impulse #27, announce a speed change to 12 (providing no extra movement but gaining some advantages). This would require under (C12.24) a minimum of one hex of movement energy, but since the

ship is gaining 3 points of speed, it cannot use reserve impulse for this purpose; reserve warp power would be required. Reserve impulse power could only accelerate the ship to speed 10 in this case.

(C12.252) Warp and impulse power can be combined in paying for an unplotted acceleration; they are calculated separately and then added.

EXAMPLE: A ship with a movement cost of 1 is moving at speed 8 on impulse #26. A nearby enemy unit has performed a maneuver which has created a tactical situation which the first ship wishes to exploit. The ship has three batteries, two of which have reserve warp energy and one has reserve impulse energy. Referring to the Impulse Chart, the captain sees that he can accelerate to a maximum speed of 17, gaining 2 hexes of movement. The acceleration to speed 16 is made by using the two points of reserve warp to gain one hex of movement (and 8 points of speed), which is the maximum speed the ship can attain with this power. The reserve impulse power is then added to shift to the next column (speed 17) and, in this case, gain a second hex of movement.

(C12.3) RESTRICTIONS

(C12.31) NUMBER OF CHANGES: A player could change speed several times and even reverse direction (C3.5), assuming a willingness to tolerate the mathematics.

(C12.311) In no case may a ship change speed more than four times during a given turn.

(C12.312) No mid-turn change in speed may be made within 1/4 turn (8 impulses) of another mid-turn change in speed. Exception: nimble ships (C11.28).

(C12.313) No mid-turn speed change may be made before impulse #4 (1/8 turn) or after impulse #28 (7/8 turn) of a given turn. (Because changes are announced on the previous impulse, the earliest announcement would be on impulse #3 and the latest on impulse #27.)

(C12.314) Only mid-turn speed changes which change (or will change) the ship's actual speed count against these limits. The use of non-plotted accelerations may eliminate a speed change by extending an existing speed or superseding a pre-plotted speed change; see (C12.242) and (C12.243). Balancing energy due to damage may cancel a speed change (C12.23). Speed changes caused by other factors, such as changing speed between turns, emergency deceleration (C8.0), towing by tractor beam [(G7.32), (G7.36)], etc., do not count against these limits; see (C12.13).

NOTE: Earlier editions of SFB had an "alternative" system for speed changes over a turn break; this was deleted because it totally changed the balance of the game when used and unbalanced most of the ships and scenarios.

(C12.32) DECELERATION: The ship cannot decelerate by more than 1/2 of its current speed in any single speed change. If the ship is moving at a speed less than 8, it can decelerate by 4 movement points. When determining allowable deceleration, round fractions up. A ship moving at speed 11 could slow to speed 5. This restriction does not apply to speed changes taking place from one turn to the next (i.e. during Energy Allocation).

Speed changes to reduce speed must always be plotted during Energy Allocation (C12.12). They can never be unplotted.

EXAMPLE: A ship wants to move at a high speed during the first part of the turn, then use speed changes to stop. If it were at speed 31 during the first 3 impulses, it could...

Impulse #4: decelerate to 15 (i.e. by half, rounding the fractions of the change up, a reduction of 15.5 is rounded up to 16, and 31 – 16 = 15).

Impulse #12: decelerate to 7 (15 ÷ 2 = 7.5 rounded up to 8; 15 – 8 = 7).

Impulse #20: decelerate to 3 (the rule allows deceleration by 4, regardless of the calculation, although in this case the calculation would also allow a deceleration of 4).

Impulse #28: decelerate to 0 (because deceleration by 4 is allowed instead of deceleration by half). The ship could not "decelerate" to -1 (i.e. 1 in reverse) because that would be an "acceleration" from 0 to 1 in reverse. (Of course, stopping in the presence of an experienced opponent is generally called the "kill me" tactic.)

Impulse #28: As an alternative, the ship could have paid (by original allocation) the braking cost (C3.52) on impulse #28 and accelerated into reverse at a speed up to 10.

It would, in most cases, make more sense to simply move at a lower speed from the start of the turn. Even at a speed of 22, the ship would have moved during the same impulses (#2 and #3) as a ship moving at speed 31. If the ship had started the turn at speed 19 or less, it could have reached speed zero on impulse #20 and it could accelerate in reverse on impulse #28 without paying any braking cost. This example does, however, show how hard it is to stop except at a turn break.

(C12.33) ADJUSTMENT LIMITS: The total adjustment in speed, as well as each partial adjustment, must be within the limits for acceleration and deceleration. (I.e. most ships can accelerate by double their current speed or by 10 and can decelerate by half. Some unit types have different acceleration limits.) The lowest speed during the previous 32 impulses determines the maximum speed to which the ship can accelerate, assuming there are no other restrictions. This limit on acceleration applies at all times, including when determining acceleration limits for normal speed changes between turns. Exception: positron flywheel (C9.0).

EXAMPLE: A unit was moving at a speed of 12 on the previous turn and uses mid-turn speed changes to slow down to speed 8 and then speed up to 18. The deceleration from 12 to 8, the acceleration from 8 to 18, and the acceleration from 12 to 18 must all be within the limits of the given unit and rules. The maximum speed would be 18 for the 32 impulses after the ship moved at a speed of 8.

(C12.34) SHUTTLES: Fighters and shuttles can use speed changes to vary their speed within (C12.33) and other limits. See (J1.22) for speed change limits, which are 1/2 of the maximum speed (the "or by 10" rule used by ships does not apply to shuttles).

(C12.341) Fighters and shuttles cannot exceed their maximum speed by means of the changing speed rules. A fighter with a maximum speed of 16, for example, could move at a speed of 12 during the first half of the turn (during which it would have only 6 hexes of movement), but it could not then move at a speed of 20 during the last half of the turn, even though the total movement is 16 hexes, because the fighter cannot exceed a speed of 16.

(C12.342) Fighters, but not non-fighter shuttles, can make unplotted accelerations and decelerations (in their basic, non-boosted speed) at any time so long as no change is within 8 impulses of the previous change and so long as no change is more than one-half of the maximum non-boosted speed of the fighter. [Note that booster packs can be turned on and off during the turn (J5.14) and will simply double (or cease to double) the current non-boosted speed.] Accelerations to perform a tractor-breaking maneuver (G7.55) can be made regardless of the time since the previous speed change, but restart the count for the number of impulses that must elapse before the next speed change. Note, however, that if the fighter cannot accelerate to maximum speed due to (J1.22) or (C12.33), it will be unable to break the tractor.

(C12.343) Non-fighter shuttles can make plotted speed changes, subject to the same restrictions as (C12.342). MRS and SWAC shuttles are non-fighter shuttles for this purpose as they are for all purposes not specifically noted otherwise in the rules.

(C12.35) EMERGENCY DECELERATION: Speed changes in mid-turn interact with emergency deceleration (C8.0).

(C12.351) Speed changes before Emer Decel is declared or during the declaration period (C8.3) change the speed of the ship and result in more (or less) energy being transferred to the shields in (C8.11). The energy given to the shields is based on unexpended movement energy points and not the energy paid for those points, i.e. extra energy costs paid as a penalty under (C12.24) are not recovered.

(C12.352) Speed changes cannot be made during the post-deceleration period (C8.4), i.e. the 16 impulses after stopping. All plotted speed changes are cancelled by Emer Decel and used to calculate the unused movement energy.

Unplotted accelerations can be made during the same turn as the deceleration only after the post-deceleration period has expired and will require reserve power (C12.24).

If the post-deceleration period extends into the next turn, energy may be allocated for movement after that period.

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(C12.36) ANNOUNCEMENT: The intention to change speed (and the new speed) is announced during the Announce Movement Changes Step of the Movement Segment of the Impulse Procedure. Because this step comes after movement, it effectively creates a one-impulse delay between announcement and execution. This announcement point is used for both plotted and non-plotted changes.

Should a player forget or fail to make the required announcement, a penalty is assessed, as follows:

(C12.361) An unplotted speed change would not be permitted at that time. (The fact that it was an unplotted change would have to be revealed, giving the enemy some information about your reserve power status.) The player could make a subsequent announcement and speed change within the rules. There is no penalty except lost opportunity.

(C12.362) A plotted acceleration discovered at the point it was to be made (i.e. failure to announce one impulse in advance) must be delayed one impulse if the opponent so chooses; subsequent changes are not affected. (The opponent might choose to allow/require the acceleration.) No energy is recovered for any lost movement points.

(C12.363) A plotted deceleration discovered at the point it was to be made must be delayed one impulse if the opponent so chooses; subsequent changes are not affected. (The opponent might choose to allow/require the deceleration.) No energy is expended for any gained movement.

(C12.364) A plotted but unmade speed change discovered after the point it was to be made will require a penalty (e.g. 1 or 2 destroyed boxes on the SSD of the offending unit, but not the last box of any given type) to the satisfaction of the opponent within the spirit of the rules, common sense, and fair play.

(C12.37) REVERSING DIRECTION: Ships (but not shuttles) can reverse direction during a turn through braking (C3.5). As an alternative to that method, a ship could switch from forward to reverse movement (or vice-versa) without paying a braking cost by plotting a speed change to speed zero (within the rules) followed (8 impulses later) by a speed change to some other speed (within the acceleration limits) in reverse.

NOTE: See (C11.28) in the case of nimble ships, which can accelerate after only 6 impulses. This creates a minor technical exception to many of the following rules.

(C12.371) The highest speed in the previous 8 impulses is used to determine the braking cost. This cost is calculated using the value of the highest speed itself, not the number of hexes which were actually moved at that speed or the number of hexes moved in the last 8 impulses.

EXAMPLES: If the ship changed speed to zero (as above) and then accelerated in reverse 8 or more impulses later, there would be no braking cost. (Nimble units would need only 6 impulses.)

On the other hand, if the ship were at speed 16 on impulse #27, then changed to speed 8 on impulse #28, and then during Energy Allocation of the next turn wanted to reverse course, it would pay a braking cost of 16 (the highest speed in the previous 8 impulses) or it could use a quick reverse (C3.6).

Of course, the ship could plot speed 0 on the first 3 (or more) impulses of that next turn and then accelerate in reverse after paying a braking cost of 8 since the highest speed in the previous 8 impulses was 8. It could not move at any speed greater than 0 in those first impulses or (given that the ship wanted to shift into reverse) it would have to change speed to 0 on impulse #4, remain stopped for 8 impulses, and then accelerate in reverse on impulse #12, at which point it would pay no braking cost at all. Another possibility would be to plot speed 0 for 8 impulses, accelerating in reverse (no braking cost) on impulse #9.

(C12.372) As all ships must have a legal speed plot (C12.12), this procedure for reversing direction would be plotted in advance. Exception: The ship could plot a speed of zero and accelerate with reserve power.

(C12.373) A ship could, of course, change to speed zero and then accelerate in the same direction. This might be done for some tactical purpose, perhaps to allow other ships to catch up with an advanced element.

(C12.38) WARP RESTRICTION: A ship cannot, at any given point in time, use more warp power for movement than it had available at the start of the turn. This restriction is in addition to the basic restrictions on total movement points expended in (C2.112).

EXAMPLE: A ship (with 30 warp boxes, 4 impulse boxes, and a movement cost of one) cannot use a high energy turn or erratic maneuvering while moving at a speed of 31, even if the ship is plotted to move at a lower speed during a different part of the turn (expending fewer than 31 total movement points).

NOTE: This rule is based on the warp power of the ship at the start of the turn, not the power remaining at various points during the turn after damage is taken during the turn. Exception: See (D22.6), Energy Balance Due to Damage.

(C12.381) Some ships can generate more than 30 points of movement with warp power. Examples include most war cruisers (which have 24 warp boxes, and movement cost of 2/3, and which can generate 36 warp movement points) and Orions. A war cruiser could generate 30 movement points with 20 points of warp power [obeying the (C2.112) limit], then use their other 4 points of warp power to provide energy for an HET (which requires 3.33 points) which could be used while the ship was moving at speed 31.

(C12.382) Some ships have many impulse engines and could use these for erratic maneuvering; see rule (C10.112). This could allow a ship with only 30 warp movement points to perform EM while at speed 31 by using impulse to provide EM power.

(C12.383) This rule covers movement-related expenditures. Warp energy used for non-movement purposes (e.g. photons) is considered as a separate function. For example, a Federation ship could move part of the turn at speed 30 (and part at a lower speed) and still arm photon torpedoes.

(C12.384) Ships cannot exceed their maximum speed as the result of a speed change, or at any other time for that matter. The only exception would be a very slow ship (freighter, FRD, Warbird) being towed by a much more powerful ship (G7.36).

Maximum speed is calculated as follows:

[Warp Power ÷ Movement Cost] + 1 (impulse power) = Max Speed (or speed 31, whichever is lower).

(C12.39) DOCKING AND UNDOCKING: A unit may not perform changing speed in mid-turn on the turn in which it docks or undocks with a base (but not a ship); see (C13.16) and (C13.23).

(C13.0) DOCKING *(Advanced Rule)*

Some units have the capability to dock with other units. Within this rules section, it will be presumed that a "ship" is docking at a "base" even though it would be more correct to have a "unit" dock at a "base or FRD."

See (C13.9) for ships docking to ships.

Some units do not use these docking rules:

Shuttlecraft land by (J1.6), but can "dock" (internally) by these rules.

PFs dock to PFTs by (K2.62), but can "dock" (internally) by these rules.

Andromedan satellite ships dock by (G19.4).

(C13.1) PROCEDURE FOR DOCKING

(C13.11) PROCEDURE: To dock with a base, the ship must be in the same hex and moving at a practical speed (C2.411) of one or zero. See (C13.16) for actions which are prohibited on the turn of docking.
(C13.111) This can be done in forward or reverse movement.
(C13.112) If moving at a speed of one (or zero), the ship will dock and will not leave the hex; it will not move on impulse #32.
(C13.113) During the Final Activity Phase of that turn, the ship is considered to have completed docking with the base.

(C13.12) FACING: No specific facing is required to accomplish docking since this will be changed as part of the docking maneuver. See (C13.912) for restrictions on ships docking to ships.

(C13.13) ORIENTATION: While in the same hex with the base, the ship is presumed to be in a direction from the base equivalent to the point at which the ship will dock. For ships docking to ships, see (C13.915).
(C13.131) In the case of a base, the ship is presumed to be located in the direction of a module into (or onto) which the ship will dock. Note that because of base rotation, the ship will have to position itself so that it will be facing the appropriate docking position at the end of the turn.
(C13.132) In the case of an FRD, the ship is presumed to be directly behind the FRD if docking into the rear of the "tunnel" (C13.53) and directly in front of it if docking into the front of the tunnel.
(C13.133) The facing of the ship is not relevant.

If docking externally, the ship will keep the same facing (C13.71).

If docking inside (or to the cradles of) an FRD, the ship will be turned to face the same direction as the FRD by the action of docking.

If docking inside a starbase docking module, the ship will be turned to match whatever docking module the ship has docked in by the action of docking.

See (C13.67) for undocking.

(C13.14) DOCKING POSITION: The docking position (docking module on a base or an entire FRD) must have at least one working tractor beam (with one point of power applied to it) in order to dock ships or hold them in the dock.

For ships docked to ships, see (C13.915).

See (G7.9) and (G29.21) regarding tractor restrictions prior to docking, (C13.766) after external docking is achieved.
(C13.141) The ship can provide a powered tractor beam as a substitute for a tractor beam on the base. A ship's tractor beam can only be used to hold itself docked, however, while a single tractor beam on an FRD or starbase docking module could hold any number of internally docked units (with a single point of power).
(C13.142) If the tractor beam fulfilling this role is destroyed (G7.34), another tractor beam in the same module (or FRD) can assume the duty. Energy would have to be applied to this tractor (reserve or previous allocation) as the energy assigned to the original tractor was lost with it.
(C13.143) If, at the start of a turn, no working tractor beams (with power) are in a given module, no unit can dock to that module and all units that are docked must undock (C13.2) immediately unless the ship can immediately substitute its own tractor beam under (C13.141).
(C13.144) The one tractor beam which is holding ships inside the dock can also be used (with the same single point of power) to dock other ships internally, but the same single tractor beam cannot be used for both internal and external docking. A ship docking by (C13.711) can dock to a base tractor beam that is being used for internal docking.

(C13.15) SHIELDS: The ship's shields are considered down during the entire last impulse of the turn on which internal docking takes place. Shields remain up for external docking (C13.7).

A ship docked internally (in a starbase) can raise its shields after docking is complete; see (C13.42). Remember that dropped shields must remain dropped for 8 impulses (D3.51). Units in FRDs (C13.51) cannot raise their shields.

(C13.16) PROHIBITIONS: A ship that is docking cannot, on the turn that docking takes place, have used emergency deceleration (C8.28), erratic maneuvers (C10.53), quick-reverse (C3.6), changing speed in mid-turn (C12.39), or a high energy turn (C6.37). If it has done any of these things, it cannot dock.

(C13.17) PLOTTING: A player must plot his intention of docking during Energy Allocation and must announce it in the Speed Determination Phase. Docking can only be aborted if the unit to which the player's unit is docking has been destroyed or crippled during that turn or if the required tractor beam has been destroyed. Otherwise, the unit must complete the docking.

(C13.18) NO POWER: A friendly ship (including a captured enemy ship under the control of the player) that is held in a tractor beam can be docked without expending any of its own power. In this way, a ship without functioning engines can dock with a repair facility. See (G7.25).

(C13.19) MINELAYING: If a unit lays a mine and then docks before leaving the mine's detection zone, the mine accepts the larger unit as the laying unit and will not arm (M2.34) until the larger unit leaves the detection zone.

(C13.2) UNDOCKING

(C13.21) UNDOCKING: Ships undock during the Initial Activity Phase of the turn.
(C13.211) The fact that a ship will undock is announced in the Speed Determination Phase.
(C13.212) The ship could be held in a tractor beam (by the base) and could be rotated (G7.7) on the turn of undocking. This would require a separate tractor beam (from the same docking position or module) from the one beam used to hold other units in the dock (C13.14).

(C13.22) TIME DELAY: A ship cannot undock on the turn after it docks unless required to do so by rules such as (C13.143), (C13.921), (C13.925), (D21.0), or (C13.43).

(C13.23) SPEED: On the turn of undocking, the ship is presumed to be at a speed of one (or zero) and will remain in the same hex as the base until it moves on the last impulse.
(C13.231) A ship cannot execute EM (C10.0), HET (C6.0), or TAC (warp or impulse) (C5.0), or change speed in mid-turn (C12.39) on the turn of undocking (if otherwise eligible to do so).
(C13.232) The unit can undock at speed zero. (The ship uses its maneuvering thrusters, so the speed is not truly zero, but is so slow as to be zero in game terms). If moving at speed zero, the unit can make a zero energy turn (C5.13).

(C13.24) SHIELDS: The ship's shields must be down (D3.5) during the entire first impulse of the turn on which undocking (from an internal dock) takes place. They can be raised within the normal rules (i.e. 1/4 turn after they were dropped; they can be dropped before undocking, and a ship inside an FRD can raise them on impulse #2 of the undocking turn).

NOTE: Ships docked externally (C13.7) are not required to drop their shields while docking, docked, or undocking.

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(C13.3) DOCKING CAPACITY

(C13.31) CAPACITY: Each unit that has the capability to dock other units internally has a limited capacity. This capacity is expressed in terms of "docking capacity points" or DCPs. Each ship docked inside requires a certain number of DCPs; an FRD or Starbase Docking Module cannot dock (internally) an additional unit if it does not have a sufficient number of DCPs remaining.
(C13.32) POINT CHART: The docking points of ships are shown on the Master Ship Chart. (Some other units are listed in Annex #7J.)

(C13.33) BASE CAPACITY: Starbases have a capacity of 26 in each of their six modules. FRDs have a capacity of 14. Should additional units capable of internal docking be added to the game later, their docking capacity will be in their description.

NOTE: Base stations, battle stations, and various other bases do not use the docking capacity system; they (as well as starbases) can dock one ship (of any size) externally to each of their tractor beams; see (C13.7). FRDs use docking cradles and can dock one ship in each (C13.55), and they can also use (C13.9) docking.

(C13.34) TUGS AND PODS: Tugs, pallets, and cargo packs do not count as additional points if attached to a ship or tug, unless noted in Annex #7J. The most notable exception is the Federation tug carrying two pods (not one double-weight pod). Other tugs with two pods do not increase in docking points because only on the Fed tug does the second pod make the ship longer.

(C13.4) RESTRICTIONS, CONDITIONS, AND CAPABILITIES APPLICABLE TO ALL TYPES OF DOCKING TO BASES

Ships docked in and to bases have certain capabilities and restrictions. Some are dependent on the specific type of base; these are listed below. The restrictions and capabilities listed here apply to all ships docked within these rules unless otherwise stated by the rules. See (F2.335) when seeking weapons are targeted on docked units.

(C13.41) POWER: The ship and base can exchange power. Simply note on the Energy Allocation Form that one is sending power and the other is receiving it (B3.1).

NOTE: This applies only to friendly units. Enemy units are prohibited except as allowed by (D16.0). See (C13.47) for transfers of crew, cargo, etc. See (C13.952) for power transfers between docked ships.
(C13.411) The amount of power transferred cannot exceed the damage control rating of the giving ship. This does not include power used for repair systems (G17.0).
(C13.412) When exchanged in this manner, warp power can be used for non-movement purposes specifically requiring warp energy.
(C13.413) Reserve power cannot be transferred between ships and the base they are docked to.

(C13.42) SHIELDS: The ship can operate its shields while docked and can perform several functions, such as receiving repair points (G17.0) and crew transfers (C13.47), in spite of the shields.
See (C13.62) for scoring damage on a ship inside a starbase.
Ships inside an FRD cannot raise shields (C13.51).
See (C13.15) when docking and (C13.24) when undocking.

(C13.43) DESTRUCTION: If the base to which (or in which) the ship is docked is destroyed, the ship is also considered destroyed.

EXCEPTION: The ship could attempt to escape by the catastrophic damage rules (D21.0). In such case, the player has the option of trying to have the ship escape intact or having units (shuttles, PFs, sections) escape from the ship as if it were being destroyed. In either case, once the decision is announced, it cannot be changed. If the ship escapes, crew units from the base may escape with it; see (D21.46) and (D21.47).
See (C13.942) for ships docked to ships.

(C13.44) NUMBER OF UNITS: Any number of ships could dock or undock on any given turn, subject only to the capacity of the base. Exception: (D21.47).

(C13.45) ENEMY SHIP: An enemy ship cannot be forced to dock internally at a base against its will (unless, of course, it has been captured). See (C13.714) for the procedure to force it to dock externally.
(C13.451) A ship and the station it is docked to (or in) cannot fire at each other.
(C13.452) A ship can dock at (but not in) an enemy base or FRD (using the ship's tractors).
(C13.453) External docking can be forced by the base against the will of the ship (or vice versa). Only a unit generating a tractor link can force docking. This requires a tractor auction, with the winner of the auction forcing (or disallowing) the docking. This would, of course, require rotating the ship to a range of zero. This can be done even if one unit is cloaked.

(C13.46) CLOAKS: Docking to or by a cloaked unit is governed by (G13.46).

(C13.47) TRANSFERS: Ships docked to bases can transfer various items to and from the base.
Ships docked to ships are covered by (C13.951) and (C13.961).
Power transfers are covered by (C13.41).
(C13.471) Crew units can be transferred between the ship and base at a rate of 32 crew units per turn (for internal docking) and 16 crew units per turn (for external docking). This transfer can begin after the ship and base have remained docked for at least eight consecutive impulses including the impulse of transfer, and then proceeds at a rate of one crew unit per impulse (every second impulse for external docking) in the Marine Activity Stage (6B7). If units are transferred into a combat situation (and used in combat on that turn), the rate is half the above. Transfers of personnel into an unfriendly unit are defined in (C13.475).
(C13.472) Cargo can be transferred by (G25.23).
(C13.473) Shuttles cannot be directly transferred; they would have to launch from one unit and land on the other.
(C13.474) Transporters will function between the ship and a friendly base even if the shields are still active and even if fire control is not active.
(C13.475) Each ship can transfer crew units as in (C13.471).
(C13.4751) Crew units cannot be transferred until a "bridgehead" has been created on the other ship (unless the arriving units surrender immediately).
(C13.4752) To establish a "bridgehead," each ship assigns up to 10 boarding parties during the Boarding Party Combat Step of the Final Activity Phase. These cannot include units used as guards or involved in other actions on that turn. The two forces then fight (D7.4); the force that scored more casualties may advance into the enemy ship/base and become the "bridgehead." Either force may declare that it is defending (in which case it cannot advance even if it scores more casualties); such a force is doubled in offensive capability. If both defend, there is no combat. A more detailed and accurate system is given in (D16.6).

(C13.48) RESTRICTIONS ON INTERNALLY DOCKED UNITS: While docked internally, a unit cannot perform any of the following functions. See (C13.76) for external docking. See (G7.9) and (G29.21) regarding tractor restrictions prior to docking.
(C13.481) An internally docked ship cannot arm or fire any weapon; see (C13.8).
(C13.4811) An internally–docked ship cannot launch (G5.0) probes (for any purpose), seeking weapons, or any type of seeking shuttle.
(C13.4812) An internally-docked ship cannot self-destruct (D5.0) but might explode (C13.66).
(C13.482) An internally-docked ship cannot use active fire control (D6.6), which prevents several other actions (D6.62). The fire control can begin activation (D6.633) upon undocking. Even without active fire control, the ship can use transporters and tractors to the base. An internally docked ship also cannot:
(C13.4821) Gain, hold, retain, or reacquire a lock-on (D6.11).
(C13.4822) Use labs (G4.0) to gain information or identify seeking weapons.
(C13.4823) Gather tactical intelligence (D17.0), nor can tactical inteligence be gathered on such a unit.
(C13.4824) Use or lend EW or gain any benefit from EW (D6.3).
(C13.4825) Use aegis (D13.0) for any purpose.
(C13.4826) Benefit from passive fire control (D19.0).

(C13.483) An internally docked ship cannot use energy for any movement purpose or expend movement points except to undock (C13.2).

(C13.4831) An internally-docked ship cannot double its engine output (G15.2).

(C13.4832) An internally-docked ship cannot separate ship sections (G12.0) [except as provided by (D21.0)] or drop its warp engines (G12.6).

(C13.4833) An internally-docked unit cannot HET (C6.0), use EM (C10.0), use emergency deceleration (C8.0), tactical maneuvers (C5.0), or take any other action requiring the expenditure of or calculated in terms of movement points.

(C13.484) An internally-docked ship cannot:

(C13.4841) Use tractor beams (G7.0) except to maintain docking.

(C13.4842) Use scout functions (G24.0).

(C13.4843) Lay, maintain, or reinforce web (G10.0).

(C13.4844) Use an SFG (G16.0) or ESG (G23.0).

(C13.4845) Lay, detect, or sweep mines (M0.0).

(C13.4846) Dissipate PA panel energy into space (D10.4).

(C13.4847) Benefit from being nimble (C11.34).

(C13.485) An internally-docked ship can cloak, but will gain no benefits from doing so except that it will be able to be fully cloaked when it undocks. See (G13.46).

(C13.49) OTHER: The conditions of (C13.95) or (C13.96) will apply to ships docked to bases except as provided differently in other sections of (C13.0).

(C13.5) DOCKING INSIDE FLEET REPAIR DOCKS

Units docked inside an FRD have the following additional restrictions and capabilities beyond those in (C13.4). For external docking with an FRD, see (C13.55) below. See (R1.10) for even more information.

(C13.51) RESTRICTIONS: Ships docked inside an FRD cannot operate their shields, weapons, or warp engines.

(C13.511) The warp engine restriction, which does not apply to docking to non-FRD units, is required by the fragile nature of the FRD.) Other power-generating systems (APR, AWR, battery, impulse) can be used.

(C13.512) A repair freighter or pod cannot function if docked externally to or inside of an FRD; a base augmentation repair module could function in addition to the repair systems on an FRD.

(C13.52) DAMAGE: Ships docked inside an FRD cannot be damaged by fire directed at the FRD and cannot be targeted separately. If the FRD is destroyed, see (C13.43). If a ship inside an FRD is destroyed (which is not possible within the present rules, but might be allowed in a special scenario rule or future expansion), it is treated as per (C13.66).

(C13.53) TUNNEL LAYOUT: FRDs are essentially a huge "tunnel" or "pipe." Ships can enter or leave from either end, but the order in which the ships are held inside the dock must be recorded. It cannot be changed (the ships cannot pass each other) and determines the order in which the ships can be undocked. See exceptions in (D21.47).

EXAMPLE: A Klingon FRD has one F5 docked inside. Later, a D5 cruiser docks from the rear. The record is then made that the FRD holds an F5 and a D5, and that the order from front to rear is "F5, D5." At this point, the F5 could undock from the front end and the D5 could undock from the rear. The F5 could not undock from the rear since the D5 is behind it. The FRD could hold one additional F5. This could be docked from the front or rear. If docked from the rear, the record reads "F5, D5, F5." Either F5 could undock from the end it is docked at, but the D5 could not undock unless one of the F5s also undocked.

(C13.54) ENEMY SHIPS cannot dock inside an FRD (unless they surrender); allied and captured ships can dock inside an FRD.

(C13.55) EXTERNAL DOCKING: Friendly ships can dock externally to an FRD for various purposes including providing additional power or towing; see (R1.10B).

(C13.551) Ships in this case are treated as in (C13.7), except that they do not dock to a tractor beam (although they must have one undestroyed tractor with power applied to hold themselves in place). A tractor from the FRD cannot be used.

(C13.5511) The docking ship is docked in a special cradle on the top (or bottom) of the FRD (one ship in each). It can begin transferring power on any turn in which it is docked (and is not docking or undocking) subject to the restrictions of the rules.

(C13.5512) A ship docked in this manner can be hit from any direction and has no blocked firing arcs, and both ships (top and bottom) are equidistant from (and not shielded from) any other effects (explosions, enemy fire, pulsars, etc.).

(C13.5513) The facing of the ship is changed to match that of the FRD by the action of docking (C13.133).

(C13.5514) If the FRD explodes, the ship takes the damage on any shield at the choice of the owning player.

(C13.552) Ships (including enemy ships) can dock externally to an FRD using the procedures of (C13.9), but cannot help move the FRD and would restrict the movement of the FRD.

(C13.56) MODULES: FRDs often have base augmentation modules [such as (R1.4), (R1.16), (R1.17), and (R1.32)]; these are treated as modules attached to any base. Fighter and PF modules might be provided for local defense; power and repair modules might be provided to enhance the FRD's capabilities.

(C13.57) FACING UPON UNDOCKING: A unit undocking from an FRD must face the same direction as the FRD (or the opposite, if it was in the FRD backwards). For example, this would require units facing forward but undocking from the rear entrance to move in reverse on the undocking turn (if they move at all).

(C13.6) DOCKING INSIDE STARBASES

Units docked inside the docking module of a starbase have the following additional restrictions and capabilities beyond those in (C13.4). The starbase has six "docking modules" which are operated independently of each other. For external docking, to starbases or to other bases, see (C13.7) and (R1.1) for more information.

(C13.61) WEAPONS: Ships docked inside a starbase cannot arm or fire their weapons. See (C13.48) and (C13.8) for details.

(C13.62) DAMAGE TO DOCKED SHIPS: Ships docked inside a starbase can be damaged by fire directed at the starbase (R1.1D). If the starbase is destroyed, see (C13.43). If the docked ship is destroyed, see (C13.66).

(C13.621) Cargo hits on a docking module can be applied to the ships docked inside that specific module instead of to cargo boxes of that module. After all cargo boxes in the docking module are destroyed, cargo hits on that module must be scored on the ships in that module; if there are no ships, the damage proceeds normally against the base (i.e. score the cargo hit on the base or go to the next column on the DAC and score that against the DAC, etc.).

(C13.622) All such damage is assumed to strike the #1 shield of the docked ship. The player may designate a different shield for each docked ship at the time it is docked, but this cannot be changed without undocking, leaving the module, and redocking.

(C13.623) If more than one ship is in the bay, the owning player may divide the damage as he sees fit but must decide which ship will be hit by each damage point as it is scored.

(C13.624) All damage scored on a given ship as a result of one volley against the starbase is resolved as one volley on the ship.

(C13.63) LAYOUT: The docking module is basically a huge sphere. Players need not keep track of the order in which ships dock or undock; any ship within the docking module can undock at any time regardless of any other ships within the module. Exception: (D21.47).

(C13.64) ENEMY SHIPS cannot dock in the docking modules of a starbase; friendly and captured ships can.

(C13.65) EXTERNAL DOCKING: Ships can dock externally to a starbase; in such case they are considered as being docked under rule (C13.7).

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(C13.66) DESTRUCTION: If a ship inside a starbase docking module explodes (D5.0), all other ships in that docking module also explode immediately. Exception: PFs are treated differently (C13.664).
(C13.661) The combined force of the explosion is applied as internal damage to that docking module; it is not resolved as a normal explosion.
(C13.662) If the module is completely destroyed, any remaining damage is applied to the base itself.
(C13.663) The exploding ship and the other ships could attempt to use (D21.0). Due to (D21.47), one ship could escape from the docking module and would not explode along with the originally destroyed ship.
(C13.664) If the exploding ship is a PF, double the explosion force and apply it to each ship in the module (on a shield of the owner's choice) and to the module itself (in which case it is internal damage).

(C13.67) FACING UPON UNDOCKING: The ship will be placed on the map facing away from the base in the direction that the internal docking module is facing. Exception: The ship could undock in reverse.

(C13.7) EXTERNAL DOCKING TO BASES

Units docked externally to a base (of any of the various types, including base stations, battle stations, starbases, commercial platforms, mobile logistics bases, system activity maintenance stations, satellite bases, etc.) have the following additional restrictions and capabilities beyond those in (C13.4). This is the only type of docking most bases can perform.

All use of the term "docked" within (C13.7) indicates "externally docked."

See (C13.9) for ships docking to other ships.

See (C13.55) for additional information on docking externally to an FRD.

(C13.71) TRACTORS: Each ship is docked to and held by a specific tractor beam of the base. Each tractor beam can dock one ship, and these are the only places that a ship can dock. Tractors on attached Base Augmentation Modules or pods (including pods that are part of a mobile base) cannot be used for docking.
(C13.711) A ship can provide its own tractor beam to perform the docking, but still must dock to a specific tractor beam of the base. Ships (providing their own tractor beam) can dock to destroyed tractor beams. See (C13.144).
(C13.712) The ship can continue to operate its shields.
(C13.713) The facing of the ship relative to the base [hence, the shield docking station, see (C13.915) below] must be designated; the ship then "rotates" (C3.7) with the base.

EXAMPLE: The #1 shield of the base station is facing in direction A. The ship is docked to the tractor beams of the base facing the #5 shield of the base. The ship's #1 shield is facing the base, so the ship itself is facing in direction B. The base rotates so that it (the base) is facing in direction C; the ship is now facing in direction D.
(C13.714) A ship can be forced to dock externally to a base against its will. The base must hold the ship in a tractor beam and rotate the ship into its hex, docking it at the docking position corresponding to the original direction that the ship was in relation to the base. Internal docking cannot be forced; see (C13.45).

(C13.72) BLOCKED FIRING ARCS: The ship cannot fire or be fired at through the shield which corresponds to the docking station or the two adjacent shields. (The base's arcs are not blocked.) This assumes that the base is of a larger size class; if this is not the case, see (C13.724). The hexes on the border of the blocked and unblocked shield arcs are not blocked.

Exception: A ship docked externally to the cradle of an FRD is treated differently (C13.5512).
(C13.721) The ship cannot fire weapons, identify seeking weapons, guide weapons, or use any other systems against a unit in these arcs.
(C13.722) The ship cannot be damaged, fired at, or damaged (including seeking weapons) from these firing arcs. This includes damage from ESGs; in that case judge the "firing arc" from the ship generating the ESG sphere.
(C13.723) Seeking weapons can be targeted on the ship. Weapons targeted on the ship which approach from a blocked firing arc will strike the base.
(C13.724) If the ship is the same size class as the base, or larger than the base, only one firing arc of the ship is blocked (the one facing the base).

(C13.73) DAMAGE: Ships docked to a base are fired at, and hits on them are resolved, independently of, the base itself.

NOTE: See (F2.335) when firing seeking weapons at a ship docked to a base. See (G16.46) when trying to put a ship docked to a base in stasis and (G29.23) regarding the base.
(C13.731) The shields of the base do not cover the ship, and the shields of the ship do not cover the base.
(C13.732) See (C13.72) for firing arcs through which the ship cannot be attacked.
(C13.733) Enveloping weapons [hellbores (E10.0), enveloping plasma torpedoes (FP5.0)] attack the ship or base (whichever they were targeted on) independently, without regard to the fact that they are docked.
(C13.734) PPDs wave-locked to the ship will switch to the base if base rotates the target ship to a position from which it cannot be attacked due to (C13.732). This will require a new wave-lock die roll.

(C13.74) DESTRUCTION: If a ship docked to a base is destroyed, the explosion is treated as taking place in that hex and affecting the base (and any externally docked ships) from the direction in which the ship was (relative to the base). The base's shields provide some protection (for the base) from the blast.

Ships docked inside other modules are treated as per (C13.62) [or (C13.52) for an FRD]. Ships docked externally to a directly-opposite docking position (reminder: docking positions correspond to shield facings) are not affected; the bulk of the base protects them from the blast. (Many bases, e.g. BATS, do not have "directly opposite docking positions.") No other units are blocked from the blast by the base.

See (C13.43) for what happens when the base is destroyed.

(C13.75) FACING UPON UNDOCKING will remain unchanged from the facing of the ship while docked.

(C13.76) CONDITIONS ON EXTERNALLY DOCKED UNITS: A unit docked externally is under these restrictions. See (C13.48) for internal docking.
(C13.761) An externally docked ship can arm, fire, and launch any weapon within the various restrictions including (C13.762). It may self-destruct; if so, see (C13.74).
(C13.7611) Ships docked to a base cannot fire at the base or guide seeking weapons targeted on the base.
(C13.7612) ESGs activated by either the base or the ship do not damage the other unit, and both are inside the sphere. See (G23.71) if both units attempt to activate an ESG.
(C13.7613) Maulers on a ship docked to a base cannot fire because they cannot aim accurately enough.
(C13.762) An externally-docked ship can use active fire control (D6.6), but this is considered to be "disrupted" (D6.68) unless specifically stated to the contrary in this rule or its subsections. Even without active fire control, the ship can use transporters and tractors to the base.
(C13.7621) An externally docked ship can hold a lock-on, use labs, gather tactical intelligence, use EW and aegis.
(C13.7622) An externally-docked unit cannot benefit from passive fire control (D19.0) and begins the time period to gain the PFC benefits (D19.3) upon undocking. Docking cancels the PFC benefits.
(C13.7623) The base and ship do not benefit from each other's EW.
(C13.763) An externally docked ship cannot use energy for any movement purpose or expend movement points except to undock.

Exceptions: Ships towing an FRD (R1.10B) or externally docked to a base without active positional stabilizers (G29.0) [in the latter case use the procedures of (C13.92)].
(C13.7631) An externally-docked ship cannot double its engine output (G15.2).
(C13.7632) An externally-docked ship cannot separate ship sections (G12.0) [except as provided by (D21.0)] or drop its warp engines (G12.6).

(C13.7633) An externally-docked unit cannot HET (C6.0), use EM (C10.0), use emergency deceleration (C8.0), tactical maneuvers (C5.0), or take any other action requiring the expenditure of or calculated in terms of movement points.
(C13.764) An externally-docked ship cannot use special sensors (G24.0) except for (G24.28). It can use EW and receive lent EW. It cannot lend EW by any means, except self-protection (G24.28).
(C13.765) An externally-docked ship can cloak, but will gain no benefits from doing so except as per (C13.949). See also (G13.46).
(C13.766) Once docking has been achieved, the tractor energy is contained within the docking point and does not invoke the (G7.9) restrictions. While either the base or the ship could launch a WW, such a WW would protect only the launching unit, not both. Exception: (C13.947) for ships docked to other (non-base) ships.
(C13.767) An externally–docked nimble ship loses its nimble status (C11.34).

(C13.8) WEAPONS SAFETY WHILE DOCKED INTERNALLY

(C13.81) GENERAL: Due to safety restrictions, no energy-based weapons can be armed, loaded, or held while docked inside a base or FRD. See Annex #7D. Phasers can be energized (E2.3).
(C13.811) A unit approaching the docking point would unload all such weapons (the energy is lost) in a safe manner (your crew will take care of this).
(C13.812) Energy-based weapons cannot be armed (including prior turns of multi-turn arming weapons) while docked inside a base or FRD. This restriction includes all weapons that require or store energy, including phaser capacitors, photon freezers, stasis boxes, etc.

(C13.82) EXCEPTIONS: There are some exceptions to this rule.
(C13.821) Shuttles and PFs based on the base/FRD are an obvious exception to this rule; those based on ships docked inside the FRD are not. Fighter (MRS) ready racks on ships docked inside the base/FRD can be loaded with non-energy weapons; plasma–Ds can be loaded but not energized. Fighters and other shuttles cannot be loaded with any weapons while on a ship docked internally.
(C13.822) Drone racks, anti-drones, mine racks, and other non-energy weapons can be loaded, unloaded, reloaded, etc.
(C13.823) Plasma racks can be loaded, but the torpedoes cannot be energized.
(C13.824) See (G19.27) for Andromedans.
(C13.825) A ship can begin arming weapons on the turn it undocks.

(G13.83) FIRE CONTROL cannot be active while docked internally (C13.482). The ship can (but is not required to) begin the four-impulse activation period (D6.633) upon undocking. An undocking ship that leaves its fire control inactive will not receive the (D19.31) passive bonus until 32 impulses have elapsed since the time of undocking.

(C13.9) SHIPS DOCKING TO SHIPS

Ships can dock to ships under certain circumstances. This creates certain advantages, disadvantages, capabilities, and limitations.

Note that (C13.9) is different from the rules about ships docked to bases (C13.4) because bases are designed for that action (with special couplings and cradles) while ships are not generally designed to be docked to each other in space.

The docking of PFs to PFTs on mech links and in internal bays is covered in (K2.0). PFs can dock to other ships within these rules (C13.9) using their tow bars (K1.25).

These rules are used for size-5 and larger units and cannot be used for items (monsters, etc.) which cannot be boarded. Shuttles "dock" only by (J1.6).

(C13.91) DOCKING: The two ships must be in the same hex. They can reach this position before or after the tractor beam (C13.921) is attached. One or both ships must execute a tractor beam attachment (G7.3). The tractor beam must remain attached (powered and undestroyed), or the docking is immediately cancelled (G13.93).
(C13.911) Docking takes place in the Final Activity Phase; undocking (C13.93) takes place in the Initial Activity Phase [or immediately in the case of escape (D21.0), high warp maneuver (C13.948), or a destroyed tractor beam]. This occurs in the "ships (un) dock with (from) bases or FRDs" step.
(C13.912) If the ships are facing in different directions, they can dock only if moving at speed zero; exception: ships facing in exactly opposite directions may use (C13.913) if one ship is moving in reverse.
(C13.913) If the ships are facing in the same direction, they can be moving at a maximum speed of one. The movement rules in (C13.92) will then apply to the combined ships.
(C13.914) Two ships need not drop their shields to dock to each other.
(C13.915) Each ship has six docking stations, one corresponding to each shield. When two ships are to dock, each keeps its facing, and the relative direction from one ship to the other is determined by (D3.42). This then determines which shields (and hence which docking positions), are facing. See (C13.941).

EXAMPLE: A Klingon D7 facing A is docking to a Federation CA facing in direction C. The procedures in (D3.42) determined that the Klingon ship is in direction B from the Federation ship. Thus, the Klingon #5 shield is facing the Federation #6 shield, and that is where the ships are docked. (This particular docking arrangement is only possible if both ships are at speed zero.)
(C13.916) A ship cannot dock to a ship which is, itself, docked to a base.
(C13.917) Docking can be forced by one ship against the will of the other ship. Only a ship generating a tractor link can force docking. This requires a tractor auction, with the winner of the auction forcing (or disallowing) the docking. This would, of course, require rotating the ship to a range of zero. This can be done even if one unit is cloaked.
(C13.918) Docked nimble ships lose their nimble status; see (C11.34).

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(C13.92) MOVEMENT OF DOCKED SHIPS: Two ships which are docked to each other (not to a base) move within the following rules. See also (C13.97) for restrictions when more than two ships are docked.

(C13.921) If docked, they are treated as two ships linked by a tractor beam [(G7.36), but see (C13.947)], but they cannot remain docked if the combination is moving at a net speed (C2.4) faster than two hexes per turn or if either ship is moving faster than two hexes per turn. If this speed is exceeded, the ships are undocked but the tractor beam is not broken. The practical, rather than effective, speed is used (C2.4); e.g. speed induced by a black hole (P4.0) is not counted within this limit.

(C13.922) The ships retain the same relative facing for as long as they are docked. Should either ship turn, the other ship will make a corresponding turn to maintain the same relative facing. The turn mode of docked ships is increased by one while docked.

(C13.923) Neither ship can be performing EM (C10.0) when docking begins, and neither ship can begin using EM when docked. If docking with an enemy ship that is performing EM [without effect due to (G7.92)], two points of additional tractor power are required to complete the docking. The act of docking halts the EM, which cannot be resumed while the ships are docked.

(C13.924) Neither ship can perform an HET while docked (C6.37) as this would cause the ships to become undocked immediately (C13.948).

(C13.925) Performing a (C3.6) quick reverse (by one or both ships) will cause the ships to become undocked (C13.948).

(C13.926) If neither is moving, the combined ships may each make one tactical maneuver (C5.0); a maneuver by one ship turns both of them. If both ships want to make a tactical maneuver on the same impulse, resolve it as follows:

If both want to turn the same direction, turn 60° (not 120°) in that direction.

If they want to turn opposite directions, the maneuvers cancel each other and the ships do not turn.

Friendly ships cannot make tactical maneuvers within 1/4-turn of each other.

(C13.93) RELEASE: The ship maintaining the tractor beam controls whether or not the ships dock or remain docked. Releasing the tractor beam will cause the ships to undock. If both ships are maintaining tractor beams, either one can insist on docking and the ships can undock only if both agree or release the tractors (or some other condition releases the docking). Note that if other conditions prohibit docking, such insistence would be meaningless. Any units in the process of transferring at the time of undocking return to their original ship. Cargo is handled by (G25.235).

(C13.94) TREATMENT OF DOCKED SHIPS: Two docked ships are not treated as a single entity. Each is fired at and damaged separately; exception: (C13.943).

(C13.941) The docked ships block each other's firing arcs [as in (C13.724)] through the shields corresponding to the docking station (C13.915), but fire at these ships is not blocked. They are treated as separate targets. Each can maintain or drop its own shields; the shields of one do not enclose or combine with the other. [Ships in a Tholian pinwheel do combine their shields; see (C14.24) for details.]

A scout docked to another ship may still use its special sensors (G24.0), but they will be blinded (G24.13) by weapons of the ship to which they are docked, just as if the weapons were the scout's own. Ships (but not shuttles) which are docked may still continue to lend EW (including a carrier lending to its fighters).

(C13.942) If one is destroyed, the other can attempt to escape by (D21.0), acting as a ship docked to a base. If it fails to escape, it is automatically destroyed and added to the explosion. If it succeeds, crew units from the doomed unit can transfer at the time of escape as defined in (D21.46). This rule can be used if the other ship self-destructs (D5.0).

(C13.943) If seeking weapons are targeted on one of the ships (before or after the docking takes place), then when the ships separate each weapon will randomly select one ship as a target. If the ships are still docked, the seeking weapons hit both of them with the full effect of its warhead on both ships.

This effect (full weapons effect on both ships) does not apply to PFs docked to mech links (K2.41) [or to a PFT's internal repair bay (K2.62)], ships docked to bases or FRDs, or units docked inside other units; see (F2.335).

(C13.944) For explosions, WW collateral damage, same-hex combat, etc. determine the facing shield for either ship and use the corresponding shield (based on docking attitude) for the other. For purposes of setting off mines, roll for the larger of the two ships and apply the results to both. This procedure is also used for ESG fields (G23.52), which interact with the two ships individually and simultaneously, exactly as would be done if the ships were not docked but simply in the same hex.

(C13.945) Docked ships capable of separating sections (G12.87) can do so. However, the docking station in use (C13.915) will determine which section remains and which leaves. See (G12.0).

(C13.946) The combination could be put in stasis (G16.0) (at a cost of one field) or displaced (G18.0) (as a unit), but individual members cannot.

(C13.947) Once the ships are docked (i.e. physically touching), the restrictions of (G7.9) no longer apply (in so far as the tractor link between them). The tractor energy is contained at the docking stations. Thus, either ship could launch a wild weasel, (J3.0), and a wild weasel launched by either ship would protect both. Either ship could void the weasel by taking a proscribed action. In the event that a WW launch is followed by undocking, a voiding action by either ship would result in all weapons accepting that ship. If both ships voided the weasel simultaneously, roll for each weapon as per (C13.943).

(C13.948) If either ship performs a "high warp maneuver" (HET, quick reverse, breakdown, tumbling), the ships become undocked immediately. See (C13.911) and (C13.924).

(C13.949) The operation of a cloaking device by docked ships is as follows. See (K1.253) for PFs. See (G13.46) when trying to dock with a cloaked unit. See (G13.431) for the effect of the tractor beam.

(C13.9491) If both ships have cloaking devices and both operate them, both ships are considered cloaked when both have phased out and until one begins phasing back in. If either ship voids or deactivates its cloaking device, both cloaks are voided (G13.4); however, per (G13.401), the range penalty (G13.302) and damage adjustment (G13.303) might still apply to either or both ships.

(C13.9492) If one ship operates a cloaking device, there will be no effect unless that ship expends an amount of energy equal to the combined cloaking costs of both ships. In that case, the cloak is effective for both ships and both ships will fade out (or fade in) simultaneously. If one ship does not have an established cloaking cost, use the size-based cost given in Annex #7H. If either ship makes a voiding action, the cloak is voided (G13.4) for both. PFs and their PFTs are governed by (K2.46) and not by this rule.

(C13.9493) If one ship is covering both with its cloak, and the two ships undock, the ship without a cloaking device begins fade-in immediately. The ship with the device can be locked onto during the separation impulse (G13.33).

(C13.9494) Ships may shift between using the procedures of (C13.9491) and (C13.9492) at any time, leading to situations where one ship is no longer covering the other under (C13.9492), while both ships are activating or deactivating their individual cloaking devices. To determine the level of "fade out" for each ship (G13.14), use the greatest degree of "fade-out" available for that individual ship from using either (C13.9491) or (C13.9492). This creates a partial exception to (G13.113) in that the activation or deactivation of a cloaking device by one ship does not affect the ability of the other ship to do so.

(C13.95) CONDITIONS (FRIENDLY SHIPS): If two friendly ships are docked (to each other, not to a base), the following conditions apply:
(C13.951) Each ship can transfer to the other a maximum of 16 crew units per turn (one every second impulse in the Marine Activity Stage 6B7) starting 8 impulses after docking is achieved. If units are transferred into a combat area (and used in combat on that turn), the rate is half above. If using (D16.0), this would apply only if the section containing the docking station were a combat area.
(C13.952) After remaining docked for three complete turns, one ship can transfer power to the other (B3.1). The limit on power transferred each turn is the Damage Control rating of the giving ship. This is done during the Energy Allocation Phase; the ships must be docked at the start of a turn for the transfer to take place. This power, regardless of its source, is not treated as warp power. Transferred power cannot be used to arm or fire weapons (anything listed in Annex #7D) or for any form of movement. See (C13.956).
(C13.953) Cargo can be transferred (with the consent of both ships) at the rate specified in (G25.23).
(C13.954) Miscellaneous small objects (e.g. dilithium crystals, rock samples, etc.) can be transferred (with the consent of both ships) with a crew unit, by a special scenario rule, or as cargo (G25.23).
(C13.955) Transporters will function between the ships even if their shields are still up and fire control is inactive; see (C13.474).
(C13.956) Power cannot be transferred to or from PFs. Two PFs docked to each other can transfer crews and small objects (e.g. crystals recovered in some scenarios), but they cannot transfer power or weapons.
(C13.957) Ships docked to repair freighters or tugs can receive a limited number of repair points; see (G17.0).

(C13.96) CONDITIONS (UNFRIENDLY SHIPS): If two unfriendly ships are docked (to each other, not to base), the following conditions apply:
(C13.961) Each ship can transfer crew units as in (C13.951).
(C13.9611) Crew units cannot be transferred until a "bridgehead" has been created on the other ship (unless the arriving units surrender immediately).
(C13.9612) To establish a "bridgehead," each ship assigns up to 10 boarding parties during the Boarding Party Combat Step of the Final Activity Phase. These cannot include units used as guards or involved in other actions on that turn. The two forces then fight (D7.4); the force that scored more casualties may advance into the enemy ship and become the "bridgehead." Either force may declare that it is defending (in which case it cannot advance even if it scores more casualties); such a force is doubled in offensive capability. If both defend, there is no combat. A more detailed system is given in (D16.6).
(C13.9613) Cargo is transferred by (G25.23).
(C13.962) Nothing else can be transferred between the ships unless one of them is captured; at which point it is considered under (C13.95).
(C13.963) If using the (D16.0) Boarding Party rules in Module M, the docking station selected in (C13.915) determines which "area" of one ship is connected to which "area" of the other. [The early draft of (D16.0) in Update #2 and Nexus #10 did not provide this feature.] Then resolve the situation within the boarding party rules. See (G12.87) in the case of ships with separable sections.
(C13.964) Docked ships cannot fire direct-fire or seeking weapons at each other. They could continue to guide seeking weapons [but not to the unit they are docked to (D1.56)]. An ESG released by one ship would not affect the other. They do block each other's fire to some extent; see (C13.941).
(C13.965) Hit-and-run raids cannot be conducted through the docking ports, but must be performed by transporter. Transporters will not function between unfriendly ships unless facing shields are down.

(C13.97) MULTI-SHIP DOCKING: The above rules are designed for the docking of two ships. If three or more ships are docked together, the combination is treated as above but it cannot move (or make tactical maneuvers). Ships cannot transfer power to a ship they are not, themselves, docked to.
There are several exceptions: bases (C13.916), FRDs, PFTs, and Tholian Pinwheel (C14.0).

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(C14.0) THE THOLIAN PINWHEEL *(Advanced Rule)*

In Y167, Wing Commander Secthane of the Tholian 3rd Patrol Squadron was surprised on border patrol by a Klingon squadron. Unable to outrun the more powerful Klingon force, Secthane formed his three ships into a "pinwheel," docking them stern-to-stern-to-stern with their weapons facing outward. Secthane did not survive the battle, but his log buoy revealed that the pinwheel was a standard Tholian tactic. It is available to the Tholians in all time periods.

(C14.1) OPERATION OF A PINWHEEL

The three ships are mated stern-to-stern-to-stern and function in all ways as a single ship. Special SSDs are provided for some common configurations.

(C14.11) COMBINED UNIT: Energy is produced and allocated (B3.1) collectively.

(C14.12) WARP MOVEMENT: The pinwheel cannot move by warp power. Warp power cannot be used for any movement-related function (warp-tac, EM, HET, etc.).

(C14.13) IMPULSE MOVEMENT: The pinwheel can move by impulse power (one point of power moves it one hex, the maximum speed). A pinwheel cannot rotate (C14.131) while it is moving.
(C14.131) If the pinwheel does not move, but does allocate one unit of impulse power to maneuvering, it can be set to rotate as a base; see (C3.7). The only rotation rate a pinwheel can use is three (hex sides per turn). Rotation requires one point of impulse power each turn, and the pinwheel rotates for that entire turn. The rotation stops if rotation energy is not allocated. Reserve impulse power cannot be used for rotation.
(C14.132) A pinwheel cannot use EM (C10.24).
(C14.133) A pinwheel can use a sublight tactical maneuver (C5.1) if it is not rotating.
(C14.134) The one point of impulse power used for moving (C14.13), rotating (C14.131), or for a sublight TAC (C14.133) counts against the impulse limit (C2.111) and effectively limits the pinwheel to choosing only one of these options in each turn. Per (C2.111) the pinwheel can stabilize its orbit (P8.432) without that energy counting against this limit.

(C14.14) DISENGAGEMENT: A pinwheel cannot disengage by any method including sublight evasion (unless it is separated).

(C14.15) RESET TO ZERO: Forming a pinwheel stops any positron flywheel (C9.233) and resets all turn modes (C3.45) and side-slip (C4.36) modes to zero. The ships are at speed zero (C2.233).

(C14.16) CRITICAL HITS: If a critical hit (D8.0) is scored on the pinwheel, it affects only one of the three ships. Roll a die after arbitrarily designating one ship 1-2, another 3-4, and the third 5-6.

(C14.17) POSITIONAL STABILIZERS: Pinwheels do not have positional stabilizers (G29.0).

(C14.18) TOWING COST: The towing cost of a pinwheel is equal to the sum of the movement and towing costs of its elements.

(C14.2) FORMING A PINWHEEL

(C14.20) PROCEDURE: To form a pinwheel, three eligible units move into the same hex and end their movement on turn N. On turn N+1, they do not move, but change their facing (within the rules, e.g. by a tactical maneuver) so that they are facing in directions A-C-E or B-D-F (each ship facing a different direction) without leaving the hex. At the start of turn N+2 [if power is allocated as per (C14.23)], the pinwheel is formed and fully operational.
(C14.201) The formation of a pinwheel (or its separation) is conducted and announced in the Pinwheel Step of the Energy Allocation Phase.
(C14.202) Two types of pinwheels are possible, those formed from non-PF ships (C14.21) and those formed from PFs (C14.22). In either case, three ships are required. Ships and PFs cannot be mixed in the same pinwheel.

(C14.21) SHIP PINWHEELS: Ships form pinwheels (PWs) based on their hull types. A ship (non-PF) pinwheel is size class 2 for purposes of life support (B3.3), shield cost (D3.32), etc. Categories of hulls for purposes of pinwheels are listed in the rules below and will be updated in the ship descriptions. Ships from different categories cannot be in the same PW (e.g. PC, CW, CoM).
(C14.211) PC: Any PC-hull ship can be used in a PC-pinwheel; see the complex list in Annex #7R. PCs in PWs could have cargo packs, but CPCs could not have pods.
First generation X-versions of the above listed ships can be incorporated into a PC-pinwheel.
Neo-Tholian command modules can only dock with each other; see (C14.214).
(C14.212) CW: Three CWs (including any variants listed in Annex #7R) can form a pinwheel. Ships in CW-PWs could have cargo (or other) packs, but LTTs could not have pods.
(C14.213) INELIGIBLE: Some units are not eligible to be part of a pinwheel. These are listed in Annex #7R; examples include the dreadnought, web tender, and cruiser and their variants.
(C14.214) CoM: Neo-Tholian command modules could pinwheel (using the web caster as a web generator), but this is extremely unlikely to happen.

(C14.22) PF PINWHEELS: Arachnid PFs can also form pinwheels, but only if at least one is web-equipped (C14.231), and then only with other PFs.
(C14.221) A PF pinwheel is considered to be size class 4.
(C14.222) The PF-PW requires one point of power (from the ship with the web generator) to hold the PF pinwheel together (C14.23).
(C14.223) The PF-PW does not require life support and uses the PF shield reinforcement rules.
(C14.224) PFs in pinwheels can have warp booster packs (K1.6); if any PF in a PW does, all are treated (for damage purposes) as if they do.

(C14.23) HOLDING: The pinwheel is held together by the web systems. (Tractor beams are not an acceptable substitute.)
(C14.231) At least one ship in each pinwheel must have at least one working web generator. The specific generator performing the task is designated in the Energy Allocation Phase. The designation is not announced unless a designated generator is destroyed.
(C14.232) Up to three generators (one per ship) can be designated (C14.231). The power requirement (C14.233) is not increased, but each ship must power its own web generator. This might be done to avoid involuntary undocking (C14.32) due to the loss of a single generator.
(C14.233) The ships of a non–PF pinwheel must allocate three units of power per turn and have at least one working (undestroyed) web box (C14.231) in order to remain together. One point of power must come from the ship with the web generator that is holding the pinwheel together; the other two points can come from any ship. PF pinwheels (C14.33) pay less energy.
(C14.234) If the energy is not allocated, the pinwheel undocks (C14.31). This is announced in the Pinwheel Step of the Energy Allocation Phase, before other players have completed their Energy Allocation Forms.

(C14.24) SHIELDS: The shield facing each direction (A, B, C, etc.) is formed by combining the shield from each of the component ships that faces in that direction.
EXAMPLE: The ships are facing in directions B, D, and F. The shields of the pinwheel are as follows:

SHIELD	SHIP #1	SHIP #2	SHIP #3
A	#6	#4	#2
B	#1	#5	#3
C	#2	#6	#4
D	#3	#1	#5
E	#4	#2	#6
F	#5	#3	#1

Damage to shields when a pinwheel is formed or separated is resolved along these lines. The Tholian player distributes the damage to the three ship-shields that make up a pinwheel-shield at his option.

Prior damage to those shields of course reduces the strength of the combined shield.

It has never been adequately explained how they accomplish this as shields cannot otherwise be shifted or combined.

(C14.25) WARP ENGINES: The warp engines of one of the three ships are arbitrarily designated "left," another "right," and the third "center" by the Tholian player. These designations cannot be changed as long as the pinwheel remains intact. This designation must be announced immediately upon docking.

(C14.26) TRACKS: When a pinwheel is formed:
(C14.261) The Excess Damage boxes of all three ships are combined. When the pinwheel separates, these hits are distributed among the three ships as evenly as possible by the Tholian player.
(C14.262) The Damage Control Rating of the pinwheel is the sum of the highest undestroyed damage control box on each of the component ships. The Tholian player scores any Damage Control hits on the ships of the pinwheel at his option (within the normal rules). When the pinwheel separates, each ship retains its own track with any damage suffered.
(C14.263) Only one Sensor and one Scanner track operates (owning player's choice); the owning player can switch from one ship's track to another during the Energy Allocation Phase of each turn.

(C14.27) SHIPS WHICH CANNOT FORM PWs: A ship cannot be incorporated into a pinwheel if it is in stasis (G16.0), held by a tractor beam (G7.4), on erratic maneuvering (C10.24), or cloaked (G13.0).

Ships that have landed on a planet cannot form a pinwheel; see (C14.46).

Ships listed in (C14.213) cannot be in PWs.

(C14.28) PRIOR INVOLVEMENT
(C14.281) Any seeking weapons targeted on a ship incorporated into a pinwheel accept the pinwheel as their target.
(C14.282) If any element of the pinwheel was held in a tractor beam or PPD wavelock when the pinwheel is formed, the entire pinwheel is held in that tractor or wavelock. See (C14.37).

(C14.29) BLOCKED ARCS: The LR and RR firing arcs are blocked on all ships, but other firing arcs operate normally. (Note that this includes the LR and RR portion of larger arcs, such as RX, LS, RS, 360°, etc., but does *not* include the hex rows forming the boundary between the LR and L and between the RR and R arcs.) Snares (E13.0) cannot be used except as web generators to hold the pinwheel.

(C14.3) SEPARATING A PINWHEEL

(C14.31) SEPARATION: The pinwheel can be voluntarily separated into three separate ships at the beginning of any turn, during the Pinwheel Step of the Energy Allocation Phase. At this point, the pinwheel counter (if used) is replaced with the ships, which are placed facing in the respective positions (A-C-E or B-D-F).

(C14.32) LOSS OF WEB BOXES: If all web boxes designated as holding the PW together (C14.232) are destroyed or become nonfunctional (by any means), the pinwheel is considered involuntarily separated at the end of the turn (in the Undocking Step) when the last designated (C14.231) web generator was destroyed. This occurs even if other, non-designated, web generators remain available, although that would allow the ships to re-dock as per (C14.20) at a later time. (There would be a minimum of one turn in which they were not treated as a pinwheel.) The enemy player cannot directly force a pinwheel to separate. Another form of involuntary separation is found in (D22.57).

(C14.33) MODES ZERO: All three ships function normally immediately after separation. They are at speed zero for purposes of acceleration and can begin moving on the next turn (or they could begin re-docking). The ships have not accumulated any movement toward the satisfaction of turn or sideslip modes.

(C14.34) CREW UNITS: Any crew unit, deck crew, or boarding party casualties scored on the pinwheel are distributed by the Tholian player to any of the ships of the pinwheel at his option. Consequently, each component ship maintains its own separate listing of crew units, etc., during the time they are docked. Crew units can be transferred; see (C14.42).

(C14.35) ESCAPE: Component ships cannot escape (D21.4) from a destroyed pinwheel. Shuttlecraft, crews, and PFs (those attached to PC-pinwheel ships, not those forming a PF-pinwheel) on those ships can escape by the normal rules.

(C14.36) SEEKING WEAPONS: If seeking weapons are targeted on the pinwheel when the ships separate, each seeking weapon will randomly select one ship as a target; use the procedure in (C14.16).

(C14.37) TRACTOR BEAMS: If the pinwheel is held in a tractor beam (or PPD wave-lock) and then separates, only one of the component ships (determine randomly) remains held by the beam (or wave-lock). Use the procedure in (C14.16) to randomly determine which ship is held in the beam/wave.

(C14.4) EFFECT OF A PINWHEEL

(C14.41) INDIVISIBILITY: Individual elements of a pinwheel cannot be placed in stasis (G16.0), displaced (G18.0), tractored (G7.4), cloaked (G13.0), or surrounded by a hellbore/enveloping plasma torpedo. In each case, however, the entire pinwheel can be (as if it was a single unit).

(C14.42) TRANSFERS of crew, cargo, or power between ships of a pinwheel are conducted as if the ships were docked (C13.95).

(C14.43) SCOUTS: If one component ship is equipped with scout (special sensor) channels, the fire of other component ships will blind these channels (G24.13).

(C14.44) DOCKING: A ship (not a component of the pinwheel) docked to one component ship of a pinwheel is presumed to be docked to the #1 shield docking station of that ship (C13.915) and connected by a passage [if using (D16.0)] to the forward area of that component ship. Firing arcs are blocked on the pinwheel and the other ship; see (C13.941).

(C14.45) WEB: Pinwheels cannot lay web (G10.21), but can reinforce web in the same or an adjacent hex. A pinwheel can serve as an anchor (G10.13) if another ship lays web to the pinwheel or if the pinwheel is formed in a web hex. The web used to hold the pinwheel together does not count as web for purposes of an interaction between two webs, e.g. (G10.124).

(C14.46) LANDING: Pinwheels cannot land (P2.4). Ships which are landed (on planets or large asteroids) cannot form pinwheels.

(C14.47) BOARDING: For purposes of boarding party combat, treat each ship of the pinwheel separately.
(C14.471) The pinwheel shields are combined (C14.24) so you cannot board one ship if that ship has one shield totally destroyed, assuming that at least one other component ship has a shield facing in that direction. If one of the combined shields is down, all of the ships in the pinwheel can be boarded (by transporter) through that shield.
(C14.472) As the ships can transfer boarding parties, they can assist in each other's defense.
(C14.473) Capturing the section (D16.0) with the designated web generator (C14.231) could force an involuntary separation if the enemy marines deactivated the generator.

END OF SECTION (C0.0) ADVANCED MISSIONS

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(D14.0) EMERGENCY DAMAGE REPAIR *(Commander's Level)*

A ship that has taken battle damage may attempt emergency repairs on that damage during the course of a scenario. This is known as Emergency Damage Repair or EDR. This is a different procedure from (D9.0) or (G17.0). Any system can be repaired by this method except as noted below.

(D14.1) PROCEDURE

The EDR procedure involves marking off a number on the ship's damage control track and allocating power to the ship's labs. The number marked off on the damage control track serves two functions: it determines the maximum number of system boxes which may be repaired by EDR during the current turn (D14.24) and it sets the probability of success for each attempt (D14.13). The number of labs which have had energy allocated to them, and which have the survived the turn with their allocated power, will determine how many EDR attempts will be made (D14.13).

(D14.11) DAMAGE CONTROL: During the Energy Allocation Phase at the start of a turn, mark one box (owner's choice but not a "0" box) on the Damage Control Rating Track (on the SSD) as destroyed.
(D14.111) The use of EDR might reduce the damage control rating of the ship (if the box marked out was the highest and was the only one remaining with that rating). If the ship had two or more boxes with the same highest rating, the ship could afford to sacrifice one for EDR. This is a hidden advantage in some ships (or disadvantage in others) that experienced players take note of.
(D14.112) Repairs on shields during combat under (D9.2) are based on the rating at the start of the turn, before this reduction takes place. Repair points gained for this function are calculated before EDR.

EXAMPLE: If a "4" on the damage control track were marked out, a player could attempt to repair up to 4 systems during the current turn.

(D14.12) ENERGY REQUIRED: Allocate three units of power to any or all of the ship's lab boxes (three to each). The systems on which repairs will be attempted must be specified (secretly, in writing) when the energy is allocated.

(D14.13) DIE ROLL: At the end of the turn, during the Final Activity Phase, roll one die for each lab box that had three units of energy allocated to it and was not destroyed during the turn. If any one die roll is less than or equal to the damage control rating of the box marked out, one system box can be repaired. The die rolls (one per powered lab) can be made on the same or different systems. Note the limit in (D14.24). These die rolls are made publicly; the system on which repairs are being attempted is declared before each die roll. The written records from (D14.12) are revealed before any die rolls. Exception (D17.6) Secret Damage.

EXAMPLE: The Federation CA with eight labs and a damage control rating of four could make eight attempts (assuming all labs were allocated power) but against only four systems, and these attempts must be divided among the systems during energy allocation.

(D14.2) CONDITIONS AND RESTRICTIONS

(D14.21) MAX 5 RATING: For purposes of this rule only, a damage control rating greater than "5" is considered to be "5." If using (D14.31), marking off 6 or more points is still considered to be a "5" for this purpose. (This applies to the die roll; a number of repairs equal to the damage control rating marked out can be attempted.)

(D14.22) CONTENTS: EDR can repair a system but cannot replace the lost contents.

EDR can repair a cargo box but cannot replace the cargo in it.

EDR can repair a drone or plasma rack, but the rack is empty when repaired. (It could be reloaded from storage.)

EDR can repair a plasma torpedo launcher, but the repaired launcher will not have a PPT.

EDR can repair a shuttle box, but there will be no shuttle in it. (One could be removed from storage in some campaigns.)

EDR can repair a weapon, but the weapon will not be armed.

(D14.23) PROHIBITED REPAIRS: EDR cannot be used to repair a box on the damage control track, excess damage, PA panels, or shields. See also (D14.33) and (D14.34).

(D14.24) MAXIMUM REPAIR: EDR cannot be used to repair more boxes than the number marked out on the damage control track [or the amount of the reduction in (D14.31)], although more attempts could be made. The unused capacity of the marked off box on the damage control track may not be saved for later turns. For example, if the number "4" on the damage control track is marked off for EDR in a given turn and attempts are made to repair only three system boxes, the opportunity to make an attempt to repair the fourth system box cannot be retained for a later turn and is lost. Bases and battleships are treated somewhat differently; see (D14.31).

(D14.25) LEGENDARY OFFICER: A legendary science officer (G22.32) or legendary engineer (G22.44) counts as three lab boxes for EDR, but needs no power.
(D14.251) A legendary weapons officer can be used for EDR (as an engineer), but can only repair weapons (G22.76); see Annex #7D.
(D14.252) Legendary doctors, navigators, marines, and ground forces officers cannot be used for EDR. Only engineers and science officers [and captains acting in that capacity (G22.23) and weapons officers within their limits] can be used in this way.
(D14.253) EDR conducted by legendary officers does require the marking of a damage control box.
(D14.254) EDR conducted by legendary officers is within the limits of (D14.24).

(D14.26) REPAIR SYSTEM INTERACTION: EDR and continuous damage repair, or CDR (D9.75), cannot be used on the same turn, even on different SSD boxes. EDR and general repairs (G17.13) cannot be used on the same turn, even on different SSD boxes.

(D14.27) UNDAMAGED SYSTEMS: EDR cannot be allocated to a box which has not been damaged even if it is anticipated that the box will be damaged in the current turn.

(D14.28) RESERVE POWER cannot be used for EDR. The repair system requires a certain amount of planning and must be assigned during energy allocation.

(D14.29) CREW QUALITY: See (G21.132) for poor crews and (G21.232) for outstanding crews.

(D14.3) OTHER UNITS USING EMERGENCY DAMAGE REPAIR

(D14.31) BASES: Bases and FRDs, being special types of ships, may use this rule as ships. These units may, if desired, reduce an undestroyed box on their damage control track by six (or less) rather than mark it out entirely.
(D14.311) The reduction used equals the chance of success, as limited by (D14.21). A given box could be reduced (and used for EDR) several times. For example, a "12" on a starbase could be used twice for full EDR, or it could be reduced by 3 on turn 1, by 5 on turn 2, by 3 on turn 3, and so forth.
(D14.312) Battleships (such as the Klingon B10 and others that may appear in future products) and other ships with damage control boxes greater than 6 may use this procedure, but can only reduce a box by 6 (or by whatever is left in that box).

(D14.32) PFs: PFs (including interceptors) can use EDR (once per scenario) but do not mark off a box on the damage control track. They may use their "bridge" box as a lab by (G4.3). Note that while PFs do not have the senior engineers that starships do, any PF crew that completes more than one mission can be assumed to include some resourceful individuals and a couple of sets of repair manuals. Green PF crews (K1.32) cannot use EDR; ace PF crews can use it twice.

(D14.33) PFTs cannot use EDR on their PFs (or interceptors).

(D14.34) SHUTTLES: Shuttles (including fighters), web anchor buoys, and cloaked deocys may not use EDR, and it cannot be used on such units by the ship carrying them.

(D14.35) SHIPS WITHOUT LABS can use one of their control boxes (G4.33) for EDR.

(D14.4) TACTICAL NOTES ON E.D.R.

Some experienced players use EDR as a last resort after (D9.7) repairs are exhausted. Other experienced players use EDR before (D9.7) on the theory that late in the game, after taking several hard blows, the ship may not have the power or labs to spare for EDR.

A damaged Federation CA which pulls out of range and expends 24 points of power for EDR for a few turns can return to the battle with every weapon and power system repaired. This is a hidden Federation advantage (at least on pre-War ships); their labs are not just free hits but emergency repair systems.

Remember that you do not have to mark out the highest box on the track. Marking out a lower box gives you fewer repairs, but you are almost guaranteed to make them. The aforementioned Federation CA could burn all of its damage control boxes except one 4 and manage to repair a total of 10 systems. After this, four more systems can be repaired with continuous damage repair (D9.7). And you wondered why that rather unimpressive ship has such an impressive record?

(D15.0) GROUND COMBAT

This is a brief summary of the (D15.0) rules found in Module M (Star Fleet Marines). This summary can be used in some of the scenarios which require ground combat. These rules are not complete or comprehensive; complete rules will be found in Module M. One key point of this system is that ships cannot fire from orbit in support of the ground forces. Such fire is not accurate enough for this use.

(D15.1) GROUND COMBAT LOCATIONS

Unless specified otherwise in the scenario, there are six "ground combat locations" (GCLs) on the planet, one facing each hex side. All ground units or shuttles on a planet must be at a GCL.

(D15.11) CONTROL STATIONS: Each GCL has three control stations. These stations can never be destroyed; they can be captured. A player may surrender control of a control station to satisfy a requirement that he lose two casualty points. So long as the player controlling one or more control stations has other units available to use for losses, he need never surrender the control stations. Control stations have no offensive potential. A player must have at least one infantry unit present for each control station he controls.

Hit-and-run raids can be conducted against a control station. While the station cannot be destroyed by hit-and-run raids, such raids could be used to kidnap an individual from it or to steal some item. If the station is occupied by a combat infantry unit, it is considered to be guarded.

(D15.12) DEFENSIVE SYSTEMS: Each GCL has six ground defensive systems (GDSs) unless otherwise specified by the scenario. At the start of the scenario, each GDS is controlled by the defending player. GDSs count as two offensive points for offensive purposes and can be destroyed by two casualty points. GDSs can be destroyed (in this manner), but cannot be captured or repaired. They cannot be built during a scenario.

Each control station has control over two or three of the GDSs. If that control station is surrendered, the GDSs (assuming that they still exist) controlled by that station are also surrendered. (The GDSs cannot be surrendered unless the control station is surrendered.) In this case, the GDSs would not fulfill loss requirements. A control station cannot be captured by specific casualty allocation unless its GDSs have been destroyed. GDSs do not need crews; they are controlled by the control station. In the case of a previously unoccupied planet, there are no GDS systems.

(D15.2) OPERATIONS

Each GCL is resolved under (D7.0) as "a ship" on which boarding actions are taking place. Combat at a ground combat location is resolved according to (D7.4).

(D15.8) ADDITIONAL MARINE COMBAT UNITS

(D15.81) HEAVY WEAPONS SQUAD: Not used in Advanced Missions. Replace with regular boarding party.

(D15.82) GROUND COMBAT VEHICLE (GCV): Not used in Advanced Missions.

(D15.83) THE MILITIA: Crew units and other personnel not normally assigned to combat duty can be pressed into service in an emergency. A ship needing extra troops to take over a ground installation (or a ground installation under attack) could "draft" its surplus crewmen for this purpose.

(D15.831) Crew units can be converted into militia squads; each crew unit becomes one militia squad when converted. A number of crew units equal to a minimum of 50% (round fractions up) of the original crew (including boarding parties and deck crews) must remain as crew units; others are eligible for transfer to militia. A given ship or GCL can convert one crew unit per turn into a militia squad. Ships and ground combat locations cannot begin converting crew units to militia squads until enemy units have boarded the ship or landed at a GCL. Exception: At WS–III a ship can convert 5% (round fractions of 0.49- down, 0.50+ up) of the original non-marine crew units to militia before the scenario begins. See also exceptions in (D16.134) and (D16.46).

EXAMPLE: A Klingon F5 has 22 crew units of which 4 represent the 8 boarding parties. One crew unit was killed earlier by 10 points of internal damage. As 11 crew units must remain as crew units, 6 crew units could produce 6 militia squads to reinforce the 8 boarding parties.

(D15.832) Each militia squad has one offensive point and absorbs one casualty point. (While a militia squad is twice as large as a marine boarding party, it is far less effective in combat. Note that, in an earlier edition of this rule, the militia was able to absorb more casualty points. This was changed because the effect was to make militia more effective as shock troops than the regular marines.)

(D15.833) A militia squad is twice as large as a boarding party (and consequently takes twice the effort to transport). Militia squads can never be transported (by shuttle or transporter) into a combat situation. Militia squads are carried on a single shuttle at non-combat rates but can leave a combat area in a shuttle at the combat rate. Militia squads cannot be divided in half for transportation purposes.

(D15.84) COMMANDOES: Not used in Advanced Missions. Replace with regular boarding party.

(D15.85) CIVILIANS: Not used in Advanced Missions.

NOTE: Rules (D15.0) Ground Combat and (D16.0) Advanced Boarding Party Combat are in SFB Captain's Module M (Marines). Rule (D17.0) is the next rule in Advanced Missions.

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(D17.0) TACTICAL INTELLIGENCE *(Commander's Level—Optional)*

In many combat situations, captains had to engage an enemy force with little or no information as to what specific types of ships they were fighting before they were actually engaged. This system explains how you go about identifying enemy ships that you are engaging.

It must be noted that enemy actions may reveal information before the tactical intelligence system will. If a Klingon D-hull fires plasma torpedoes, it is probably a Romulan KR. If a Federation CA is operating under the Patrol Scenario rules (S8.0), it is probably not a CVS carrier, as a carrier must have its escorts when under the Patrol Scenario rules.

(D17.1) DEFINITIONS AND OBSERVERS

These definitions apply only within the tactical intelligence rules unless specified otherwise in the rules.

(D17.11) LEVEL OF INFORMATION: A specific amount of information is obtained under this rule and designated by a letter in (D17.4) below. "A" is the lowest level of information (the least known), "B" is next, and so on. The information at a given level includes all the information available at the earlier levels. The terms "information level" and "level of information" are interchangeable.

(D17.12) SHIP: Any size class 4 or larger vessel or base. See the chart in (D17.3). PFs, while normally ships, are treated as a separate category under (D17.0).
(D17.121) A "scout" is any size class 4 or larger vessel that has an operable (i.e. unblinded and undestroyed) special sensor channel (G24.0) powered and assigned to gather tactical intelligence (G24.29).
(D17.122) A scout-PF (K1.75) counts as a SWAC (J9.0) if it has a powered channel operating for intelligence gathering (G24.29). A scout-interceptor has no special Tac Intel capability and (like all interceptors) is treated as a PF.
(D17.123) Small and medium ground bases [size 5 units, see (P2.76) and (R1.28)] count as PFs for this purpose. Size class 4 and larger bases on a planetary surface are treated as ships.
(D17.124) A "non-standard modification" is a player-defined feature installed under the ship modification rules to be presented in a future product. See (S3.3) and (D17.4) Levels J and K.
(D17.125) Naval auxiliaries (R0.6) obtain information using the MRS column. Freighters (R0.6) obtain information using the PF column.

(D17.13) A MANNED SHUTTLE, for purposes of (D17.3), is any shuttle actually manned by a pilot or crew (not a robot MSS, suicide, seeking, or SP). Shuttles can detect the presence of a non-standard modification but cannot identify it.
(D17.131) Manned SWACS (J9.0) and MRS shuttles (J8.0) are considered on a separate column on the chart in (D17.3). These units can detect but not identify a non-standard modification
(D17.132) EW fighters (R1.F7) use the PF column.

(D17.14) PROBE DRONE: A probe drone (FD6.0) can gather information beginning 1/4-turn after it is launched. It is set on a specific course and reports each level of information gained as it moves closer to the units under observation.
(D17.141) A probe drone can only report information on units in its FA firing arc. Probe drones can detect the presence of a non-standard modification but cannot identify it.
(D17.142) Defense satellites (R1.15) gather information as probe drones but have no FA arc restriction.

(D17.15) PROBES can be used to gain information. See (G5.0) for rules regarding the employment of probes.
(D17.151) When fired, a probe is presumed to move (immediately, as a direct-fire weapon) to a hex within six hexes of the launching ship. The direct route from the ship to that hex must be clear of any obstacles, such as a planet (P2.321), black hole (P4.23), or web (G10.65). The probe then immediately gains information using the "Ship" column based on the range (and bearing) from the probe's hex to the target under observation.
(D17.152) A probe can only report on a single enemy unit and only functions for a single impulse; thereafter, it burns out and cannot be used again.
(D17.153) Probes can detect the presence of a non-standard modification but cannot identify it.
(D17.154) Probes can be used to explore areas which cannot be seen (such as behind a planet). In this case the probe is fired in a direct line as per (D17.151), but instead of reporting the data under (D17.152), it provides level C data on all units within 2 hexes (provided that a line of sight from the probe to those units is not blocked).

(D17.16) FACING THE OBSERVING UNIT refers to the physical position of the item on the hull. For direct-fire weapons and plasma torpedoes, this is fairly obvious (it is based on the firing arc; if the weapon can fire at the observing unit, the observing unit can observe it); for other items (drone racks and shuttle bays), this can generally be described as being observable from a 180° arc on that side (or the rear half, or the front half) of the ship.

Note that most Klingon ships have their drone racks in or near the shuttle bays and would be observed from the RA arc. (This is easily seen from the SSD or noted in ship descriptions. Generally speaking, only those drone racks that replace other weapons are not "bay mounted." The boom drone racks of the C8 are one obvious exception.)

Lyran shuttle bays are, generally, visible only from narrow angles astern. This is approximated by the rear-firing arc of Klingon FX phasers (D2.33).

(D17.17) HEAVY WEAPON (for purposes of tactical intelligence) refers to any of the following: photon torpedo, disruptor, fusion beam, hellbore, mauler, TR-beam, phaser-4, plasmatic pulsar device, web caster, web snare, expanding sphere generator, or plasma torpedo. If future products add a new "heavy weapon" to the game system, it will be noted as such in its own rule. See also Annex #7D. Stasis field generators have special conditions; see Levels F, G, and I.
(D17.171) Heavy weapons (above) in Orion or WYN optional weapon mounts are detected as heavy weapons. If another system is installed there, the mount is not identified at the heavy weapon levels but may, in various cases, be identified later or when used (e.g. phasers are detected at levels I and G).
(D17.172) Drone and plasma racks, phasers (except ph-4), and anti-drones are not treated as heavy weapons for purposes of tactical intelligence.
(D17.173) The range of a disruptor cannot be detected by tactical intelligence.

(D17.18) OBSERVING UNIT is the one trying to find out things about the enemy unit.
(D17.181) The "target unit" is the (presumably) enemy unit being investigated. Note that every unit on the board will simultaneously be a target and an observer.
(D17.182) Ships (including bases, interceptors, PFs), manned shuttles, probes, and probe drones can perform observation.
(D17.183) Mines, plasma torpedoes, and drones [other than probe drones (D17.14)] cannot perform observation.
(D17.184) Normally, all units on one side will have all information available to any of their units. Exceptions would be when sunspots (P11.1), ion storms (P14.3), or other terrain block inter-ship communications.

(D17.19) EXEMPTIONS: Nothing in these rules shall be considered or interpreted as having any bearing on the following:
(D17.191) SHIPS:
(D17.1911) Q-ships, which are covered by (R1.7B) and look exactly like freighters under these rules until revealed.
(D17.1912) Captured (but unmodified ships) are a special case. If used under (U3.432) to infiltrate the enemy fleet, the fact that it is manned by the enemy would not be detected until specified in that rule.
(D17.192) SEEKING WEAPONS:
(D17.1921) Pseudo-plasma torpedoes (FP6.0), which can only be identified by their effect (or lack thereof) on their target.
(D17.1922) The identification of seeking weapons (including their targets) is covered by (F1.4).
(D17.193) Pseudo-pods (G14.6), which are reported as pods under this rule.

(D17.194) The EW levels of all units are always known (D6.32), including EW from lending (G24.2115). This includes the source of all EW points. See also (G24.36). A player cannot "turn off" built-in EW or terrain-induced EW.
(D17.195) Monsters, which are covered by their respective scenarios.
(D17.196) In the case of X-ships, players use (D17.0) but report an X-ship as being of the basic hull class on which it is based. Its identity as an X-ship is discovered indirectly, such as the identification of extra weapons or the amount of warp power at various levels or of its name (specific identity).
(D17.197) Anti-drone systems are something of a special case. ADDs added to a ship as part of a refit are not revealed until they fire. Other ADDs, including those which replaced drone racks, are simply reported as drone racks and would not be known as otherwise until they fired. Type–G drone racks are drone racks, not ADDs.
(D17.198) The fact that a shuttle is an armed, rather than a fake, suicide, or scatter-pack shuttle is not revealed by tactical intelligence, but could be revealed by boarding parties (D7.604).
(D17.199) Mines (M0.0) do not gain tactical intelligence, and tactical intelligence cannot be gained about mines. Defense satellites gain tactical intelligence as probe drones (D17.14); tactical intelligence cannot be gained about defense satellites. Gaining data about mines (and defense satellites) is covered by (M7.5).

(D17.2) PROCEDURE FOR OBTAINING INFORMATION

The general concept is that, when a unit wishes to gain information about a specific enemy target, it uses the range to the target and chart (D17.3) to determine what level of information is available. Section (D17.4) then defines what information is included in that level.

(D17.21) PROCEDURE: The observing unit obtains a given level of information about a target by being at (or closer than) the listed *effective* range for that level of information listed on the chart in (D17.3). See (G16.403) for a unit in stasis.

EXAMPLE: A ship with scout channels assigned to Tac Intel (G24.29) 17 hexes from an enemy ship would have access to information levels A-H. It could not ask for information from level I, as gaining this information requires being at a range of 15 or fewer hexes. A ship without scout channels assigned to Tac Intel at a range of 17 would only receive information levels A-E; level F requires a range of 16 or fewer hexes.
(D17.211) For purposes of the chart in (D17.3), a crippled unit [see (S2.41) and (J1.33)] obtains information using the second column to the right of its normal column. If this shift takes the unit off the chart (e.g. a crippled shuttle), use the Probe Drone column.
(D17.212) An uncrippled unit with a sensor rating (D6.11) less than six uses the column to the right of its normal column. If this shift takes the unit off the chart, use the Probe Drone column.
(D17.213) A unit that is undermanned (G9.42) considers obtaining information to be a function requiring one crew unit.
(D17.214) A unit that is uncontrolled (G2.2) obtains information two columns to the right of its proper column. This penalty is not cumulative with the other penalties. If two penalties apply, use this one. If this shift takes the unit off the chart, use the Probe Drone column.
(D17.215) All of these effects are cumulative, but cannot shift the unit below the probe drone column.

EXAMPLE: A Federation cruiser gathers information under the second (ship) column. With damage reducing its sensor rating to five, it gathers information under the third (SWAC) column. Crippled by further damage, it gathers information under the 4th (PF) column.

(D17.22) RANGE: The range for calculating the current level of information is the effective direct-fire weapon range (D1.4) from the observing unit to the target unit.
(D17.221) CLOAKED TARGET: How cloaked targets are handled will depend on which cloak rules are in use.

(D17.2211) If not using the optional hidden cloak rule (G13.61), the presence of a cloaked ship would be detected (for purposes of weapon status, i.e. the ship would detect an enemy and could begin arming weapons) at level A, or a range of 47 true hexes (double 47 to 94, then add 5 to yield 99, within the 100 effective hex range for a normal ship), but the specific hex would not be known. The player of the cloaked ship must indicate a hex that is within the "specified radius" of the actual hex that the ship is in. The "specified radius" varies with the information level as follows: 4 hexes at level A, 3 hexes at level B, 2 hexes at level C, 1 hex at level D, and 0 hexes at level E. This procedure creates (in the opening stages of the battle) some of the effects of the hidden cloak rule (G13.61). See also (D17.55).
(D17.2212) If using the optional hidden cloak rule (G13.61) and the target is cloaked, the effective range is increased (G13.30), causing the amount of information learned to decrease. The ability to locate the cloaked ship is still governed by (G13.61). This may cause a few seeming anomalies (e.g. the ability to detect weapons on a ship when you don't know what hex it is in), but this is because of the electronic emissions from those systems (which is what you are detecting anyway). See also (D17.55).

(D17.222) CLOAKED OBSERVER: If the observing unit is cloaked, the effective range is the range that the target unit would use to gain information on the cloaked observing unit if there is no lock-on. This accounts for the limited observation capabilities of a cloaked ship. Cloaked ships launch probes under the same penalties as transporters; see (G13.42). Cloaked ships detect other cloaked ships just as non-cloaked ships do. See also (G13.56).
(D17.223) BLOCKED OBSERVATION: If the target unit is behind a planet, star, or other object that blocks observation and/or fire (as defined in the rules of such obstacles), information cannot be gained on that unit. See (P2.321), (P3.43), (P4.23), (P5.32), and (P12.1) for examples. See (C13.4823) for an internally docked unit.
(D17.224) ERRATIC MANEUVERS: If the observing unit is using EM (C10.0), increase the effective range for tactical intelligence purposes by 10 hexes. EM used by the target has no effect on tactical intelligence beyond the EW points generated, which apply in (D17.26). The fact that a unit is performing EM will be known at level A.
(D17.225) TERRAIN: Certain types of terrain restrict the ability to gain tactical intelligence information in addition to any EW effects.

(D17.2251) Asteroids (P3.33), rings (P2.223), atmosphere (P2.5), nebulae (P6.2), dust clouds (P13.4), sunspots (P11.3), pulsars (P5.355), and black holes (P4.24) have an EW effect which may cause a Tac Intel level shift (D17.26).
(D17.2252) Radiation zones (P15.6) and ion storms (P14.1) limit range to 25 hexes.
(D17.2253) When in a nova or supernova scenario (P12.0), tactical intelligence cannot obtain information in addition to levels A–D (i.e. levels E–M are not achievable by any means). When playing in a nova scenario, many of the tactical intelligence rules will not function.
(D17.2254) The WYN radiation zone (P7.21) may block a lock-on, and sensor damage may have an effect under (D17.212).
(D17.2255) Gravity waves (P9.0) and heat zones (P10.0) have no effect on Tac Intel.

(D17.226) SILENT RUNNING (D17.75) affects the range for purposes of tactical intelligence.
(D17.227) HIDDEN UNITS (D20.0) have no fire control (and hence no lock-on), so the effective range is much longer when they are observing. Tactical intelligence cannot be obtained on hidden units until they have been detected.
(D17.228) LABS: Each lab assigned to study a specific target (maximum two per target) decreases the effective range to that target by one hex. No power is required for this function, but the lab may not be used for any other purpose during the turn.

(D17.23) SEQUENCE: A level of information is available in any impulse, during the Lock-On Stage of the Impulse Activity Segment.

Note that it is permissible to ask for information on every impulse, but it will be more practical to simply wait until the target reaches the next range bracket, when more information will be available. Also note that some data (shield strength, web strength, shield or PA levels) is immediately detectable at standard battle ranges and must be announced immediately by the owning player as applicable.

In large games with many players and ships, the players might agree beforehand to only ask for tactical intelligence data on certain impulses (e.g. those divisible by four, dogfight resolution interphases, etc.). Alternatively, one player per fleet can be assigned as "science officer" to constantly update tactical intelligence data with his opposite number. This is often the job of the deputy force commander, who uses the position to advise the commander and each of the ship captains as to threats and opportunities.

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(D17.24) REQUIRED RESPONSE: Information about your units must be given whenever an enemy unit is close enough to obtain that specific information, and the player asks for it. The information must be true, but the player is not required to give information beyond that specified.

EXAMPLE: Level I reveals unrepaired damage to weapons facing the observer. If the observer does not ask for this information, it need not be revealed, although the other player must reveal shield data under (D17.713). However, the observer simply asks for "Level I information" or for "damaged weapons in view," he need not ask repeated questions covering each type of weapon or each specific weapon.

(D17.25) PROLONGED OBSERVATION: Continuous observation of an enemy unit at the same range will produce additional data.

(D17.251) After a specific target unit has been within one level of information range bracket of a specific observing unit for a cumulative period of three turns (96 impulses) during a continuous period of five turns (160 impulses), the observing unit receives the next level of information.

(D17.252) After a specific target unit has been within one level of information range bracket of a specific observing unit for a cumulative period of ten turns (320 impulses) during a continuous period of fifteen turns (480 impulses), the observing unit receives yet another level of information.

EXAMPLE: A ship is 30 hexes from a base, gaining level of information D. After three turns, the ship also receives level of information E. After seven more turns (ten total), the ship also receives level of information F.

(D17.253) No more than two additional levels of information can be gained by prolonged observation.

(D17.254) Only size-5 units and larger, plus MRS and SWAC shuttles, can perform prolonged observation.

(D17.255) The range data in (D17.251) and (D17.252) is, like all range data, continually updated. If you are no longer qualified to receive a certain level of data, any changes detectable at that level would not be detected.

(D17.26) EFFECT OF EW: For every ECM shift (D6.34) in the target unit's favor, the level of information is reduced one level. For every ECCM shift in the observing unit's favor (in this case do not ignore negative results, simply drop the negative and take the square root), increase the level of information one level. This procedure can be used to gain Level M.

Note that the effect of obscuring items (asteroids, atmosphere, etc.) is accounted for by the EW rules, as these items produce ECM points for the target unit.

(D17.27) ENCOUNTER SITUATIONS: The tactical intelligence rules could be used to create an "encounter" scenario. This would require a large map and a non-playing judge.

During early portions of the scenario, the units would be moved in secret. This could be done by using two maps with the judge walking back and forth between them, or it could be done on paper using photocopies of small-scale hex sheets. Whenever any enemy unit came within range for level A information of another unit, the target unit would be placed on the main map.

Obviously, if two war cruisers detected each other at a range of 100 hexes, both would be placed on the map. If a cruiser detected, at a range of 100 hexes, a PF which could not detect the cruiser until a range of 50 hexes, the PF would be placed on the map but the cruiser would not. This is not perfect, in that the PF would know (when the judge asked for the counter) that he had been detected, although not by whom or from where. Avoiding this problem would require a continuation of the two-map system.

For purposes of the scenario, ships would remain at weapon status I until they had detected an enemy unit, at which time they would be released from the restrictions and could begin arming weapons.

Such a scenario would allow each side to hold reserves out of sight (so to speak) and would encourage wide flanking maneuvers, sacrificial units designed to draw in an enemy attack, meeting engagements, and recon missions on the enemy rear. Such a scenario would be particularly interesting with cloaked ships; see (D17.221). Base assaults would be another interesting type of encounter scenario.

(D17.3) INFORMATION CHART

The chart below is used to determine the levels of information available to various units at various ranges.

Level	Scout	Ship	PFS, SWAC	MRS, PF, EWF	Manned Shuttle	Probe Drone
A	150	100	75	50	35	30†
B	75	50	37	25	20	20†
C	60	40	30	20	12	10
D	45	30	22	15	9	6
E	30	20	15	10	6	3
F	24	16	12	8	5	1
G	21	14	10	7	4	1
H	18	12	9	6	3	1
I	15	10	7	4	2	0
J	12	8	5	3	1	0
K	9	6	3	2	0	0
L	6	4	1	1	–	–
M	See notes in (D17.4) Level M to gain this level.					

† Probes (G5.0) are limited to 10 hexes; these higher ranges are used for units shifted to this lower column.

The ranges given are, in all cases, effective ranges (D1.4). The loss of lock-on (D6.123), scanner damage (D6.21), cloaked targets (D17.221), erratic maneuvering by the searching ship (D17.224), and other effects listed in (D17.22) or elsewhere could increase the effective range beyond the true range. For example, the true range to a cloaked ship (without a lock-on to it) is 47 but the effective range would be 99.

The maximum range may be limited by a radiation zone (P15.6) to 25 hexes; see also (P14.1).

Rules (D17.2), (D17.1), and others provide several adjustments and exceptions to the above table.

(D17.4) LEVELS OF INFORMATION

There are several specific levels of information, each providing a more complete description of the enemy unit.

STRATEGIC LEVELS

These levels are not used within SFB; they are used only in strategic level games. They are noted here to indicate the information available on ships entering the map.

S1: A force (a ship or group of ships) is present, but you cannot tell how many ships or what type they are. Explosions (mines, combat) can be detected somewhat farther away.

S2: The total movement cost (per hex) of all of the ships (not the cost of individual ships) and the current speed of the force is known. Tugs are reported at their basic movement cost without pods regardless of pods carried.

S3: The total number of ships in the force is known.

S4: The movement cost of each ship in the force is known; tugs are reported at their basic movement cost without pods regardless of pods carried. Shuttles are simply listed as "an unknown number of shuttles."

S5: The location of all units within a radius of twice the level A radius is known within five hexes. Thus, a unit 217 hexes from a base (on a large map) would actually be somewhere within five hexes of the hex that the counter was in. This is more than enough accuracy to plan strategy or fire long-range type-IIIXX drones, but not enough to use direct-fire weapons. From this point, all targets can be tracked as individual units, except as provided in (F2.6). If, for example, several cloaked ships entered the scenario, the opposing player would always know which was #1 and which was #2, and if he learned some information about "cloaked ship #4," he would always know which cloaked target this information was associated with (regardless of which cloak rules were in effect).

A: SIZE CLASS DEFINITION

The specific hex location of the object is known; exception (D17.221).

The size class of the object is known; this includes drones [size class 7; see (R0.6)].

Unvoided WWs are reported as a "second image" of a given ship (i.e. you know that one is a WW but not which one). Thus, a base could be engaging a target with its ph–4s without knowing if it was a ship or a WW.

All information under the Strategic Levels is known.

The specific unit which fired or launched a weapon is known.

B: COARSE ELECTRONIC SIGNATURE DEFINITION

The race of the ships is known. Note that foreign-built ships in the service of another power (e.g. KR, D7H, WYN) cannot be distinguished at this level (but clues will develop as data on the weapons is obtained). Also, generic units (bases, monitors, auxiliaries, etc.) are not distinguished by race until level F.

Which, if any, shields are up is known. Minimum shields can be distinguished from full shields. Strength of shields is not known until level I.

The fact that fire control is active is known. Note that passive fire control can never be detected, but a ship not using active fire control is automatically on passive fire control.

The presence of a web (hexes it occupies) is detected.

An unvoided wild weasel can be distinguished from a ship by units (but never by seeking weapons except as provided).

The size of a plasma torpedo on the map can be detected.

The size of a ship or mine explosion can be determined.

The existence of an established tractor beam can be detected.

Which PA panels are active and their level is known.

The size and strength of an ESG sphere is known (G23.46).

The discharge of weapons which cannot be held (e.g. overloaded hellbores, disruptors, type-R plasma torpedoes, overloaded photons being discharged to allow standard torpedoes to be loaded, etc.) can be detected. This includes PPD pulses wasted when wavelock is lost.

C: CLASSIFICATION DEFINITION

The general hull type is known. This refers to the hull-type, such as Klingon D-class, Kzinti frigate, etc. Note hull types on Annex #10. If that hull type has not been seen before in your campaign, report it as "an unknown hull type."

Fighters can be distinguished as different from non-combat shuttles (which include admin shuttles, MRS, MSS, MLS, GAS, HTS, and SWAC unless they are revealed otherwise). Specific fighter type is not known.

Transporter activity (hex transporter is in) is detected.

D: COARSE HULL DISCRIMINATION

Certain sub-types of hull are known. This refers to subtypes of a general hull type, such as the D6M and D6V which have substantial outward modifications. These are marked on Annex #10 with an § symbol.

Conglomerate ships (TK5, OK6) can be distinguished, but variants of such ships cannot be distinguished from each other.

The presence of docked modules, pods, or PFs (including INTs) is detected. The specific type of attached element is unknown.

The size of fighter/shuttle (e.g. Large Fighter/HTS) is known.

Captured ships that have been modified to foreign technology (e.g. D7H) can be distinguished if their fire control is active (otherwise, further data will be needed); unmodified captured ships are governed by (U3.43). Ships sold (e.g. KRs) would be detected by this procedure only by the originally-owning race.

The number of damage points scored under (D17.61) is known. The detonation of explosive bolts (D17.74) is detectable.

E: FINE ELECTRONIC SIGNATURE DEFINITION

Heavy weapons fire and seeking weapons launch can be accounted to a specific mount if the mount is facing the observing ship. The target will, of course, always know what weapons were fired at it, by which enemy units, and with what effect; firing units will know this unless using (D17.61). Racks inside a shuttle bay cannot be detected unless they fire; even then, only the fact that a drone has emerged from a shuttle bay is announced, not which rack or what type of rack fired it.

There are specifically defined exceptions in the case of some plasma torpedo-armed ships. If the ship description specifically says that the tubes cannot be distinguished or are not revealed, the description overrules this rule.

The strength of a web is known.

The presence of aegis fire control on a unit and whether it is full or limited aegis can be detected; see (D13.5). (This may reveal that a carrier is present since few non-escorts have aegis and only escorts have full aegis.)

The total number of warp engine boxes operating at that specific point in time is known; see also (D17.72). Note that Orion engine doubling must still be announced during Energy Allocation; see (G15.2). Increases in power output by a legendary engineer (G22.43) will be detected.

The dissipation of energy to space from Andromedan PA panels (including the number of points) can be detected.

Tractor links may be identified as being "associated" with specific tractor system boxes (G7.341).

F: COARSE WEAPONS DISCRIMINATION

Plasmatic pulsars, hellbores, plasma torpedoes, and web casters facing the observing unit can be distinguished from other types of heavy weapons, and from each other; different types of plasma launchers cannot be distinguished. SFGs cannot be distinguished from the phaser bank they replaced until level I.

The total number of heavy weapons is known. Presence of individual drone racks (outside of the bay) and plasma racks is noted (i.e. the number of such racks is known), but the type is not known until level I. [For anti-drones, see (D17.19). For concealed weapons, see (D17.74).] SFGs which replace phasers are reported as phasers, not as heavy weapons.

Shuttles on a balcony can be detected if the balcony is in view of the observing unit (e.g. Klingon B10 or D7V from RA, Gorn ships or Fed CVA from L or R). Heavy fighters on mech links can be detected.

The owning race of a base or generic ship (e.g. monitor, auxiliary PFT, freighter, etc.) can be distinguished. (This may have been detected earlier by different means.) WYN monitors would be reported as such; which type would be determined only as weapons are detected.

G: FINE WEAPONS DISCRIMINATION

Phaser mounts can be individually distinguished (counted) if they are facing the observing ship (but not what type). Phaser fire can be accounted to a specific mount if the observing unit is in the firing arc of that mount. The total number of phasers is known.

Heavy weapons mounts facing the observing ship can be noted by type: plasma-F, plasma-G, plasma-S, plasma-R, photon, disruptor, hellbore, SFGs not replacing phasers, ESG, PPD, web caster, etc. Plasma racks can be distinguished from drone racks.

Destroyed weapons cannot be detected as such. See (D17.74) for concealed weapons.

H: FINE CLASS DISCRIMINATION

Specific class of ship (or fighter, PF, or shuttle) can be distinguished if it has been in service on this frontier for at least a year or in service three years in any case. If it has not been in service long enough to be identified, it will look like whatever ship or fighter it was derived from, or if not derived from another class, it would be announced as being "...of a type not previously seen..."

The specific type of tug pod (e.g. cargo, troop, fire support), base module (e.g. hangar, PF, cargo), or PF is known. (This includes PF variants but not PF Leaders or Scouts. Of course, performing some function that only a PFL or PFS can perform will reveal this. Note that a PFS would be identified as such under level E if using its sensors and will always be known if lending EW.)

The specific type of fighter or shuttle is known. (This does not include EW fighters.)

The modules on a modular unit (e.g. MRN, Sparrowhawk) are known.

I: VERY FINE WEAPONS DISCRIMINATION

Phaser-3s and phaser-Gs can be distinguished from each other and from other types. (This might be detected earlier by the rate of fire.) Phaser–4s can be distinguished from other types. Phaser–1s and –2s can only be told apart by usage. SFGs can be distinguished from the phaser banks they replaced.

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

Unrepaired damage to weapons facing the observing unit can be detected.

Type of drone rack (outside of the bay) can be distinguished. See (D17.74) for a concealed rack.

The number of damage points required to destroy a shuttle is known. The presence (on fighters) of external ordnance (drones, external ECM pods, type-D plasma torpedoes, etc.; the number but not the type is known; an ECM pod and a type–D both look like a drone) can be detected.

The strength of each shield (number of boxes) is detectable. Specific and general shield reinforcement is not detectable. See (D17.71) and particularly (D17.712) for special deception rules which provide a partial exception. The amount of power in each PA panel bank is known.

J: POWER SYSTEM SIGNATURE

Any non-standard (player-installed) power modifications (engines or batteries of any type) can be detected. This includes substitutions (such as most warp reactors) as well as add-ons. Damage to power systems from previous battles is known. The total amount of power that the ship is generating (D17.77) can be detected. Increased non-warp power output due to a legendary engineer (G22.43) can be detected.

K: MODIFICATION DETECTION

PF Leaders and Scouts can be distinguished from other PFs. EW and two-seat fighters can be distinguished from other fighters.

Dummy weapons (D17.73) are exposed as such. Concealed weapons (D17.74) are detected, although what type of weapon is behind the panel is not known, but placement may give strong clues as to what it is.

Any other non-standard (player-installed) modification can be detected. All unrepaired damage can be detected.

Size-5 ground bases can be detected (they may have been detected earlier if they fired weapons or used special sensors).

L: SPECIFIC DISCRIMINATION

Whether a heavy weapon is charged or charging is detectable (although not the state or level of the charge). (**NOTE:** Phaser energy is stored in the capacitor system and cannot be detected. Energy stored in ESG capacitors cannot be detected. The arming of type-F plasma torpedoes, and all other types, can be detected.)

If a pseudo-plasma torpedo is present with a launcher, the owning player may report any arming state that he wishes for that launcher, but cannot report an arming state less than that of an actual torpedo in that launcher. At this level, the choices are armed, arming, or unarmed. A loaded launcher and its PPT are reported as a single loaded launcher, never as two loaded launchers. The specific type of torpedo (downloaded, EPT, shotgun) is not known at this level.

The name of the enemy ship (but not shuttles) is known. This is useful for campaign games and some historical scenarios but only if the ship has been scanned at level L during a previous scenario. What has been detected is not the name painted on the hull, but the specific and unique electronic fingerprints that distinguish the ship from any other.

Specific ground installations (e.g. cities) can be identified; size-5 ground bases can be distinguished as to type. See (F4.22) ballistic targeting.

M: LIFE FORM READINGS, ARMING STATE

This level can be gained by prolonged observation (D17.25), outstanding crews (G21.236), legendary officers (G22.34), or by an ECCM shift (D17.26).

Whether a shuttle on the board is manned is known. The number of crew units on a ship is known. See (D15.15) for data on ground combat locations.

The arming status of weapons (except power in capacitors) can be detected. What is actually revealed is the number of arming points of energy applied to that system (not counting holding, cooling, points lost due to rolling delay, points in a capacitor, etc.) including power applied on prior turns.

If a pseudo-plasma torpedo is present with a launcher, the owning player may report any number of energy points that he wishes for that launcher, but cannot report a number less than that of an actual torpedo in that launcher or more than the maximum that the normal (non-EPT, non-shotgun) torpedo the PPT can simulate would use.

(D17.5) RESTRICTIONS

When using tactical intelligence, the information available about an enemy ship is very limited. The normal procedures (i.e. ability to examine enemy SSD) cannot be used.

(D17.51) KNOWN INFORMATION: The only information a player always knows is:

the hex that each target unit is in (except where this conflicts with (G13.61), (D20.0), strategic levels, or specific scenario instructions);

its facing, turn mode status, and slip mode status, except in the case of (D17.55);

how many points of damage have been inflicted on the opponent (and each shield) except under (D17.61); and

its speed.

Note, however, that if he scored a torpedo hit on a Klingon D-class hull, he might not know if this was actually scored on a disruptor, plasma torpedo, or special sensor.

(D17.52) CREW, OFFICERS: A player may never know (except by the effects, or a record of a specific ship name) whether a ship (or unit) has legendary officers or the quality of the crew or pilot, as the case may be. See (D17.6).

(D17.53) SHIELD REINFORCEMENT: Specific and general shield reinforcement cannot be detected by the tactical intelligence system. Exception: see (D17.712) deception for a partial exception.

(D17.54) INTERIOR DOCKING: Units docked inside another unit cannot be detected by tactical intelligence. Externally docked items are noted at various levels.

(D17.55) CLOAKED TARGETS require special attention.

(D17.551) If using the standard cloaking rules, the facing, slip mode, and turn mode of the cloaked unit is known at level A. The hex location of the cloaked unit may only be known approximately under the procedure of (D17.2211).

(D17.552) If using hidden cloaks (G13.61), the provisions of (D17.2212) govern knowledge of the target hex and (G13.613) governs certain other knowledge.

(D17.6) SECRET DAMAGE *(Optional)*

This fascinating system requires a judge to supervise the die rolls and the recording of the damage.

(D17.61) PROCEDURE: The following procedure is used to secretly resolve weapons fire.

A. When a direct-fire weapon is fired, or when a seeking weapon reaches its target, the firing player tells the judge, not the opponent, the information that would normally be told to the opponent (e.g. type of weapon).

B. The player operating the target unit then tells the judge, not the firing player, the details of his defenses (shields, reinforcement, etc.).

C. The judge then resolves the damage, based on the information provided. The judge reveals the amount of damage to the player operating the target unit and what type of weapons caused it; see (D17.64). The judge and that player then resolve this damage in accordance with the rules.

The firing player is told the number of damage points only if his unit (or another friendly unit) is at level D.

(D17.62) ANALYSIS: The damage scored may be detected in various ways: reduction in warp engine power at level E, damaged weapons at level I, other damage at level K. The judge will report any detectable damage or repairs.

(D17.63) EXPLOSIONS: The judge determines the explosion strength from the Master Ship Chart and announces this strength, but he does not reveal any of the data about the (D5.2) calculations (e.g. docked units).

(D17.64) WEAPON TYPES: Most factors about the weapons which hit your unit are known, such as the type of phaser (1, 2, 3, 4, G), whether the torpedo was overloaded, etc. There are some exceptions:

The warhead strength of a plasma torpedo and whether or not it was enveloping will be known, but not the specific letter type. Hence, you could not tell if you were hit by a G or F at short ranges.

The range limit of disruptors and whether they had the support of DERFACS or UIM would not be known. The fact that UIMs had burned out would not be known.

The warhead yield of a drone will be known, but nothing else about it unless revealed by the various drone identification rules.

(D17.7) DECEPTION *(Optional)*

These rules, many of which modify rules elsewhere in the game, can be used experimentally as part of the tactical intelligence system to deceive or mislead an opponent as to the true nature of your unit. These rules should not be used unless the tactical intelligence system is being used.

(D17.71) SHIELDS: Shields can provide information and disinformation to the enemy.

(D17.711) A player can voluntarily reduce the strength of any or all of his shields, by any amount, in an attempt to confuse the enemy as to the class of his ship. (This is also done to resist hellbore damage by some players.)

(D17.7111) This is done using the same procedures as dropping a shield, except that each reduction starts the waiting period for reactivation of the voluntarily dropped boxes over again. Shield boxes (representing part of a shield) dropped for purposes of deception cannot be raised for 1/4 turn.

(D17.7112) Shields can only be dropped (or restored) before the scenario begins or during the normal "Operate Shields" step of the Sequence of Play.

(D17.7113) As the specific number of shield boxes can be detected at level I, the deception will probably not be effective (as a deception) if the enemy can observe the change.

(D17.7114) In the event that all operating boxes of a shield are destroyed, any boxes inactivated for deception are also destroyed (without reducing the damage). This is because of the energy surge caused when a shield is penetrated; unfortunately it prevents some shield boxes being held "in reserve" to be activated and reinforced later.

(D17.712) A player may adjust his specific reinforcement so that it will appear, for tactical intelligence purposes, to be a regular part of the shield.

(D17.713) Any change in the shield strength (or its appearance) must be announced immediately if an observing unit is within the radius for level of information I.

(D17.72) WARP POWER: A player may voluntarily reduce his warp power output by simply not using some of it. This will affect the information given under level E. This status can only be changed during Energy Allocation; any change must be announced. This is not, in any way, treated as reserve power or reserve warp power (H7.0). See (D17.77).

(D17.73) DUMMY WEAPONS: Dummy weapons can be added to a ship for 1 point each [exception: (D17.735)]; any type of weapon available to that race (see U7.28) can be used. See (S3.2) and Annex #6.

(D17.731) Ships of size class 1 can add 6, 2 can add 4, size class 3 can add 3, and size class 4 can add 2. Size 5 and smaller cannot have dummy weapons.

(D17.732) Dummy weapons cannot fire and cannot be hit. They will be reported as weapons, but will be exposed as dummies at level K, or when a damage point should have been allocated to them (and was scored on the next column of the DAC). Note: This is not a "free hit;" the damage point must be scored on something else according to the DAC. The deception would not be revealed if damage was scored on the ship but none of it was allocated to that weapon by the DAC. Note that this could be very difficult to detect under (D17.6).

(D17.733) Dummy weapons cannot be guarded; hit and run raids (D7.8) are automatically successful and expose the deception.

(D17.734) Dummy weapons cannot be used to simulate weapons that were removed to allow the installation of other equipment (e.g. sensors).

(D17.735) Dummy maulers or stasis field generators cost 25 points per ship. These are very effective weapons, and the "terror" effect of such a ship would distort enemy tactics and deployments.

(D17.74) CONCEALED WEAPONS: Phasers, plasma-D racks, anti-drones, and drone racks can be concealed behind metal panels.

(D17.741) Weapons behind panels cannot be detected until level K; they can be destroyed.

(D17.742) Weapons behind panels cannot fire unless the panels are blown clear by explosive bolts; that act is instantly detectable (including number of panels, weapons behind them, etc.) at level D. The concealed weapon cannot be fired until 1/8-turn (4 impulses) after the panels are blown clear.

(D17.743) The cost of installing these panels is 1 point per weapon. For example, a Klingon D5L might conceal its extra wing phasers behind metal panels, appearing as a standard D5. See (S3.2) and Annex #6.

(D17.744) It is possible to install concealment panels in front of a dummy weapon (D17.73). For example, a D5 might do this, and then "blow the panels clear" at an intense moment to reveal the dummy phasers behind them and "reveal" the ship as a D5L, distracting attention from another D5 (perhaps a D5A or some other special variant).

(D17.75) SILENT RUNNING: By taking certain measures, a ship can make itself harder to detect. These effects are cumulative with cloaking devices.

(D17.751) If the ship meets the following requirements, the effective range for purposes of (D17.3) is increased 50% (round fractions of 0.50 up, 0.49 down): shields at minimum with no reinforcement, speed 4 or less, fire control off, no active ECM, no weapons (except phaser capacitors, ADDs, or drone racks) armed. Type-F launchers cannot be armed and type-D plasma torpedoes cannot be activated while using silent running.

(D17.752) If the ship meets the following requirements, the effective range for purposes of (D17.3) is doubled: no shields, sublight speed, otherwise as (D17.751).

(D17.753) In both cases, the maneuver rate (C2.42) [which includes HETs, EM, TACs] is used and may prevent this system from being used.

(D17.754) Silent running is not affected by an atmosphere or any terrain (P0.0).

(D17.76) PHASERS: Phasers can be fired at a lower level to assist in disguising various refits and variants. See (E2.25).

(D17.77) POWER: If the power from a specific power system box is not allocated, that box is presumed not to be operating and cannot be detected at level J.

See (D17.72) and level E for warp engine power.

(D17.8) DETECTING REFITS

Refits are not detected per se; they are revealed when their elements are detected. For example, Federation refits are often noted when the added phaser-3s are detected.

(D17.9) IF NOT USING TACTICAL INTELLIGENCE

In cases where players are not using the tactical intelligence rules, the following conditions apply:

(D17.91) GENERAL: Information levels A–K will be known at all times after a lock-on is achieved, except as prescribed by special scenario rules or other rules.

(D17.92) EXEMPTIONS listed in (D17.19) remain in force under the terms of those rules. Other specific exemptions listed in various rules also apply. Note that (D4.14) will reveal the ship class and type.

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(D18.0) SURPRISE *(Advanced)*

Starships do not remain on full alert continually and often are completely shut down for rest, maintenance, or resupply. This may happen around a starbase or anchorage, or when the fleet feels itself secure, or when convinced that the enemy will not attack.

Ships which are shut down for this purpose are referred to as being "inactive." Normally, at least one or two small ships will be "active" as guards; if so, this will be specified in the scenario. While it would be very unusual for a base to be surprised, it could happen. (There are recorded instances of battle stations being surprised, but no such incident ever involved a starbase.)

This system was first introduced in the scenario *Titan and the Unicorn* and is included here to facilitate its further use in other scenarios.

While not strictly "optional," this rule will only be used if specified in a scenario or agreed to by the players as part of a scenario they create. Any of the rules in this section may be modified by specific scenario rules.

(D18.1) RESTRICTIONS ON INACTIVE SHIPS

Those ships which are declared "inactive" are under the restrictions below. The scenario instructions may expand or modify these restrictions. See also (D18.2) for additional restrictions during the first turn.

(D18.11) WARP: Inactive ships cannot use warp engines for power or movement. Warp reactors (except those on bases) are treated as APRs.

(D18.12) WEAPON STATUS: Inactive ships are at WS-0. In addition, their plasma-F launchers, ADDs, plasma racks, PPTs, and drone racks are not loaded. There is no energy stored in any weapons, including ESG capacitors, displacement devices, other holdable weapons, or mauler batteries; exception (D18.14).

(D18.13) SHIELDS: Inactive ships can only use their shields on minimum setting (PAs on standard).

(D18.14) POWER: Inactive ships can use their impulse engines, APRs, and batteries for power and can move (at sublight speed) and otherwise function normally. Reserve power can be used normally, but only with the available (e.g. non-warp) power. Mauler ships can have up to four batteries charged [exception to (D18.12) above]; these must be batteries not connected to the mauler if any such batteries exist.

(D18.15) CLOAK: Inactive ships cannot cloak. Once they become active, they can leave their warp engines shut down to reduce their cloaking costs.

(D18.16) SHUTTLES: The ready racks for fighters, and all fighters, are not loaded (including drones, plasma torpedoes, charges for heavy weapons, chaff, or add-on EW pods). Wild weasels, fighters, and other special shuttlecraft (suicide, scatter-pack) cannot be armed, loaded, or repaired. (This restriction is lifted once the ship is active, as is the case with all inactive restrictions not otherwise noted.) Fighters and shuttles may launch from an inactive ship on the second turn of the scenario, but will have no weapons except their phasers. MRS and SWAC shuttles will function normally after launch, but will have no weapons other than their phasers.

(D18.17) PFs AND INTERCEPTORS do not roll for activation and cannot separate from their tender before they are activated. They are automatically activated on the turn after the turn on which their tender is activated. Their plasma-F torpedoes are not loaded and cannot be charged until the PF is activated. This is an exception to (K2.434).

ANDRO: Andromedan satellites are governed by this rule.

(D18.18) MARINES: Only one-half of the boarding parties are available for combat. (Round fractions down when calculating the number available.) None can be used on hit and run raids. Legendary (G22.0) marine majors (and ground forces officers on a planet) are exempt from this rule and (if not used on a hit and run) can activate 1-6 inactive boarding parties (roll one die) at the end of each turn so long as they remain on their original ship (or GCL).

(D18.19) WEAPONS: The only weapons which can be armed or fired by an inactive ship are phasers and maulers (D18.14). Drone racks, fighter/shuttle ready racks, plasma racks, and ADDs cannot be loaded. PPTs will function after the torpedo launcher is armed (completely) the first time. Inactive ships can use active or passive fire control, even on turn 1. The ships are presumed to have used low-power fire control (D6.7) on the previous turn for local traffic control and navigation; they do not start with the passive fire control bonus (D19.31).

(D18.2) ADDITIONAL FIRST TURN RESTRICTIONS

Inactive units are under the following additional restrictions during the first turn of the scenario. The scenario instructions may extend these restrictions beyond turn 1 or add additional restrictions.

(D18.21) ACTIVATION: Inactive units cannot roll for activation.

(D18.22) EW: Inactive units cannot use EW (D6.3), special sensors (G24.0), or aegis (D13.0). They can benefit from "natural source" EW points or receive lent EW, but a carrier cannot loan EW to its fighters. EW fighters, MRS shuttles, and SWACS which have become active can lend EW.

(D18.23) CREW: An inactive ship is considered undermanned (G9.41) but must still pay full life support costs (B3.3).
(D18.231) Legendary officers cannot function; the major cannot use his die roll under (D18.18).
(D18.231) Deck crews cannot function.
(D18.231) The effect of crew quality (G22.0) on an inactive ship is covered in (D18.3).

(D18.24) GUARDS: Boarding parties on inactive ships cannot be assigned as guards (D7.83).

(D18.25) TRACTOR - TRANSPORTER: Inactive ships cannot use negative (or positive) tractor energy. Inactive ships cannot use transporters.

(D18.26) ORION: An inactive Orion ship cannot use engine doubling.

(D18.27) MINES: Inactive ships (including bases) cannot place mines or transporter bombs. Inactive bases cannot operate command-controlled mines.

(D18.28) DAMAGE CONTROL: The damage control rating is reduced by two. Do not mark the track; just mentally subtract 2 on the first turn.

(D18.3) REACTIVATION

(D18.31) PROCEDURE: At the start of each turn (before Energy Allocation) except for turn 1, the player controlling the inactive ships rolls one die for each of his inactive ships. If the die roll is equal to or less than the turn number, the ship is reactivated. The penalties of being inactive no longer apply to that ship.

EXAMPLE: Four inactive ships each roll on turn 3. Their rolls are 3, 5, 5, and 6. The first ship (with the die roll of 3) becomes active; the other ships do not.

(D18.32) SCENARIO: The scenario may specify a bonus or penalty to be added to the die roll.

(D18.33) OUTSTANDING CREW: In the case of an outstanding crew (G22.25), subtract one from the die roll on turns 2 and later. The ship may roll without this bonus on turn 1.

(D18.34) POOR CREW: Ships with poor crews (G22.15) remain under the First Turn Restrictions for turns 1 and 2. In the case of a poor crew, add one to the die roll on turns 3 and later.

(D18.35) X-SHIPS may roll for activation on turn 1; see (XD18.31).
(D18.36) LEGENDARY OFFICERS: On turn 2 and later, if the officer is concentrating solely on activation, a legendary captain (G22.23) or engineer (G22.42) subtracts one from the die roll. Officers are not cumulative with each other or with outstanding crews (D18.33).

(D18.4) COMPUTER OPERATED SHIPS

These units (G11.0) cannot be caught by surprise if the computer is active. However, in some cases, the computer may be shut down for maintenance or modifications. In such cases, the computer does not function until the ship is reactivated, although the ship can begin rolling on turn 1 under the normal status of the crew. [Computer-controlled ships are treated as outstanding crews (G11.2) while the computer is active, but as their normal status when it is not.]

(D19.0) PASSIVE FIRE CONTROL *(Commander's Level)*

The basic fire control system is an active one (D6.6), that is, one in which pulses of energy are sent out from the ship and their reflection from various targets and objects is used to analyze the conditions of local space.

An alternative system is known as "passive" fire control or PFC. Using this system, no energy is sent out from the firing unit; it relies on receiving the energy emissions of enemy units (their own fire control, the energy flux of their warp engines, their effect on the local magnetic balance, etc.).

Passive fire control is much less accurate than active fire control. However, it has a few advantages. It does not require power. It does not reveal the intention to fire (i.e. the enemy may falsely assume that you are not in a warlike frame of mind since your fire control is not active). It may make the firing unit harder for the target to spot or hit.

(D19.1) OPERATIONS

Passive fire control operates as described here.

(D19.11) LOCK-ON: As there is no lock-on, the effective range is double the true range (D6.123). Do not, however, add five hexes as would be the case with a cloaked target (unless, of course, the target actually is cloaked). Cloak and passive effects are not cumulative.

(D19.12) ELECTRONIC WARFARE: Targets fired at with passive fire control use EW normally; see (D6.62). Any naturally-produced ECM is counted. The firing ship cannot use ECCM, which is tied to the active fire control system. Scouts (including MRS and SWAC shuttles and PF scouts) using passive fire control cannot lend EW [see (G24.217)]. Ship-scouts (not shuttles) under PFC can lend to themselves under (G24.28).

(D19.2) RESTRICTIONS AND CONDITIONS

(D19.21) CLOAK, WW: Passive fire control cannot be used (to fire, launch, or guide weapons) by a cloaked ship (G13.51) or by a ship fading into or out of a cloaked state. Using passive fire control (to fire, launch, or guide weapons) voids a wild weasel; see (J3.41) and (J3.132). See also (D6.64) and (D6.65).

(D19.22) SEEKING WEAPONS: Passive fire control cannot guide or be used to launch seeking weapons except as noted herein.
(D19.221) Self-guiding seeking weapons (F3.42) can be launched under passive fire control. These weapons must acquire their own lock-on immediately after launch. They cannot be launched at targets closer than five hexes as they need time to improve their lock-on. (This is an exception to several other rules.)
(D19.222) Type–III drones could be launched on a ballistic "Wild Boar" trajectory (FD5.25) and acquire a target somewhere down range.
(D19.223) Scatter-packs can be launched under (F4.4). No more than one SP can be launched on any given turn or within 1/4 turn of another SP on a previous turn; there could be several SPs on the board if they were launched over a series of turns. For purposes of (F4.42), a ship on PFC cannot control an SP.
(D19.224) This rule cannot be used by a unit with active fire control to launch additional weapons above its control limits. Although, of course, a ship on active or passive fire control could use ballistic targeting (F4.0) to launch seeking weapons.
(D19.225) A base using passive fire control cannot control mines; see (M5.27).

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(D19.23) RANGE: The maximum true range to the target for direct-fire weapons can be no more than five hexes.

(D19.24) RESTRICTIONS on passive fire control are detailed in (D6.62). Many systems require active fire control and cannot function under passive fire control.

(D19.25) ERRATIC MANEUVERS: Passive fire control will not function while using EM; see (C10.52). A ship without active fire control which is conducting EM gains no benefits from PFC (D19.3) and cannot fire or launch any weapons while using PFC. The time performing EM does not count for gaining PFC benefits (D19.31), and any use of EM will cancel the PFC bonus and require the ship to begin earning it again after EM stops.

(D19.26) REACTIVATION: Active fire control can be restored at any time (D6.63), but cannot be used to fire or guide weapons until 1/8 turn (4 impulses) after it is activated; see (D6.633). This rule is used for ships using wild weasels; see (D6.65).

(D19.27) SHUTTLES can use passive fire control, but can only change modes (D6.63) at the start of a turn (in the Lock-On Phase). There is no restriction on launching or recovering manned shuttlecraft imposed by passive fire control (used by the launching or recovering ship), except that new tractor links cannot be established (D6.62).

(D19.3) BENEFITS

(D19.31) EW BONUS: As the firing unit is not broadcasting, it is harder to target. Any unit which does not have its fire control active for 32 consecutive impulses gains a benefit equal to two points of ECM, which is treated as being from a natural source. This benefit begins after 32 impulses without active fire control has passed and remains until active fire control is announced or the benefit is lost in some other way. This benefit is not cumulative with the small target benefits (E1.7) and is lost when the unit performs EM (D19.25).
(D19.311) A unit can be designated, at the start of a scenario, as having had no active fire control during prior turns. The unit, however, must be voluntarily reduced to WS-0 if this option is used. In some obvious cases where combat has already taken place, e.g. (SH33.0), this option is not available.
(D19.312) Cloaked ships can never receive the PFC benefit (D6.64), and time spent cloaked, cloaking, or uncloaked does not count as part of the 32 impulses required. If a ship with the PFC benefit cloaks, it loses the benefit and would have to begin earning it again after uncloaking if it wished to obtain it.
(D19.313) Units (e.g. fighters, PFs) launched with their fire control off do not gain this benefit until 32 impulses later. See(G19.46) for Andromedan satellite ships.

(D19.32) HIDDEN DEPLOYMENT: For undetected units, see (D20.25).

(D19.33) WARP ENGINES: If the PFC unit has its warp engines shut down (or has none) for one full turn and qualifies for the passive fire control bonus in (D19.31), all units add five hexes to the effective range when firing at the PFC unit. This effect is not cumulative with the effects of a cloaking device (although it is about as close to being cloaked as most ships can get).

Ships that have had their warp engines destroyed and jettisoned under (G12.6) can also qualify under this rule.

Bases cannot use this system.

(D19.34) LOSING BENEFITS: Taking certain actions or using certain systems can negate the benefits above.

The actions that void (D19.32) are covered in (D20.2).

The following actions and systems will void both (D19.31) and (D19.33): cloak (D19.312), EM (D19.25), AFC activation (D19.26), and ESGs (D6.625). Ships cannot enter the WYN radiation zone (P7.215) while using PFC.

(D20.0) HIDDEN DEPLOYMENT *(Advanced Rule)*

Under some circumstances, a unit may begin a scenario hidden from the enemy (other than by a cloaking device). Such a unit is "undetected," and the counter is not placed on the board (its location is recorded secretly in writing).

Silent running, passive fire control, cloaking devices, small targets, dropping warp engines, etc. do not, in and of themselves, create the conditions of hidden deployment although they may create similar general effects.

This rule is intended to define those circumstances in which a unit arrived in the battle area early and has hidden itself among asteroids or other terrain.

Mines do not use these rules; they use (M2.6) and (M7.0).

While not strictly "optional," this rule will only be used if specified in a scenario or agreed to by the players as part of a scenario they create. Any of the rules in this section may be modified by specific scenario rules.

(D20.1) QUALIFICATIONS

Units must satisfy certain conditions (not all of which are described in the game) to qualify as hidden. This will normally be specified by the scenario.

(D20.11) TERRAIN REQUIRED: An undetected unit must (to have that status) be inside some area or zone providing natural camouflage (i.e. naturally produced ECM points). In some cases both sides may be hidden.
(D20.111) Qualifying areas include: asteroid hexes, atmosphere hexes, planetary/asteroid surfaces, nebulae, dust clouds, and ion storms.
(D20.112) Units cannot become hidden in or near other types of terrain, such as black holes, novae, the WYN radiation zone, gravity waves, heat zones, sunspots. See (D20.113).
(D20.113) Some areas allow a limited form of hidden deployment. A ship in a radiation zone (P15.6) or ion storm (P14.1), for example, would not be detected until the enemy approached within 25 hexes. Large asteroids (P3.43) provide a form of concealment in one direction.

(D20.12) PLANET: Units on the opposite side of a planet will also be hidden until a clear line of sight can be established.

(D20.13) REQUIREMENTS: Units deployed in camouflage zones are not automatically hidden; they must be specified as having taken the necessary steps to avoid detection (i.e. it arrived some time before the opponent and did not use active fire control or other "noisy" systems).

(D20.14) AT START ONLY: A unit cannot become hidden during a scenario. While such actions as going behind a planet will break lock-on, they do not create the effect of a hidden unit.

(D20.15) DOCKING: All units docked to or inside (C13.0) of a hidden unit are also hidden. Units cannot dock with a hidden unit; doing so would reveal it.

(D20.16) GROUND BASES: Small and medium ground bases (P2.76) can be deployed hidden and would be revealed at range 4. Once a given base has been spotted by an enemy unit, that base cannot be considered hidden in subsequent scenarios at the same planet.

These units can also be deployed on large asteroids; see (P2.747).

If using tactical intelligence (D17.0), do not use range 4; use tactical intelligence level L (which reveals presence and type).

(D20.2) DETECTING A HIDDEN UNIT

A unit can be detected (i.e. forced to place the counter on the board) if any of the following cases take place. Note that an immediate lock-on is automatic except in the case of (D20.25), but in that case if another condition occurs in the 4-impulse delay period, the lock-on is automatic and immediate.

(D20.21) FIRE CONTROL: The unit is revealed if it activates its active fire control system (D6.633), uses special sensors (G24.0), or generates electronic warfare (D6.3) points (or receives EW points from lending). Built-in and terrain-induced EW would not reveal the cloaked unit.

Note that active fire control is required for several other functions (D6.62), for example using transporters. Note that the unit would be revealed immediately even though its fire control would not be fully active for four impulses.

(D20.22) ENGINE POWER: The unit is revealed if it uses warp power to move or to make tactical maneuvers (C5.0), erratic maneuvers (C10.0), a quick reverse (C3.6), or a high energy turn (C6.0). The unit is revealed if it uses impulse power to perform any of these functions (except sublight tactical maneuvers and normal sublight movement). The unit is revealed when it commits power to movement; not the first time it changes from one hex to another.

A hidden unit could make a zero-energy turn (C5.13) without revealing itself. Orbital movement (P8.0) will not reveal a hidden unit; neither will impulse power used for orbital stabilization.

(D20.23) DETECTION DISTANCE: A hidden unit is revealed if a detecting unit (ship, PF, or manned shuttlecraft; NOT a probe drone) moves within the specified distance.

(D20.231) The hidden unit is detected if the detecting unit moves within three hexes of an undetected ship (size 1-4), two hexes of an undetected PF (size 5), or within one hex of a undetected shuttle (size 6).

(D20.232) If the detecting unit is a scout (G24.2), PF scout (K1.75), or SWAC (J9.12) with an active channel set for function 24, 25, 26, 27, or 29, these ranges are doubled.

(D20.233) Small ground bases are detected as per (D20.16).

(D20.24) CLOAK VOIDING: The undetected unit is revealed if it takes any action or suffers any incident which would void a cloak (G13.4).

(D20.25) FIRING: An undetected unit which fires direct-fire or launches seeking weapons with passive fire control (D19.0) is revealed immediately, but cannot be locked-onto for four impulses (1/8 turn).

Discharging a weapon (E1.24) will reveal the unit.

(D20.26) DISPLACEMENT DEVICE: The hidden unit is revealed if it uses a displacement device (G18.0) on itself or a third party uses such a device on the hidden unit; see (D6.37). Such a device cannot be used on another unit without active fire control (D6.62).

(D20.27) LINE OF SIGHT: A unit can use hidden deployment if behind (on the other side of from the point of view of the searching units) a planet (P2.32); see also (D20.12). A unit can also hide behind a large asteroid (P3.43). Such a unit would be detected in any of the above cases or if a detecting unit established a line of sight (same conditions as lock-on) to the hidden unit clear of the planet.

(D20.28) LEAVING AREA: The unit leaves the area (asteroid field, etc.) which qualified it for hidden deployment. See (D20.22).

(D20.29) ANDRO: If a hidden Andromedan unit dissipates power into space from its PA panels, it is revealed.

(D20.3) LONG-TERM CLOAKING

It is theoretically possible for a ship (not a fighter) to go to an area, cloak, and remain cloaked for several weeks, at which point it could be considered totally hidden and would be undetectable under the usual procedures in (G13.61).

This status is almost impossible to achieve as it is virtually impossible to insure that the enemy will appear at the appointed time and place for the battle. There is only one published case in which it happened in open space (the ambush of the Gorn cruiser *Rex* by Romulans in Y176). There are a handful of known cases when this was done at a specific terrain feature as a contingency measure, such as the Orion ambush of a Federation squadron at Blackfoot Pass.

The ships must remain at low power to avoid electronic traces, causing the various effects listed below.

PFs (including interceptors) cannot use this procedure.

(D20.31) CREW: Because they must subsist on what provisions are on board, the crews are reduced. The cloaked ship will have a crew equal to twice the minimum crew (G9.4) for a ship of that type (but no larger than the original crew). There will be no boarding parties or deck crews.

(D20.32) LIMITATIONS: Ships hidden by long-term cloaking will have no drone (ADD, plasma-D) reloads, no shuttles or fighters, no PFs or interceptors, no PPTs, and no mines or T-bombs.

(D20.33) DEPLOYMENT: Ships hidden by long-term cloaking cannot be within 10 hexes of each other (they cannot be docked) or of any base, planet, or moon.

(D20.34) STATUS: Ships hidden by long-term cloaking will be at WS–0 (S4.1) when the scenario begins, but can arm their weapons while remaining under cloak.

(D20.35) DETECTION: Ships hidden by long-term cloaking cannot be detected unless their cloaking devices are voided (G13.4) or they use any energy for any form of movement, i.e. they must have a speed of zero (C2.42). They can make zero-energy turns (C5.13) without being detected.

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(D21.0) CATASTROPHIC DAMAGE *(Commander's Level–Optional)*

In some cases a ship receives so much damage in one instant that its computers know that it cannot survive. This is known as Catastrophic Damage or CD. In these cases, the computers institute certain pre-designated actions to save what can be saved.

NOTE: Only units of size class 4 and larger can declare CD; PFs, interceptors, shuttles, and similar small units cannot (although they might escape from a unit which declared CD). There are rules similar to CD for PFs (K1.91), interceptors (K3.0), and fighter pilots (J6.6).

(D21.1) EFFECT OF CATASTROPHIC DAMAGE

Under certain circumstances, defined in (D21.2), the player owning a particular unit can declare CD to be in effect. The player can then take certain steps to save his crew and other elements. Depending on the circumstance that triggered CD, the unit in question will then proceed to its fate. Note that under (D21.22) the actual destruction of the unit may be several impulses later.

(D21.11) SEQUENCE OF PLAY

(D21.111) During the Movement Segment, determine if CD can be elected upon reaching the explosion step. The cumulative effect of previous steps (asteroids, mines, seeking weapons, other ships exploding, etc.) might trigger CD. If there is a possibility this will happen, determine the cumulative effect of all of this damage (total number of points) before resolving any of it; use the (D21.23) procedure. The player must then determine if his ship is eligible for CD and, if it is, must declare CD or pass this declaration before resolving the damage as per (D21.231).

(D21.112) During other parts of the Sequence of Play, determine if the ship is eligible for CD after each step.

(D21.12) PURPOSE OF CATASTROPHIC DAMAGE: The purpose of the catastrophic damage procedures is to save the crew. There are two means: evacuation by transporter and escape (by self-mobile elements). Every effort must be made to move the crew to safety by one means or the other. Evacuation is covered by (D21.3). Escape is covered by (D21.4) through (D21.6). In some cases, cargo can be saved; see (G25.212).

(D21.2) WHEN CD CAN BE DECLARED

There are three circumstances for declaring CD to be in effect: self-destruction (known as SD/CD), impending destruction (ID/CD), and massive damage (MD/CD).

Note, however, that the option to declare CD in effect rests with the owning player. Even when it is to his advantage to do so, a player can never be forced (in the game) to declare CD. (In reality, it would be very unusual not to do so.)

(D21.21) SELF-DESTRUCTION: Should the player declare self-destruction in accordance with the rules (D5.0), CD may be declared at that point. After resolving CD, self-destruction proceeds normally.

Enemy boarding parties on board the ship at the time SD/CD is resolved may attempt to prevent self-destruction (D7.7) after the evacuation is conducted (as their normal once-per-turn attempt). They could attempt to evacuate by any means they controlled under (D16.0) if that rule is in use.

(D21.22) IMPENDING DESTRUCTION: This is difficult to enforce and depends on the reasonableness and fair play of the players. ID/CD may be declared by the owning player of the unit if impending circumstances beyond his control will cause the destruction of his unit. Note that, in this case only, the various actions of escape (transporters, shuttles, etc.) take place in the normal Sequence of Play. Circumstances subject to ID/CD include but are not limited to:

(D21.221) Being on a collision course with a planet, black hole, or other physical body that would result in the destruction of the ship, without any possibility of changing course by an action of the player, qualifies the ship to declare ID/CD. (This might include being in an atmosphere without power and subject to an imminent crash.)

(D21.2211) CD can only be declared if the ship is within four impulses of the projected impact.

(D21.2212) The ship can be locked (by the crew) onto a course that will guarantee destruction (even to a small moon or large asteroid); in this case the player (or one friendly to him) cannot change the course; enemy units which board the ship might be able to unlock the controls within the rules on preventing self-destruction (D7.7); at which point the ship's own navigation computers would randomly change course to avoid impact. (If the turn mode or sideslip mode are satisfied, the ship can avoid impact by this means. Even if not, the ship would roll normally for asteroid or moon collisions rather than deliberately impact.) The ship could, of course, be pulled to safety by a tractor beam from another ship.

(D21.2213) A ship could declare ID/CD if it is unable to avoid striking an ESG field that has sufficient power to destroy the ship. This applies only in the impulse before movement will cause contact with the field. ID/CD is declared after the ESG Step of the impulse before the ESG would contact the ship.

(D21.222) The approach of a large number of seeking weapons which, even though they will not all strike at the same time, are sufficient to destroy the ship. CD can be declared only after the first such weapon strikes (and before its damage is resolved) and only if there are enough weapons within three hexes of the ship (counting weapons known to be targeted on the ship and any weapons with unknown targets that could have the ship as a target) to insure destruction under the terms of (D21.23). This clause can also be used if the ship is wave-locked by a large number of PPDs which have enough remaining pulses to destroy the ship. The player can, of course, await the impact of the weapon and use MD/CD (D21.23).

(D21.223) After declaring ID/CD, the owning player can operate no systems on the ship for 1/2 turn [exception: transporters (D21.224) and escaping units (D21.226)]; the enemy player may (within the rules) inactivate or destroy their seeking weapons and/or place boarding parties on the CD ship with the intention of capturing it or changing its course. Otherwise the ship will proceed to its destruction under the normal rules.

(D21.224) If ID/CD is used, the transporters (D21.3) can be used on every impulse until the ship is destroyed. (This is an exception to several other cases.)

(D21.225) Impending destruction cannot be declared if the cause of the event is a presumed enemy ability to employ direct-fire weapons (or launch more seeking weapons). A ship which (for example) suddenly discovers a much larger ship hiding in an asteroid field, or which is suddenly confronted by a much larger ship that uncloaks, or which is suddenly grabbed by the tractors of a much larger ship (e.g. a frigate suddenly confronted by a dreadnought) cannot declare catastrophic damage based purely on that fact. The enemy ship might choose not to fire, might miss, might be unable to fire, or might fire at other targets. The wording of (D21.221) and (D21.222) implies that only "inevitable collisions" can be used to declare ID/CD.

(D21.226) If the escape (D21.4) of a boom, saucer, satellite ship, PF, pod, docked ship, etc. is delayed one impulse, the number of crew units able to transfer to it is doubled. There is no additional benefit for longer delays.

(D21.23) MASSIVE DAMAGE: This is the most common basis for declaring CD. If the ship receives a number of internal damage points equal to or greater than the number of undestroyed boxes on its SSD (not counting shields; counting one sensor, scanner, and damage control box; and counting all excess damage boxes), the owning player may declare CD to be in effect. The damage is not actually resolved; the player takes the steps noted in (D21.3) and (D21.4), after which the ship is declared to be destroyed and the explosion is resolved. Damage is not allocated but is assumed to be enough to destroy the ship (even though, in theory, there might not be enough to destroy it).

(D21.231) It may be impossible to tell, without actually resolving the damage, whether it will result in destruction of the ship or will be a few damage points short. In this case the owning player must decide before damage resolution begins whether or not to declare CD. If he does not declare CD and the damage, when resolved, destroys the ship, he cannot then declare CD in effect. The decision must be made without necessarily knowing if the damage received is immediately fatal.

(D21.232) If the catastrophic damage rules are invoked for massive damage, follow the procedures in (D5.0).

(D21.3) EVACUATION BY TRANSPORTER

After catastrophic damage is declared, the player may evacuate some or all of his crew units by transporter.

(D21.31) CREW: The normal transporter rules (G8.0) are used to evacuate the personnel on board (including crew, passengers, marines, deck crews, etc.) except that:

- The once-per-turn restriction of (G8.11) is waived. Prior use of the transporters during that turn does not restrict their use for evacuation (even over several impulses), but (if the ship survives) the transporters cannot be used again within 32 impulses.
- The energy required in (G8.13) is not required.
- The number of crew units which can be transported per operation is covered in (G8.33).

(D21.311) Only undestroyed transporters (at the time CD is declared) can be used. The crew can be transported to other ships, locations, or units (including available planets and asteroids) within the limits of the rules, including (D21.32).
(D21.312) Those transporters located on sections which will escape under (D21.4) cannot be used.
(D21.313) If using (D16.0) Advanced Marine Combat, only the player controlling an area can use the transporters in that area. (Enemy personnel on board can evacuate by this means.)
(D21.314) Other units can evacuate crew units with their transporters under the normal transporter rules (including the appropriate point in the Sequence of Play).

(D21.32) SHIELDS: The doomed ship automatically drops all of its shields. If the ship survives, the shields cannot be raised for 1/4 turn after the impulse in which they were dropped (D3.51). See also (D21.33).

(D21.33) DESTINATION: If the shields are up on the unit that evacuated crew units are sent to, that ship may drop some or all of them (D3.5); otherwise the transporter(s) cannot function. See also (D21.344).
(D21.331) Other ships within transporter range, including enemy ships, may voluntarily drop one or more shields in order to facilitate the rescue of the crew.
(D21.332) If enemy units drop shields but no crew units are sent there, the shields are restored immediately (in point of fact it was never dropped). It is considered to be extremely discourteous to fire on (or guide seeking weapons into or place a mine near) a ship that has dropped shields and accepted your own crewmen, resulting in a moral loss of the scenario and unfavorable effects on your career afterward. All crew experience (G21.0) is lost, and all legendary officers lose that status. (This provision will become almost impossible to enforce in multi-ship battles. Use common sense and discretion.)
(D21.333) No ship is required to drop its shields. If shields are dropped under this rule, this takes effect immediately (even if out of sequence), but except as noted the shield must stay down for the specified 1/4 turn. Exception: (D21.344).
(D21.334) Orion and Andromedan crewmen will not transport onto an enemy unit unless other crewmen of the same race are already on that unit and engaged in boarding party combat (D21.342).

(D21.34) TRANSPORTING INTO COMBAT: Units may be transported indirectly into a "combat" situation [as defined by (G8.31)] by the procedures in (D21.341) and (D21.342) below. Units may not be transported directly into a "combat" situation.
(D21.341) Units transported to a planet involved in ground combat (D15.0) land in remote areas (D15.7).
(D21.342) Units transported to an enemy ship immediately surrender unless there is a boarding party action being conducted on that ship at the time CD goes into effect; in which case see (D21.343) and (D21.344).

(D21.3421) For purposes of this rule, the boarding party action must involve at least one unit of boarding parties (or militia, commandoes, or other combat infantry) which arrived on a preceding turn and which survived boarding party combat at the end of the previous turn.
(D21.3422) Surrendering units are locked in security and cannot be rescued unless the ship is captured, or under provisions in (D16.0), or as otherwise provided for in the rules.

(D21.343) Units transported under the provisions of these rules to a ship involved in boarding party combat cannot be used in such combat during that turn; see (G8.32).
(D21.344) LEGENDARY CAPTAIN RULE: If there is a legendary captain (G22.2) on the doomed ship, he may attempt to initiate boarding party combat on an enemy ship. This is an exception to (D21.342) and (D21.343) and a condition of (D21.33). This procedure is used after the failure of (G22.223).

(D21.3441) This provision can only be used if there is no friendly unit (size class 4 or larger) or habitable planet within transporter range and no escape section is available on the ship with the captain.
(D21.3442) One enemy ship (size class 3 or smaller) within transporter range (selected by die roll) must drop a shield facing the doomed ship. If there is an enemy ship within transporter range with an ongoing boarding party action, that ship is selected instead of a randomly chosen one.
(D21.3443) The legendary captain [who acts as a legendary marine major (D22.5) without any delay to change roles] and the maximum number of crew units (as determined by transporter capacity) are transported to that enemy ship and immediately begin a boarding party action to capture that ship.
(D21.3444) No more than half of the crew units brought with the captain are boarding parties (2 per unit), but all crew units with him will fight as militia (D15.83) because of his bold leadership (which is ably demonstrated by his retaining the initiative after having his ship blown out from under him).
(D21.3445) Any other legendary officers on the ship will be formed into one crew unit for purposes of transportation accounting.
(D21.3446) The marine major can use this rule, but cannot use (G22.223). Legendary ground forces officers cannot use this rule or (G22.223).

(D21.35) PRIORITY: Crew units must be given a priority over boarding parties when being transported; a player evacuating a ship cannot transport any boarding parties until and unless all non-boarding party crew units have been transported. [Any militia (D15.83) revert to crew status when transported.]

A legendary captain using (D21.344) can set his own priorities on who escapes with him, all of whom fight as militia.

Cargo can be saved before the crew in some cases; see (G25.212).

(D21.36) ESCAPE: Crew units leaving by transporter are not considered to be "escaping" under the terms of (D21.4).

(D21.37) ENEMY SHIP: While there is no way to force a player to do so, if an enemy ship with its facing shield down is the only available place to send evacuating crew units, the crew units could be sent there. Survival, even temporarily or as a prisoner, is likely to be the prime directive of the personnel operating the transporters. Even the Klingons and Romulans take prisoners (at least sometimes) because of their intelligence and propaganda value. Note that the provisions of (D21.332) and this rule could be used for some rather ridiculous tactics (a ship about to be destroyed could drop shields to accept the crew of a destroyed enemy ship, thereby forcing the enemy to allow it to escape).

(D21.38) ESCAPING UNITS: Crew units cannot be transported to units which are escaping from the same CD event. Resolve all evacuations before resolving escapes.

(D21.4) ESCAPE: WHICH UNITS CAN ESCAPE

Certain small units attached to, docked to, or a part of the doomed ship may "escape" by separating from the doomed ship and moving away. The term "escape" within these rules refers to the procedure under (D21.5).

(D21.41) SHUTTLES: All shuttlecraft (including fighters and enemy units) may attempt to escape. Captured shuttles, but not captured fighters, may escape.
(D21.411) The restrictions of (J1.50) as modified here remain in force, but the allowable launch rate is increased (until the ship is destroyed). Launch tubes (as on Hydran ships) may each launch one fighter per

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

impulse; each shuttle bay may launch two shuttles per impulse. Certain oversized shuttle bays (e.g. Fed CVA) can launch double their normal rates each impulse.
(D21.412) All manned shuttles on balconies can escape.
(D21.413) Shuttles which are being repaired or rearmed can escape, but the repairs or rearming is not completed. Suicide shuttles, wild weasels, and scatter-packs (and shuttles being armed for those missions) cannot escape. Unmanned shuttles cannot escape.
(D21.414) All shuttles may carry their maximum passenger load (G9.14).
(D21.415) If destruction occurs later under ID/CD, these launch rates remain in effect until destruction.
(D21.416) If using (D16.0), the player that controls a given shuttle bay is the only player able to use it. If neither controls it, each player with shuttles in the bay can use an equal share of the capacity.

(D21.42) PFs: All PFs held on mech links or docked externally may attempt to escape.
(D21.421) PFs in internal bays may not attempt to escape; those in collapsible repair bays may attempt to escape (although doing so will ruin the collapsible bay and eliminate its use for repairs).
(D21.422) All PFs carry their own crew plus up to two crew units from the ship/base. See (D21.226).

(D21.43) SEPARATION: Ships capable of separation may detach the indicated sections (Klingon booms, Federation saucers, Neo-Tholian command modules) and order them to attempt escape if eligible under (G12.0). Note that the rear sections of these ships cannot escape separately.
(D21.431) The separating section is assumed to have the proportion of crew units assigned to it by the Master Ship Chart, plus one-half of the crew units originally assigned to the remaining section. Note that after accounting for casualties there may be more than one means of escape available to some crew units; the owner can select the one each crew unit will use. See (D21.226).
(D21.432) Other units (shuttles, PFs) docked to or in the separating section may attempt to escape independently under their own rules. Those other units from the sections left behind will, of course, do so.
(D21.433) Note that the ship must have a rear hull (not just engines) to leave behind. Ships of the Federation FF, DD, DW, tug, and NCL classes (and variants thereof, i.e. those with no specific rear hull) cannot separate an escapable section under this rule.
(D21.434) Tugs cannot escape by leaving behind a pod or cargo pack. There is a partial exception in that the saucer (without warp engines or any pods) of a Federation tug or LTT can escape if it leaves behind a non-cargo pod(s), or the pod(s) can escape under (D21.44), but both cannot escape (even on different impulses). Of course, the boom of a Klingon tug or LTT can escape (as any other Klingon boom), leaving behind the rear hull (and any of pods).

(D21.44) POD: A pod (attached to a tug) that is capable of independent movement may attempt to escape. It is assumed to have its own crew plus up to 10 crew units from the tug.

(D21.45) SATELLITE SHIPS in the hangar of an Andromedan ship may attempt to escape (but only if powered transporters or charged displacement devices are available, and they must be launched within their normal rules except for the Sequence of Play). See (D21.72). A satellite ship can use its own DisDev to self-launch during an escape; this is an exception to (G18.513) and (G18.54).
Rule (D21.32) does not apply to satellite ships.
Each satellite ship is assumed to have its own crew units plus up to five crew units from the mother ship. See (D21.226).

(D21.46) EXTERNAL DOCKING: Ships docked (C13.9) to a doomed ship may separate and attempt to escape. (This would also apply to a ship which is docked to a ship which is docked to a ship which is docked to a doomed ship, etc.)
(D21.461) A maximum of 10 crew units may transfer to the escaping ship before separation. If that ship is an enemy vessel, any such crew units will be treated as if they had transported aboard under (D21.34).
(D21.462) Ships (or PFs) docked externally to a doomed base or FRD may separate and attempt to escape without restriction. See (D21.226).

(D21.47) INTERNAL DOCKING: Ships docked inside an FRD may undock and attempt to escape only if they are the first or last in the docking order (i.e. are nearest the exits). If ships are docked inside a module of a starbase, only one ship per module can attempt to escape. A maximum of 20 crew units can transfer from the base or FRD (or other ships docked inside) to each departing ship before undocking takes place. See (D21.226). Shuttles are covered under (D21.41) and are independent of any undocking by ships from the same module.

(D21.5) ESCAPE PROCEDURE

(D21.50) DIE ROLL: For each unit that is attempting to escape under (D21.4), roll one die and determine how far to move the unit from the chart below:

0 or less ..... Does not move (possible only with modifiers)
1–3 ..... Moves one hex
4–6 ..... Moves two hexes
7+ ..... Moves three hexes (possible only with modifiers)

The escaping unit may be subject to the explosion of the unit declaring CD. Andromedan units which escape via (D21.45) do not use this procedure or (D21.6), but use the transporter or DisDev rules as appropriate.

(D21.51) FACING: The escaping unit is placed facing away from the doomed unit (i.e. with the doomed unit in its RA arc).

(D21.52) SPEED: For purposes of subsequent movement, the escaping unit may be designated as moving at any speed up to 10 (15 for PFs), within the limits of the unit itself.

(D21.53) EXPLOSION: It is possible that a ship which is, itself, escaping from a CD event may be caught in and destroyed by the explosion and may then declare CD to be in effect itself. A chain reaction is possible as a ship escaping from a doomed base might separate its boom which, if then also subjected to CD, might be able to use transporters to evacuate its crew.

(D21.54) WARP-POWERED SECTIONS: Ships with warp-powered sections have an advantage in escape.
(D21.541) Sections with full-sized warp engines (e.g. Klingon C8, C9, B10 booms, Federation DN saucers) add three to the die roll in (D21.50) so long as half the original warp boxes are undamaged. Those with less than half of the original warp boxes undamaged are treated as having warp packs (D21.543).
(D21.542) Sections with small warp engines (which are full-sized engines but smaller than the other warp engines on the ship) add two to the die roll so long as half the original warp boxes are undamaged. Those with less than half of the original warp boxes undamaged are treated as having warp packs (D21.543). At the present time, the only ships of this configuration in the game are Neo-Tholian Command Modules (Captain's Module C2), but more ships of this configuration are in preparation for an upcoming product.
(D21.543) Sections with small warp packs (e.g. Klingon J ships, Klingon C7, many X–ships) add one to the die roll in (D21.50) so long as there is one functioning warp box.

(D21.55) PFs: Due to their high acceleration, PFs add three to the die roll in (D21.50).

(D21.56) OTHER MODIFIERS to the die roll in (D21.50) include:

Legendary navigator†¥	+2
Outstanding crew†	+2
Fighter	+1
Fighter with booster packs	+2
Poor crew	–2
Ace PF or pilot	+1
Green PF or pilot	–1
Crippled non-fighter shuttle	–1
Crippled fighter	–2
Crippled PF	–2

†This applies only to separating ships or sections, not shuttles or PFs.
¥ A legendary captain can assume the status of a legendary navigator without any delay for this purpose, but only if currently in a control box. He cannot simultaneously perform any other function.

(D21.6) RESTRICTIONS ON ESCAPING UNITS

The actual "escape" conducted under (D21.5) involves movement over several impulses, but is compressed into a single instant for game purposes. Thus, the act of placing a counter several hexes from the ship is, in fact, the movement (known as "escape movement") of that counter, and a legal movement path must be traced from the hex occupied by the ship to the new location. Fighters, PFs, booms, and other escaping objects are not exempt from the normal rules concerning movement.

(D21.61) ILLEGAL HEXES: The unit cannot enter illegal hexes, such as black holes. If the unit moves closer to a black hole during escape movement, it cannot later move farther from the black hole during that same escape movement.

Note that a sublight (or slow trans-light) ship cannot escape from a black hole, but could survive long enough to be towed to safety or declare ID/CD in its own right.

(D21.62) PLANET: The unit cannot enter a planet hex unless it lands in that hex. The landing on the surface occurs immediately without going through the intermediate steps of (P2.41). If the unit is capable only of a crash landing (P2.431), roll for that immediately. Landing is the only alternative. Low flight (P2.423) is not an acceptable alternative.

(D21.63) ZONES: If the unit passes through mine, ESG, asteroid (or other hazardous) hexes, it takes damage at a movement speed of 31 (to reflect the inability to control the unit).
(D21.631) If several units are escaping simultaneously, resolve damage in the order of the unit moving the farthest.
(D21.632) Webs have their normal effects on escaping units and may force them to stop or spend part of their escape movement penetrating the web. Escaping units are treated as if going their maximum speed (in their current condition) for purposes of moving through and damage (G10.59) from entering a web hex.

(D21.64) DOCKING: The unit cannot dock (C13.0) with any other unit as a part of the escape movement.

(D21.65) ENEMY SHIP: The escaping unit cannot enter a hex containing or adjacent to an enemy ship or base if there is an alternative which would not cause damage to the unit.

(D21.66) WEAPONS: Units escaping by these rules cannot fire any weapons within 1/4 turn (8 impulses) of the impulse on which they escape. They cannot fire seeking weapons within 1/2 turn (16 impulses) of the impulse on which they escape. They cannot fire direct-fire weapons at ships (size class 4 or above) or use aegis fire control within one full turn (32 impulses) of the impulse on which they escape. See (G12.5) if the remaining section survives.

(D21.67) TOWING: No unit can tow (via tractor beam) another unit during escape movement. Units attached or docked to other units are not considered as "towed" for this purpose. See (C13.921), (D21.46), and (D21.47).

(D21.7) ANDROMEDANS: SPECIAL CONDITIONS

(D21.71) PANELS: Andromedan ships in CD status cannot drop PA panels for the purposes of having their crew rescued by the transporters of other ships, but do not need to. Other Andromedan ships would have to drop their PA panels to rescue crews from a doomed ship. See (D10.52). Andromedan crewmen cannot be transported by enemy vessels and cannot transport to them except by (D21.33).

(D21.72) SATELLITE SHIPS can escape; see (D21.45). This escape is via transporter or displacement device. The rules in (D21.5) and (D21.6) do not apply except for (D21.66), which *does* apply.

(D22.0) ENERGY BALANCE DUE TO DAMAGE *(Optional)*

When a ship receives damage, its power output may be reduced. This may require the player to modify his energy allocation plans to account for the power that is no longer there to use.

This rule provides greater realism (at a considerable cost in complexity) as ships which have been heavily damaged cannot continue (as they would without this rule) to move at high speed and fire weapons for the remainder of the turn.

Using this rule will considerably affect the play of the game. Hitting the enemy before he can hit you will become more important, as any power loss will reduce his firepower. Hitting him early in the turn, when there is little expended power to absorb losses, will become critical. Additionally, ships trying to escape from the scenario will be slowed down, and more of them will be caught and destroyed. Players are cautioned to experiment with this rule in several scenarios before adding it to a campaign.

NOTE 1: This section is a revised and enhanced version of the system used in (C1.321) and in (C2.3) of the previous edition.

NOTE 2: PFs (including interceptors) and shuttles (including fighters) do not use this rule.

(D22.1) DEFINITIONS

There are three types of power expenditures: incremental, instantaneous, and continuous. Power is treated as either expended, available, or operating.

(D22.11) INCREMENTAL POWER expenditures include power which is expended in small units throughout the turn. The most common and virtually only form of incremental power expenditure is for movement. In the event of a power shortage, energy spent for movement performed earlier in the turn is considered "expended" while energy remaining on hand for continued movement is considered "available."

Note that, if the ship had plotted a speed reduction in later impulses, it will have less "available" movement power to give up than a ship which had planned to maintain a continuous speed or plotted acceleration.

NOTE: A pulsing PPD would be considered "incremental" power if a power shortage had to be resolved while it was continuing to pulse. A PPD requires 2 points of power per pulse. Pulses which carry over into a subsequent turn are ignored; they are not counted as any type of power.

(D22.12) INSTANTANEOUS POWER expenditures are those which occur at a specific point, their effect being resolved in a single impulse. Examples would be operating a transporter, making an HET, or firing a phaser. In the event of a power shortage, energy spent previously is considered "expended" while energy remaining on hand for future use is considered "available."

Note that allocations under the "contingent reserve" are treated the same way. If a player had allocated three units of power for an HET (planning to supply the remaining two from reserves) but had not conducted it, the three points are "available." If the HET had been made, those three points (and the two from reserve) are treated as "expended."

(D22.13) CONTINUOUS POWER expenditures are those which take place throughout the turn or over a period of turns. They include the operation of shields, life support, PA panels, fire control, holding loaded weapons, wild weasels being charged, and operating tractor beams. In the event of a power shortage, energy being used for continuous expenditures is considered to be "operating." (If additional "operating" systems are added in future rules expansions, these will be noted as such.)
(D22.131) ESGs (G23.0) and SFGs (G16.0) are treated as "operating" while they are active. Energy from ESG capacitors is treated like that in phaser capacitors (D22.15).

Energy used for ESGs which have been dropped is regarded as follows: If on the same turn that the ESG was activated, it is regarded as "expended." If on a subsequent turn, it is ignored.

EXAMPLE: A ship has two ESGs and activates both on impulse #10 of turn #3; they become active on impulse #14. One is knocked down by drones on impulse #20; the other is dropped on impulse #7

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

of the next turn. From impulses #1-#9, this is treated as capacitor energy. From impulse #10 through #20, it is all "operating" energy. From impulse #21 through #32, the first ESG is "expended" while the second is "operating." On the next turn, the ESG energy used to operate ESG #2 is ignored.

(D22.132) Energy allocated for active fire control is considered as "available" power if the fire control system is not currently in active mode.

(D22.133) Energy allocated to continuous functions which have been terminated (e.g. energy to hold weapons which have been fired, energy for tractor links no longer functional, etc.) is considered "expended" power.

(D22.14) SHORTAGES: Whenever damage is scored on power-producing systems, the player must determine if this damage has caused a power shortage.

Determining if a power shortage exists and resolving it is performed in a specific sequence. First, determine if a warp power shortage exists and resolve that shortage (D22.2). After that shortage has been resolved (which may have required a re-balancing of the ship's power), determine if the ship has a remaining general power shortage (D22.3) and resolve that shortage (D22.4) (which may require another re-balancing of the ship's power).

The key to this procedure is that power already expended is presumed to have come (to the maximum extent possible) from those power-producing systems which were destroyed. This procedure is not totally realistic, but is less burdensome than a more realistic accounting procedure.

(D22.15) PHASER CAPACITORS: Careful attention must be paid to power held in phaser capacitors that was added to that system on a previous turn. Power expended by phasers is assumed to have come first from the capacitors. Power cannot be removed from the capacitors for use in other systems or to balance energy for this procedure. However, power "allocated" to phasers is not presumed to have reached the capacitors until it is used or until the end of the turn. This allocated power is "available" and CAN be cancelled by the player to balance power under this procedure. Note that even if other power is reduced, the capacitors (holding power from previous turns) can still be used to fire any phasers (within the other rules).

This same procedure is used for ESG capacitors; see (D22.13).

(D22.2) WARP POWER SHORTAGES

It is first necessary to verify the energy balance for warp-specific power, that is, energy from warp engines or AWRs and energy required for warp purposes (photon torpedoes, suicide shuttles, displacement devices, other warp-requiring systems, and movement). This step (D22.2) deals only with warp power; some systems that do not require warp power may be using warp power, but that will be determined in (D22.3).

(D22.21) STEP A: Determine the total amount of warp power remaining (undestroyed warp engine boxes).

If the ship is an Orion, the warp power remaining on a doubled engine will be twice the number of its remaining warp engine boxes.

(D22.22) STEP B: Determine the total amount of warp power available (allocated for as yet unfulfilled movement plans, including HETs and EM, and for other warp-specific uses, such as photon torpedoes).

(D22.23) STEP C: Determine the total amount of warp power expended.

(D22.24) STEP D: Determine the total number of warp power units lost due to damage received during the current turn.

(D22.25) STEP E: Subtract D from C. If the result is zero or a negative number, ignore it. If the result is a positive number, add it to B.

(D22.26) STEP F: If B (as adjusted by step E) is less than or equal to A, there is no warp power shortage. Proceed to step H.

(D22.27) STEP G: If B is greater than A, warp power use must be reduced by slowing down or cancelling other available warp power until use is equal to or less than the warp power remaining. This could be done by cancelling planned but as yet unmade accelerations, unused HETs, EM, by stopping photon arming or other non-movement warp uses, or by slowing down the ship (D22.52). Braking energy may be cancelled only if all movement after the change of direction has already been cancelled.

(D22.28) STEP H: After resolving any warp power shortage or determining that there is none, a final check must be made of movement-capable power. Specifically, warp engine power and impulse power must be checked (within their specific limits) against the power required for movement and movement-related functions, such as erratic maneuvering. This may require an additional reduction.

(D22.29) COMPLETION: After completing these steps, proceed to (D22.3).

NOTE: If the unit has no warp power and has no systems that require it, this step can be skipped. A player with such a unit could proceed with this step if he wished, but there will be no result as a zero warp supply and zero warp requirement produce zero warp shortage regardless of any other damage.

(D22.3) GENERAL POWER SHORTAGES

(D22.31) CURRENT OUTPUT: First determine the total current power output (undestroyed power system boxes, including batteries discharged on the current turn) of all power-producing systems (including warp power and including previously unallocated power). This is the "remaining" amount. Note that it is impossible (outside of this rule) to bring unallocated power on line.

If the ship is an Orion and is doubling its engines, this extra power is included in calculating the output. The ship cannot double its engines in mid-turn.

(D22.32) ENERGY REQUIRED: Secondly, determine the total amount of energy required for "operating" and "available" expenditures (including warp power expenditures). This is the "required" amount.

(D22.33) SHORTAGE: If the remaining amount is less than the required amount, a power shortage exists and must be resolved by (D22.4). If the required amount is less than or equal to the remaining amount, no general power shortage exists.

EXAMPLE: The player has previously allocated all existing power. During the turn thus far, he has used four units of power to fire phasers and operate transporters. (Power has also been expended for movement.) Two internal damage points destroy APRs. It is assumed that the APRs were supplying the power which has already been expended by the phasers, so no power shortage exists.

(D22.4) RESOLUTION OF GENERAL POWER SHORTAGES

(D22.41) PROCEDURE: Power shortages are resolved by cancelling allocations or curtailing operations until the sum of the available and operating power is equal to or less than the remaining power. Note that warp power shortages are resolved by (D22.2) before determining if a general power shortage exists; this section deals only with general power shortages. A player may slow down the ship, in effect transferring warp power to non-movement uses.

(D22.42) UNALLOCATED POWER: Any existing but unallocated power sources have already been brought on line by the procedures in (D22.3) above. Note that unallocated power is simply left over on the Energy Allocation Form. Reserve power and unallocated power are two different things.

(D22.43) PRIORITY: The player must reduce his power allocations and operations by the following procedure. Each step is used in the exact order specified.

(D22.431) STEP 1: If eligible, put the ship on emergency life support.

(D22.432) STEP 2: The player may voluntarily use any reserve power.

(D22.433) STEP 3: Cancel any planned but unmade accelerations. The player can also voluntarily cancel available warp/movement energy (HETs, EM). If this is not sufficient, reduce the speed of the

ship by 50% (including the reductions made under D22.2H). (Round a fraction of 1/2 down when calculating how much the speed can be reduced. A speed of 13 would be reduced by 6.) See (D22.52).

This is NOT a voluntary step. If damage causes a power shortage, the ship WILL slow down, unless the power shortage was resolved by Step 1 and/or Step 2 (or earlier portions of Step 3). (Exception: see disengagement below.)

A lesser speed/acceleration reduction must be used if that reduction alone will be adequate to resolve the imbalance.

A speed reduction below the ship's new maximum speed is not required if the ship is attempting to disengage by acceleration (C7.1). A ship is considered to be making such an attempt if: the owning player says so, and the ship made the maximum possible acceleration on the current turn, and the ship proceeds in subsequent turns to do so in the most expeditious manner possible. (A reduction below max speed under this step cancels the ability to disengage by acceleration.)

Braking energy may be cancelled only if all movement after the change in direction has already been cancelled.

(D22.434) STEP 4: Voluntarily reduce any available or operating energy (including all forms of movement and/or any energy going to shields including damage control and reinforcement) until the required amount is equal to or less than the remaining amount.

(D22.435) STEP 5: If the ship is reduced to only life support (or emergency life support) and shields (including reinforcement, or PA panels), no further reduction is required (or, indeed, possible) and play proceeds.

(D22.5) ADDITIONAL POWER RESOLUTION RULES AND EXAMPLES

(D22.51) GENERAL RULE: The cancellation of power expenditures is done within the normal rules for each system except as may be noted. Releasing a tractor beam to save power, for example, is done by the same procedure as releasing it for a tactical reason or because the object being held was destroyed.

(D22.52) SPEED CHANGES: Reductions in speed are made by (C12.0) but with additional considerations.

(D22.521) Speed changes required by this procedure are not limited to 50% of the current speed (C12.32).

(D22.522) Speed changes required by this procedure are made immediately and without the limitation of (C12.31); however, subsequent speed changes not required by this procedure are subject to that limit. The time period for such change is counted from the most recent change, regardless of whether it was involuntary or voluntary.

(D22.53) ERRATIC MANEUVERS: The cost of erratic maneuvering is given in (C10.1). This cost is considered to be "operating" regardless of how much of the turn has elapsed or whether EM has actually started, but is considered "expended" if EM was used during the turn and later (before the damage) was stopped.

NOTE: If the cancellation of EM is required or used to balance the energy equation, it must be cancelled immediately and entirely at the end of the current Phase, and without the normal warning period. A player cannot promise to halt EM at some later point to satisfy the requirement.

(D22.54) MULTI-TURN ARMING WEAPONS are treated as follows: the current turn of arming energy is "available" power which can be cancelled. If cancelled, energy allocated on prior turns is lost and does not count as reclaimed or cancelled expenditures for purposes of energy balance. Note that type-F plasma torpedoes, with their stasis box launchers, are not treated any differently (except, of course, that they don't need holding power). Wild weasels and suicide shuttles are also treated under this rule.

(D22.55) HOLDING ENERGY for heavy weapons (or WWs or suicide shuttles) is "operating;" if cancelled, the weapon being held must be ejected (*not* fired or launched) immediately. Note that a plasma torpedo (for which holding energy was cancelled) could *not* be held for the 1/4-turn period allowed under the "destroyed launcher" rule (FP1.7). If a weapon is fired, its holding energy is treated as "expended" for the remainder of the turn on which that holding energy was paid.

(D22.56) TRACTOR BEAM EXAMPLE: A ship has three tractor beams and has allocated five points of power to the tractor function.

One tractor beam with one point of power was used earlier in the turn to hold a drone which was destroyed by a phaser. That point of power is "expended" for these purposes.

The second tractor beam with three points of power is holding an enemy fighter at a range of three hexes. This power is considered "operating." If necessary, it can be cancelled, although the fighter will be released and may become a tactical problem. All three points must be cancelled at the same time because of the nature of tractor beams.

The third tractor beam with the last point of tractor power has not been used; the player has been holding it for use on an approaching drone. This point of power is "available."

(D22.57) PINWHEEL: This procedure could cause the involuntary separation of a Tholian Pinwheel in addition to the cause listed in (C14.32). Involuntary separation is considered a last resort after all other legal methods of reducing power expenditures are used.

(D22.58) EXCESS POWER: The purpose of the energy balance equations given above is to resolve an existing shortage, not to create extra power or allow otherwise illegal decelerations.

In no case can voluntary reductions result in excess power becoming available, except in the case of cancelling a large allocation (such as an unused HET) that more than resolves the shortage. In that case, the excess power is treated as "unallocated" power (D22.42).

Under no circumstances can speed be reduced more than is necessary to resolve the shortage.

(D22.59) ELECTRONIC WARFARE: See (G24.2116).

(D22.6) MAXIMUM SPEED LIMITATIONS

(D22.61) STANDARD RULE: Note that a ship forced to rebalance its energy by these rules may temporarily (until the end of the turn) violate (C12.38), which prohibits a ship from exceeding its maximum speed, and (C2.18), which prohibits a ship from spending more warp power than it actually has.

EXAMPLE: A D7B moving at a speed of 31 which loses 5 warp boxes on impulse 19 would not be required by the above rules to adjust its speed, as the 18 "expended" warp points more than cover the 5 lost points. Rules (C12.38) and (C2.18), however, would limit the ship to a maximum speed of 26. Note that any speed of 26 or more (assuming that the ship had been moving at its previous maximum speed before it was damaged) would qualify it for disengagement.

This temporary violation is allowed (i.e. legal) because the cited rules are based on a normal pre-turn energy allocation plot. The engines, in a state of dynamic flux caused by the sudden loss of power, are not in a stable condition, and the warp field has not balanced at the new lower level. Players who insist on the absolute in technical realism can use the following rule.

(D22.62) OPTIONAL RULE: Rule (C12.38) cannot be violated. The ship must immediately slow to the maximum speed allowed by those rules. However, the expended power is still accounted for; the remaining warp engines need only provide power for the remaining hexes of movement at the new speed.

This procedure will, however, almost inevitably "create" a small amount of power. Energy cannot be created, however, so any "gain" in energy is unallocated. Later, the ship could slow down even more to transfer movement energy to other uses.

EXAMPLE: In the above example, the ship would be required to slow to a speed of 26. At this speed, the ship has a further 11 hexes of movement, requiring 11 points of power (10 from warp, 1 from impulse). (Use the impulse chart to determine how much movement remains.) The ship has already expended 18 points of power, 5 of which were produced by the now destroyed warp boxes and 13 of which were produced by warp engine boxes still functioning. (The player could declare that in fact one of the expended movement points came from the impulse engines). Only 10 of the remaining 12 warp engine boxes are required (plus 1 impulse, or another warp box if impulse power was assumed to be used earlier), but as the other

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

two were dedicated to movement, they are now considered expended as a reduction to the max speed cannot produce extra power.
(D22.621) MODIFIED (D22.2) PROCEDURE

A. Determine the total amount of warp power remaining (undestroyed warp engine boxes).

B. Determine the total amount of warp power available (allocated for as yet unfulfilled movement plans, including HETs and EM, and for other warp-specific uses, such as photon torpedoes).

Note that the maximum speed has been reduced by the requirement above (D22.52).

C. Determine the total amount of warp power expended. *Note that this will include some power "lost" in the speed reduction.*

The remaining steps of (D22.2) are unaffected.

NOTE: The overall (D22.0) rule will reduce the speed of ships damaged in combat, causing more of them to be caught and destroyed before they can escape. The effect of (D22.62) will be a further reduction in speed with even fewer crippled ships surviving the battle.

(D23.0) SHOCK EFFECTS *(Commander's Level)*

Some ships are fitted with weapons more powerful than their hulls can stand to fire repeatedly. These ships are subject to shock effects, which can ultimately cause the breakdown of the ship.

Shock effects are the small amounts of stress and strain which, while they do no damage in themselves in terms of (D4.0), can accumulate until they cause a shock breakdown (D23.3).

A shock breakdown happens when the ship suffers a collapse as a result of excessive shock effects.

(D23.1) SHIPS SUBJECT TO SHOCK

Certain types of ships are subject to shock effects.

Note that Annex #7S, which lists shock ratings, provides a quick list of all ships subject to shock effects. Most ships subject to shock have this noted on their SSD, in their ship description, and on Annex #3 Master Ship Chart.

(D23.11) MAULERS: All ships armed with maulers are subject to shock. Most of these ships are noted specifically as being subject to shock in their ship descriptions.
(D23.111) Mauler ships suffer shock effects when they fire their maulers; see (D23.24) below for details.
(D23.112) Note that only one die roll is made per firing, regardless of whether the ship fired one or more maulers. (Some ships have two mauler symbols on their SSD; these are treated as a single weapon. See the D6M or SPF.)

(D23.12) OVERGUNNED SHIPS: Certain ships have weapons too powerful for their hulls. These are often ships designed for base assaults or ships which are "enhanced firepower" variants of standard ships. A few examples include:

Kzinti FH heavy frigate (R5.41).
Federation BCJ *New Jersey*–class heavy battlecruiser (R2.64).
Romulan SparrowHawk–J bombardment cruiser (R4.51).
Romulan KillerHawk (R4.37).

Overgunned ships suffer shock effects when they fire certain weapons or certain combinations of weapons; these are fully described in the ship description for each ship.

(D23.13) NOTE ON LDR AND WYN: Many ships of the Lyran Democratic Republic and WYN Star Cluster are overgunned and subject to various limitations, but this is not covered by these (D23.0) rules because shock is only one of several factors affecting their operations (crew accommodations, lack of self-maintenance, space-keeping abilities, etc.). Those ships are, generally, prohibited from leaving their home territory (i.e. from operating too far from their shipyards), a restriction which is caused by the shock effects of their excessive armament. (Some of the ships operated by those races are not limited in their deployment, e.g. WYN-Orions.) Those to which it does apply are listed as "Limited Deployment" ships. Future projects may include ships which are subject to (D23.0) Shock (e.g. an LDR mauler), and these will be noted.

(D23.2) PROCEDURE FOR DETERMINING SHOCK BREAKDOWN

(D23.21) SHOCK RATINGS: All ships which are subject to shock have a shock rating listed on Annex #7S. This is the number of shock effect points (SEPs) that they can take before there is a possibility of suffering from shock breakdown.

Shock effect points are a means of tracking the cumulative effect of shock damage.

Note that the rating is assigned and accounted for the entire ship, not for each specific weapon. For example, the Romulan SpH–J rolls a die when firing each of the wing plasma–S torpedoes, but these contributed to the same total, and a shock breakdown affects the ship as a whole (*and* the weapon in particular).

(D23.22) PROCEDURE: Whenever a ship which is subject to shock fires (or launches) the weapons noted in its description (including maulers) subject to shock effects, the ship must roll one die (separately from the die roll, if any, to see if the weapon hit its target) to determine the number of SEPs received. This is done in the Shock Step of the appropriate Stage of the Sequence of Play. (Some ships are required to roll two dice.) Plasma torpedoes and plasma bolts cause shock equally (if the ship and the launcher in question is subject to shock). Some ships also receive shock points automatically in some cases, e.g. (R2.64).
(D23.221) The result of the die roll is added to a running total for that ship. When the running total exceeds the shock rating, the ship is subject to a possible shock breakdown (D23.3) on a future firing of the relevant weapon(s). The ship will continue to roll for SEPs after reaching this point. The die rolls and the running total are known to all players unless using (D23.226).
(D23.222) On all firings subsequent to the point at which the shock effect rating is exceeded, if the (unmodified) die roll is 5 or more, the ship suffers a shock breakdown *and* the (modified) die roll is added to the running total. It is theoretically possible for a ship to suffer several breakdowns (from various causes) during a scenario. See (D23.5) for die roll modifiers.
(D23.223) On all firings subsequent to the point at which the shock effect rating is exceeded, if the die roll is 1–4, add it to the running total. At the instant that the running total exceeds double the shock breakdown rating, the ship automatically suffers a shock breakdown.
(D23.224) In those cases where two dice are rolled, e.g. (R4.51), the procedure applies to each die roll individually. If two die rolls both call for a breakdown, the ship breaks down only once.
(D23.225) Plasma torpedoes require a special treatment because of the possibility that any given torpedo is a pseudo-plasma torpedo, which would not cause shock. On a written record, each time a plasma torpedo which qualifies for generating SEPs is launched, an SEP die roll is recorded as being associated with that specific torpedo. If a PPT is launched in the place of such a torpedo, the die is rolled and recorded as if a real torpedo of the same type had been launched. If a PPT is exposed as such (because it struck a target and did no damage, or because the owner voluntarily exposed the written records to prove it is a PPT), the die roll associated with the PPT is deleted from the running total. The owner of the ship could voluntarily expose his records at any point to adjust the running total (and is required to do so if the ship will suffer a breakdown unless they are revealed). The total is adjusted immediately if the PPT is revealed as such by other means.
(D23.226) Optional Alternative: Have a non-playing judge make and keep the records of the shock die rolls, advising each player of the present SEP level of each ship. As another alternative, have the non-playing judge advise players only when their ships actually break down.

(D23.23) FREQUENCY: A die roll for shock effect points is made whenever the designated weapon is fired, regardless of how often it is fired. For example, a mauler could fire several times during a turn and would roll a die for each. A SparrowHawk–J must roll a die for each plasma–S it fires from a non-center mount, which could require two die rolls in the same impulse if both the B and C torpedoes are fired together.

(D23.24) MAULERS are capable of firing relatively small amounts of energy, and when fired at lower energy levels, the shock effect is minimized.
(D23.241) Whenever the die roll in (D23.22) exceeds the amount of energy fired through the mauler, add the energy expended, not the die roll, to the running total.
(D23.242) If, on any given firing, the total amount of power fired through the mauler during the previous 31 impulses (plus the power of the current shot) is less than 1/3 of the original power capacity of the batteries, and if all of this power has come from the batteries or PA panels (none from the engines, or reactors), that firing is not subject to a shock die roll.

(D23.25) DISCHARGED WEAPONS: Any weapons which are discharged by (E1.24) or (FP1.14) do not produce shock effects, eithe rin the form of die rolls or mandatory points that may be required for certain weapons on certain ships.

(D23.3) EFFECT OF SHOCK BREAKDOWN

Ships which suffer a shock breakdown suffer the following penalties:

(D23.31) WEAPONS designated as causing shock cannot be fired until the number of shock effect points in the running total is reduced (presumably by repairs) below the shock rating. This includes weapons causing any type of shock, should a given ship have more than one means of accumulating SEPs.

(D23.32) BREAKDOWN: The ship suffers a breakdown [as per (C6.54)] in the subsequent Shock Breakdown Step of the same impulse (there is such a step in both the seeking and the DF weapon procedures); it stops moving and suffers the damage specified, but cannot tumble. The ship also loses its (C6.52) breakdown bonus (without any effect on the situation) if this has not previously been used. The bonus cannot be used to mitigate shock effects; its use for some other purpose does not increase the chance of a shock breakdown.

(D23.4) REPAIR OF SHOCK EFFECTS

Shock effects can be repaired by various means.

(D23.41) SELF-REPAIR DURING A SCENARIO: A ship which has accumulated shock effect points can remove these points from its running total by various means.
(D23.411) Continuous damage repair (D9.7) can repair shock effect points. Each SEP is repaired by four repair points. The first (but no subsequent) shock effect point repaired counts as one "system repaired" under (D9.76). See (D23.44) for combining types of repair.
NOTE: Shield damage control (D9.2) cannot repair or remove SEPs.
(D23.412) Emergency damage repair (D14.0) can be used to remove SEPs from the running total. For each successful die roll in (D14.13), three is subtracted from the running total of SEPs. See (D23.44) for combining types of repair.

(D23.42) BASE REPAIR DURING A SCENARIO: A ship can be repaired by repair systems (G17.0) on a base, FRD, or repair ship under the standard rules, with each SEP costing four repair points. These repairs cannot exceed the original shock rating during an entire scenario. See (D23.44) for combining types of repair.

(D23.43) REPAIR BETWEEN SCENARIOS: Some campaigns will specify how SEPs may be removed between scenarios. If this is not specified, one of the rules below will apply.
(D23.431) Repairs under (D9.4) can remove a number of SEPs equal to 50% of the shock rating; round fractions down when calculating the number of points that can be removed.
(D23.432) The "overhaul" in (U1.4) fully removes all SEPs.
(D23.433) In the case of successive scenarios without time to stop at a base, the ship uses its normal repair capabilities as provided in the rules.

(D23.44) REPAIR LIMIT: Repairs under (D23.411), (D23.412), and (D23.42) combined cannot exceed the limits of (D23.42), even if the ship suffers further shock die rolls after it is repaired.

(D23.5) ADJUSTMENTS TO SHOCK RULES

There are numerous adjustments to shock die rolls, some of which are listed here and some of which are given in the individual ship descriptions. All of these are cumulative (although some cannot occur on the same ship).

(D23.51) OUTSTANDING CREW: Subtract one from each shock die roll if the crew is outstanding; see (G21.216).

(D23.52) POOR CREW: Add one to each shock die roll if the crew is poor; see (G21.116).

(D23.53) LEGENDARY OFFICERS have an effect on shock. A legendary captain cannot produce these effects unless acting in the positions noted (G22.23).
(D23.531) If there is a legendary engineer (G22.415) on board as part of the crew, subtract one from each shock effect die roll. This is cumulative with crew effects and a legendary weapons officer. A legendary engineer also has certain inherent effects on repairs.
(D23.532) If there is a legendary weapons officer (G22.724) on board as part of the crew, subtract one from each shock effect die roll. This is cumulative with crew effects and a legendary engineer.

(D23.54) COMPUTER CONTROLLED SHIPS (G11.0) do not have the (G21.216) benefit because it is the living crew, not the computer, that is maintaining the weapon. There is, in effect, no interaction between a computer and shock.

END OF SECTION (D0.0) ADVANCED MISSIONS

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(E8.0) MAULERS

The mauler is a beam of intense directed energy. Because of the immense size of the power accumulators, the weapon is, almost literally, the same as the ship. Originally a Romulan weapon, it was eventually copied by their allies, the Klingons and Lyrans.

The Andromedans use a weapon that is functionally similar.

(E8.1) DESIGNATION

(E8.11) SSD: The mauler weapon is shown on the SSD only as a solid black line. There is no box on the SSD for the mauler, and the weapon itself cannot be destroyed unless the ship is destroyed. Two mauler arrows connected by a mauler power grid line (e.g. D6M) are no different than a single mauler arrow. On some ships (e.g. SparrowHawk–F), there are two arrows and some power sources can only fire through a given arrow, but the two arrows (if fired simultaneously) are resolved as a single firing in any case.

(E8.12) FIRING RATE: The mauler may be fired once in each impulse, subject to available energy (E8.3). Note specifically (E8.323).

(E8.13) DAMAGE: A damage point allocated to an "any weapon" hit (on the L–Column of the Damage Allocation Chart) can be scored (at the owning player's option) on any power system of that ship that is tied into the mauler, including those not used on that turn. The mauler itself cannot be destroyed or damaged.

(E8.14) OPTIONAL WEAPON MOUNTS: Maulers cannot be used in optional weapons mounts (G15.4).

(E8.15) FIRE CONTROL: A mauler cannot be fired under passive fire control (D6.623) or without a lock-on (D6.124) to its target.

(E8.2) FIRING PROCEDURE

(E8.21) ENERGY: The mauler is fired by discharging energy into it. The amount of damage scored by the mauler is proportional to the energy discharged into it that impulse and the range (E8.22). The energy is applied at the instant of firing.

(E8.22) DAMAGE: The amount of damage scored on the target ship is adjusted by the range from the mauler ship to its target. This is shown on the chart below. Unless there is a die roll adjustment (E8.24), no die roll is required and the weapon automatically hits its target. When the weapon hits its target, it scores the amount of damage indicated on the chart below.

MAULER RANGE ADJUSTMENT CHART

RANGE	DAMAGE SCORED
0-1	Double the amount of energy discharged
2-5	The amount of energy discharged
6-10	One-half of the amount of energy discharged (round fractions down)

EXAMPLE: The mauler is fired with 24 units of power discharged into it. If the target is at a range of 1, 48 damage points are scored. If the target is at a range of 4, 24 points of damage will be scored. If the target is at a range of 8, 12 points of damage will be scored.

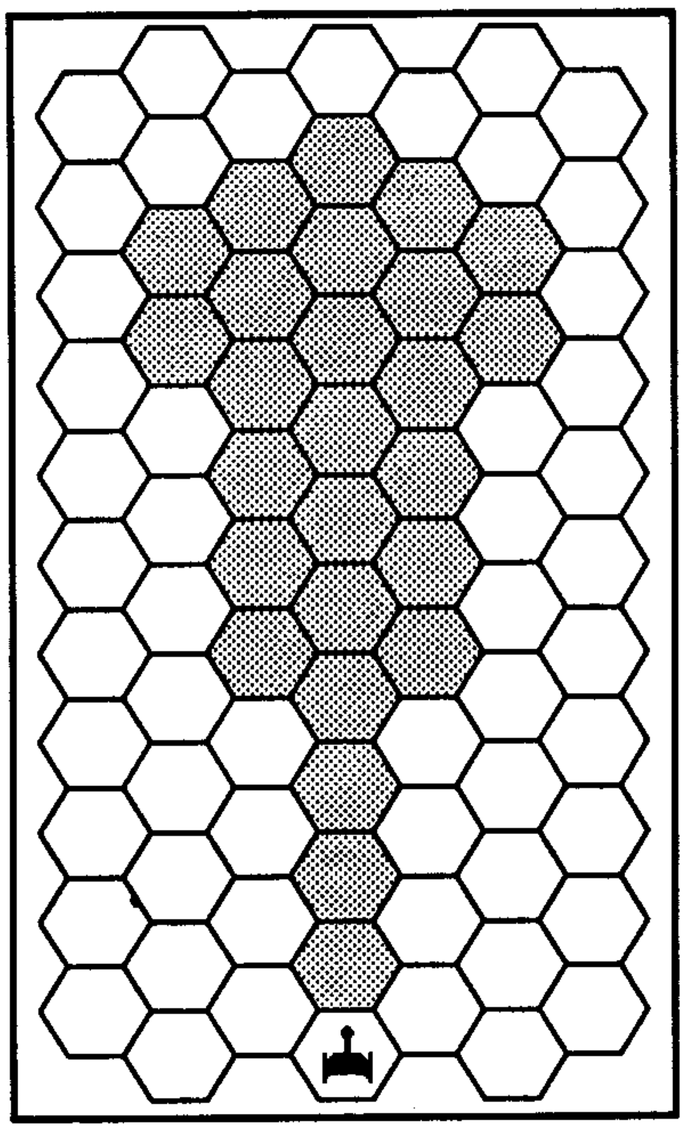
(E8.221) Maulers cannot damage plasma torpedoes (FP1.6).

(E8.222) See (G13.344) when firing at a cloaked ship.

(E8.223) Maulers always use true range (D1.4).

(E8.224) Maulers cannot fire when the ship is using erratic maneuvers; see (C10.52). Maulers can fire at a ship using EM.

(E8.23) FIRING ARC: The field of fire of the mauler is extremely limited. The mauler may only be fired into the hexes shaded on the illustration at right. The weapon is a relatively narrow beam, and each shot is fired at a single target within its field of fire. See also (E8.27).



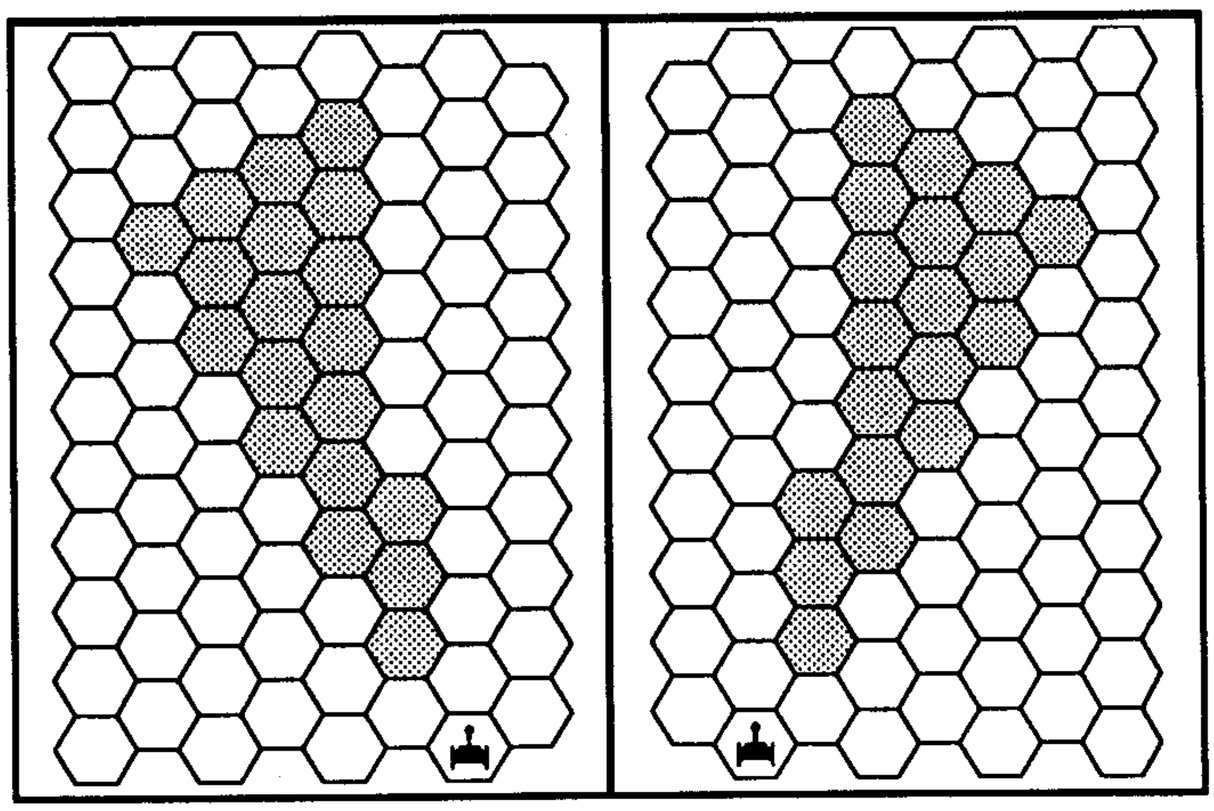
(E8.24) HIT PROBABILITY: A mauler is considered to have a hit probability of 2-12 (two dice, any result less than 2 is considered to be 2; any result more than 12 is considered to be a miss) for purposes of EW and other die roll adjustments.

See (E1.823).

(E8.25) RANGE ZERO: A mauler can fire at a range of 0; this is resolved as if it were at a range of 1. There is no feedback damage. The target must be in front of the mauler ship; i.e. it must have entered the hex from a hex directly in front of the mauler or the mauler must have entered the target hex by forward movement (not sideslip) with (if using directed turn modes) neutral turn mode accumulation.

(E8.26) INSTANTANEOUS FIRE: The mauler beam is only operated for an instant. It does not remain on and cannot be slashed across the board (a` la a "light saber") by turning the ship.

(E8.27) ALTERNATIVE FIRING ARCS: When using the directed turn mode maneuver rules in (C3.8), the mauler ship can use the alternative firing arcs below. When the ship is accumulating left turn mode points, it MUST use the left arc; when the ship is accumulating right turn mode points, it MUST use the right arc. When in a neutral (straight ahead) direction, the ship uses the normal arcs in (E8.23). Note that while accumulating right or left turn mode points, the mauler cannot engage a target at a range of 0 or 1.



(D8.28) SHOCK: Firing a mauler subjects the firing ship to shock damage effects; see (D23.24).

(E8.3) POWER FOR MAULER OPERATIONS

(E8.31) BATTERIES: The bulk of a mauler ship is filled with batteries. The batteries are divided into distinct groups of from one or more individual batteries. The amount of power held by each group must be recorded separately. Each group is numbered to facilitate record keeping. Not all of the batteries in a given group need be charged, and some of them may have been discharged previously for non-mauler functions.

(E8.32) GROUPS: When the mauler weapon is fired, the owning player may discharge as many groups of batteries into the weapon as he wishes.
(E8.321) Batteries must be discharged in complete groups; all of the batteries in a group must discharge all of their power, including fractional points of power. All fractional damage points are ignored; none are rounded upwards. A half-point of power will do one-damage point at range 0 or 1.
(E8.322) The batteries do not have to be recorded as "to be discharged" on the Energy Allocation Form, but can be used as desired. Batteries can be used on the turn they were charged.
(E8.323) No one battery group can be used for the (or any) mauler twice (presumably on two consecutive turns) within a period of 1/4 turn.

(E8.33) OTHER POWER: The engines and reactors of a mauler ship may be coupled directly to the mauler. (Note that power allocated to batteries and used on the turn it is allocated comes from the batteries, not the engines or reactors.)
(E8.331) Any energy discharged by these systems into the mauler must have been designated for that purpose on the Energy Allocation Form.
(E8.332) The system supplying the power is damaged by the mauler (does not apply to batteries). Boxes of the supplying system equal to one-half (round fractions up) of the power supplied must be marked destroyed immediately. Note that batteries used for the mauler are not damaged.
(E8.333) All power supplied by non-battery systems must be discharged on the same impulse.

(E8.34) USE OF BATTERIES: There is no restriction against using power from the batteries on a mauler ship for non-mauler systems unless specifically stated in the individual ship description. Batteries need not be discharged in groups for non-mauler purposes.

(E8.4) INTEGRATED EXAMPLE OF MAULER OPERATIONS

The Romulan player commanding a Falcon-class ship (R4.9) desires to fire his mauler to score at least 15 damage points on the target, and he notes that at a range of 4 each unit of power will result in one point of damage. He discharges battery group #4 (of 10 completely charged batteries), battery group #5 (also of 10 batteries, but holding only four units of power), and group #8 (which contains only a single battery) for a total of 15.

Later, he wishes to fire again but has no battery power. He had previously allocated 10 units of power from his warp engines for use in the mauler. If he does not use this power, he is not penalized (although the power is lost), but if this power is discharged, he must score five points of damage on his warp engines.

(E8.5) ANDROMEDAN MAULERS

Certain Andromedan ships, such as the Terminator (R10.6), are equipped with maulers. These use the standard mauler rules, as above, with the exceptions, additions, and modifications below.

The Andromedans are in section (R10.0) of Module C2.

See specifically (E1.7), which includes "leak" damage.

(E8.51) PA PANELS: Andromedan maulers can draw energy directly from their PA panels (D10.414). This is treated as power from batteries.
(E8.511) The amount of energy each ship can draw from its panels during each turn (or during any period of one-quarter turn) is established in the rule for that ship. (For example, the Terminator can use 20 points of power.) This is accomplished by adjusting the bookkeeping entries at the time of firing.
(E8.512) This power can all be drawn in a single impulse, or it can be drawn a few points at a time on several impulses.
(E8.513) There is no requirement to withdraw all of the power from a given panel or from any particular panel.
(E8.514) Any power that is drawn from the PA panels during an impulse must be fired by the mauler on that same impulse.
(E8.515) Power involuntarily released from PA panels [due to lowering their level, damage in combat, etc. (D10.42)] is not regarded as power "drawn from" the panels and cannot be used for the mauler. Involuntarily released power picked up by batteries can be used for the mauler on a later impulse. See (E8.323).

(E8.52) BATTERIES: Each battery on an Andromedan ship holds five points of power; see (D10.55). Each battery on an Andromedan mauler counts as a separate group of batteries for mauler purposes; see (E8.31) and (E8.32).

NOTE: Rule sections (E7.0) and (E10.0) are in Captain's Module C1. Rule sections (E9.0) and (E11.0) through (E14.0) are in Captain's Module C2.

END OF SECTION (E0.0) ADVANCED MISSIONS

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(FD6.0) PROBE DRONES

Developed by Orion scientists in Y152, this drone was publicly announced by Star Fleet in Y155 as being for use by various Federation ships in investigating monsters as it eliminated the need for the ship to close with its target. In fact, this drone was designed for use by Pirates who occasionally encountered monsters and wanted to be able to gather enough information to receive a "science bonus" for leaking the information to the Federation. Other races have adopted similar drones.

See (FD10.6) for rules governing the availability of this drone module.

(FD6.1) DESIGN

(FD6.11) FUNCTION: The probe drone originally appeared on a type-I drone frame. In that form, it operates in all ways as a type-I drone, except as provided in these rules.

(FD6.12) CONSTRUCTION: A probe drone has a "probe module" in place of its explosive warhead. See (FD10.0) and especially (FD10.42) for more information about combining probe modules with other drone frames.

(FD6.13) CARRIAGE: Probe drones can be carried by ships, EW fighters, MRS shuttles, but not other fighters. Probe drones cannot be loaded on captor mines or DefSats. Probe drones may be placed in Scatter-Packs.

(FD6.2) GUIDANCE

Probe drones have several guidance capabilities.

(FD6.21) NORMAL: In normal combat situations, the probe drone seeks a designated target and, upon reaching it, follows it in the manner of an ECM drone (FD9.11) in an effort to remain with it. It can change speeds while trying to stay with the target (as an ECM drone can) but cannot change speeds otherwise.

(FD6.22) DIRECTED CONTROL: A probe drone can be guided directly by the controlling unit, moving (within the limitations of terrain, speed, and turn mode) into whatever hexes the controlling unit directs. This method cannot be used to guide a probe drone into an impact with its target (F2.413).

(FD6.221) This method cannot be used if, within 35 hexes of the probe drone, there is an enemy unit with active fire control (D6.6) or (D6.7), or if there is an unvoided WW (J3.0), a wild SWAC (J9.2), or a wild PF scout (K1.756). Friendly WWs, SWACs, or wild PFs will also interrupt this method. (Living monsters, although they have what amounts to active fire control, do not count for this purpose.)

(FD6.222) If launched under this form of control and the conditions of (FD6.221) arise (preventing its continued use of this form of control), the probe drone must be (involuntarily) ordered to do one of the following:

go inert (FD1.7), or

proceed on a ballistic course (F4.0) toward a target hex set by the owning player at that instant, or

accept the source of the (FD6.221) interference as its (FD6.21) target [if that target is otherwise qualified as a target (F3.0)]. If several sources appear at once, any one of them can be selected by the owning player.

The drone can be voluntarily ordered to assume one of these modes during the Voluntary Transfer of Control Step of the Seeking Weapons Stage of any impulse.

This forms a partial exception to (F3.334).

(FD6.23) BALLISTIC: Probe drones, like most drones, can be fired on a ballistic course (F4.0).

(FD6.3) INFORMATION OBTAINED

Probe drones will produce all of the information listed below.

(FD6.31) SCIENTIFIC: The probe drone is considered to be a lab box for purposes of gathering information points only; see (G4.1). It can only produce information regarding the assigned target. The information it gains is based on the drone's closest approach to the target during that turn.

(FD6.32) MILITARY: Probe drones will report the presence and size class of any object that they pass within ten hexes of (effective range). This information is obtained even if the targets are out of the view of the ship (blocking terrain, range, etc.), but can only be obtained if the ship is within control range of the drone and the drone has a line of sight to the object. This information is produced during the Tactical Intelligence Interrogations Step of the Lock-On Stage of the Impulse Activity Segment. See (D20.23) for hidden units.

(FD6.33) TACTICAL INTELLIGENCE: Probe drones have a use in gathering tactical intelligence. See (D17.14) and (D17.3).

(FD6.4) DESTRUCTION

If destroyed, the drone is still considered to have gathered scientific (FD6.31) information on the turn of its destruction, based on its closest approach to the target. Information under (FD6.33) and (FD6.32) will, of course, be reported each impulse as it is received.

(FD6.5) MONSTER DEFENSE

The monster close-in defense system (E6.0) will fire at probe drones, although they will have a lower priority (E6.42) than drones with explosive warheads, shuttles, and plasma torpedoes, as a probe module is not a damage-producing warhead. Combining the probe module with other modules could raise the drone's priority.

(FD7.0) SCATTER-PACK SHUTTLES *(Commander's Level)*

A "scatter-pack" (SP) is a shuttlecraft modified to carry drones and used as a multiple-warhead seeking weapon. It is not certain when this tactic was first developed, but it was probably by a Kzinti or Klingon captain in the desperation of a losing battle.

NOTE: In some cases, scatter-packs could be armed with plasma torpedoes (FD7.443). Technically, many references to "drones" in these rules would also apply to these plasma torpedoes, but making the rules semantically correct would complicate them unnecessarily.

(FD7.1) SHUTTLES USED AS SCATTER-PACKS

(FD7.11) QUALIFIED SHUTTLES: Only admin shuttles, MRS shuttles (FD7.38), MLS, MSS, and fighters (FD7.44) may be used (i.e. armed and launched) as SPs.
(FD7.111) All SPs are unmanned and cost no energy to launch. There are no volunteer Kamikaze pilots in any race.
(FD7.112) Crippled shuttles cannot be armed or launched as real or dummy SPs unless they have been repaired to an uncrippled condition, e.g. an admin shuttle with four points of damage that has had one point repaired may be prepared as a scatter-pack the turn after the repair takes place. See (FD7.48) in the event of an SP that was crippled after launch but before it can release its drones.

(FD7.12) PROHIBITED DRONES: Type-III (FD5.25) and multiple-warhead (FD8.0) drones cannot be placed in an SP. This prohibition includes type-III drones on fighters used as SPs even if those fighters are normally armed with type-IIIs; however, see (FD7.211).

(FD7.13) ALLOWED DRONES: Any type of drone, except those specifically prohibited by the rules, can be placed in an SP. Drones with ATG can be placed in an SP. All drones currently prohibited are listed in (FD7.12). If new drone types are added to the game, they can be placed in an SP unless their description prohibits this use.

(FD7.14) PROHIBITED SHUTTLES: GAS, HTS, and SWACS shuttles cannot be used as SPs. An SP shuttle cannot simultaneously perform any other mission, such as a WW, suicide, normal admin shuttle, laying mines, etc.

(FD7.15) PLASMA TORPEDOES can be used on SPs, but only those based on fighters or MRS shuttles, and only under severe restrictions detailed in (FD7.443) and (FD7.444).

(FD7.2) LOADING A SCATTER-PACK

(FD7.21) LOADOUT: An admin shuttle used as an SP carries up to six "spaces" of drones. Other types of shuttles could carry more or fewer as provided in their rules. Some MRS shuttles, for example, could carry ten spaces.
(FD7.211) A fighter used as an SP (FD7.44) carries up to its normal load of drones. While a fighter cannot carry type–III drones, it could carry other drones on those rails; see (J4.233) (J4.234). If loaded before the scenario, the fighter could only carry the assortment of drones on which the cost of the reload storage was calculated. If loaded during the scenario, it could carry any of the stored drones. (i.e. If the carrier paid for 25% of the drones on its fighters to be armored, it could not load more than one armored drone on a fighter-SP that normally carries four drones before the scenario began.)
(FD7.212) The drones used for an SP are drawn from the reserve stocks (FD2.44) or the drone racks of the ship which prepares and launches the SP.
(FD7.213) The specific drones carried must be recorded before the SP is launched, but this information is not revealed until the drones are identified within the rules.
(FD7.214) Drones are loaded on an SP as if it were a fighter; see (J4.82).

(FD7.22) DECK CREWS: The drones must be loaded on the SP by deck crews at their normal rates. All ships have deck crews; see (J4.814).

(FD7.23) SHIPS WITHOUT DECK CREWS: See (J4.814) if the ship does not have regularly assigned deck crews.

(FD7.24) DRONES FROM DRONE RACKS: Drones are removed from drone racks under the terms of (FD2.42).

(FD7.25) TRANSFERRING DRONES: Drones taken from storage for use on an SP are transferred to the shuttle bay by means of (J4.82) and loaded on a non-fighter SP as a single combined deck crew action. Drones taken from drone racks (or other fighters) require a deck crew action to unload and a second subsequent action to load on the SP. This is faster than loading the drones on a fighter due to the nature of the SP; this rate applies only to non-fighter SPs.

(FD7.26) EXAMPLE: A Kzinti CL has decided to prepare a scatter-pack in its current battle with a Klingon F5C. The ship has two shuttles and, per (J4.814), has two deck crews. In order to prepare the scatter-pack, the Kzinti must move drones from reload storage to the shuttle bay. Each drone space moved from storage to the shuttle bay and installed on the SP requires one deck crew action (J4.821). So it will require six deck crew actions over three turns to move a full load of six drones spaces to the shuttle bay and load them on the shuttle.

(FD7.3) TARGETING AND OPERATIONS

(FD7.31) PROCEDURE: Prior to launching, the owning player must record four specific pieces of information relative to targeting:
1-What enemy ship (or other unit, or object; or hex if ballistic) is the primary target of the SP (the one it will pursue)?
2-At what distance (or less) in hexes from this target will the drones be released? (This distance cannot be less than 2 hexes; the minimum 2-hex range cannot be increased.) This distance cannot exceed 35 hexes. See (FD7.33).
3-How many points of damage scored on the SP shuttle (after launch, not counting unrepaired damage at the time of launch) will cause the drones to be released prematurely?
4-Will the drones all be targeted on the prime target or randomly at different targets? If random (FD7.34), what size class targets will the drones accept?

(FD7.32) MOVEMENT: The SP will home on its specific target as if it were a drone; see (F2.0). It is controlled as a seeking weapon (F3.0), and as such, it counts against a ship's control limit (F3.2) and can be distracted [see (F2.332) and (FD7.345), which is a special case].
(FD7.321) If launched ballistically (F4.4), it does not count against the ship's or any unit's control rating until it releases.
(FD7.322) An SP cannot use erratic maneuvers (C10.13).
(FD7.323) An SP cannot perform an HET (C6.0) except under (FD7.444).

(FD7.33) RELEASE: At the drone release point (Impulse Activity Segment) of the impulse in which the release conditions [#2 or #3 in (FD7.31)] are fulfilled, the drones will be released. Place all of the drones carried by the SP in the same hex as the SP counter; they must all have their target within their FA arc (F1.24). They begin normal drone movement (and their endurance is counted) from that point. (Due to the Sequence of Play, they will not actually move on the release impulse.) If the drones are targeted on the primary target, play proceeds normally. If the drones are targeted randomly, assign the targets by (FD7.34). If launched by a non-fighter SP, the drones may be released facing in any direction. See (FD7.444) in the case of a fighter SP or plasma SP.
(FD7.331) SPs cannot release their drones within 1/4 turn (8 impulses) of the time of launch or if the range to the primary target is less than 2 hexes. The two-hex release range applies only to deciding whether the SP will initially release and imposes no restrictions on the actual targets of the drones under (FD7.333) and (FD7.341). See also (J1.34). See (FD7.333).
(FD7.332) If the target is destroyed, the SP pursues the hex where the target was destroyed (where residual radiation and wreckage exist). If drones targeted on the primary target are released after the target is destroyed, the drones go inert (FD1.7). Exception: an SP or its drones may still track a destroyed wild weasel during the explosion period under (J3.21); also see (FD7.345). See also (FD5.35).
(FD7.333) The SP cannot release if the primary target is less than two hexes away when the conditions are fulfilled.

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(FD7.3331) The SP will not voluntarily enter a hex adjacent to its target. If it tries to do so, the SP will adopt a station-keeping plot (C1.3224) and wait for the firing restrictions to allow release.
(FD7.3332) If the primary target moves to an adjacent hex, the SP will immediately switch to an evasive plot (C1.3223); it will move (away) on its next scheduled move (turn mode and other factors permitting) and, when two hexes distant, switch back to station-keeping.
(FD7.3333) These conditions *also* apply to an MRS-SP launching a drone from its rack on the next turn; see (J8.33).

(FD7.334) Damage to the SP is defined as follows. Note that if the SP shuttle is equipped with warp booster packs (J5.3), fewer damage points will destroy it.

(FD7.3341) If the SP shuttle is destroyed before it releases, all the drones it carries are also destroyed.
(FD7.3342) If, during the Deploy Drones Step (Seeking Weapons Stage of the Impulse Activity Segment) of any impulse, the SP has received (since launch) damage points equal to the premature release trigger level (FD7.31) but less than enough to destroy it, the drones are released. Note that a damaged SP cannot release if the target is inside the minimum range (FD7.331) or if it is less than 1/4-turn after launch (FD7.333).
(FD7.3343) Damage to the SP (short of destroying it) does not damage the drones it holds. If the SP is destroyed, any drones on board are also destroyed.

(FD7.34) RANDOM TARGETING: If the drones are targeted randomly (FD7.31-#4), the owning player must determine which target each drone will pursue. The drones can be released in any direction and are not limited to the facing of the non-fighter SP. See (FD7.444) in the case of a fighter SP and plasma SPs.
(FD7.341) Each drone is numbered by the owning player when the SP is launched. The first drone is targeted on the primary target (if that target is acceptable to the SPs programming). The second drone is targeted on the nearest enemy unit (acceptable to the SPs programming), the third on the next nearest acceptable target, and so on. The drones will accept targets at ranges of 0 or 1, although the SP's primary target must be at least 2 hexes distant.

Exception: Type–VI drones will accept friendly units as targets; see (FD7.371). This does not apply to ATG drones or plasma torps.

NOTE: It is possible to set a primary target for the SP to follow, but have the submunitions targeted to pursue smaller and/or larger units on release so that none will pursue the primary target. In this case, the first drone will be targeted on nearest acceptable enemy unit and so on.
(FD7.342) If two or more acceptable enemy units are equally near, roll a die to determine which is targeted first. No distinction is made between the units for any reason other than that established by the die roll.
(FD7.343) If there are not enough targets, the extra drones will repeat the random process starting (again) with the primary target. If there are not enough drones, some potential targets will not be targeted.
(FD7.344) It is NOT possible to target random submunitions on specific targets. The only options are the primary target or random distribution. All of the drones in an SP must be targeted in the same manner (random or primary) and set for the same size class(es). The only target discriminating factor that the player can set is target size class(es). For example, it cannot be set to accept fighters but not administrative shuttles. See (FD7.37) for a partial exception. Acceptable size classes cannot be set in an order of priority.
(FD7.345) If the SP itself has been distracted by a WW (J3.0), wild SWAC (J9.2), or scout (G24.23), drones set for the primary target will track the distracting unit, while drones set for random targeting will accept any qualified target, including the distracting unit including in some cases the original primary target which was protected by the distracting unit.

(FD7.3451) If the primary target is protected by an unvoided WW, released submunitions will ignore the primary unit so long as the WW remains unvoided. Exception: (FD7.37).
(FD7.3452) If a WW is voided after submunitions have accepted it as a target, the drones would "revert" to the original target protected by that WW.
(FD7.3453) Dogfight drones which "accidentally" accept the protected ship as a random target (FD7.37) do so as an exception to (J3.201) and (F2.332). A WW is treated as the size of the unit it is protecting (J3.26).
(FD7.3454) All units distracted by a SWAC (or wild Scout PF) must pursue it, but if the SWAC ceased to be wild prior to the release of the submunitions, they could target the original primary target as part of the random process.
(FD7.3455) If the SP was originally distracted by a scout channel, randomly targeted submunitions may target the original primary target if it is a qualified target.

(FD7.346) If two (or more) SPs randomly release drones in the same impulse, the drones will not accept the submunitions of the other SP as targets. If released on different impulses, the later group will accept the drones of the earlier group as targets provided they are within acceptable size classes. It is entirely possible for some of each SP's drones to be targeted on the same unit(s). Simply because one SP has released seeking weapons which are targeted on a given unit, there is nothing to prevent a different SP from targeting the same unit, save only a careful tailoring of release times and ranges.

(FD7.35) LOCK–ON: The guiding ship must have a lock-on to each target or the drones cannot accept that target. All must have this designation at the time of release. See (FD7.37) for a partial exception. If no targets are acceptable, the drones are inert (FD1.7) and removed from play. The targets do not have to be in any particular relationship to the SP itself (i.e. they need not be in its FA arc); see (FD7.444) for fighter and plasma SPs.

(FD7.36) OWNER CONTROL: The drones released by the SP must be guided by a unit from the same side that launched the SP and count against the guiding unit's control rating (F3.0).
(FD7.361) More than one unit may be initially assigned to guide the drones from the SP.
(FD7.362) All submunitions (including ATG drones and plasma torpedoes) must be guided on the impulse of release, after which they may be released to their own control. Type-VI drones are an exception to this rule; see (FD7.375).
(FD7.363) The release of the drones on a SP may (but is not required to) result in an immediate "involuntary" release of control of the SP (F3.532) so that an extra control channel is freed to control the drone (FD7.36). For example, a ship with a drone control rating of 6 guiding an SP with 6 drones could release control of its SP and immediately assume control of all 6 drones. Voluntary release of control of the SP is covered under (F3.531). [Of course, if the SP is launched ballistically (FD7.321), this is a moot point.]

(FD7.37) DOGFIGHT DRONES (type–VI) placed in a scatter-pack are treated in a slightly different manner.
(FD7.371) RANDOM: If type-VI drones in an SP are designated to accept random targets, the conditions of (FD7.35) are ignored and the drones will (and must) accept any targets, including friendly units as an exception to (FD7.341), even if the SP itself has been distracted from its original target (FD7.345). Randomly-targeted type-VI drones cannot accept a target more than 8 hexes away from the release point; they will accept targets at range 0 or 1. If no acceptable targets are in range, the drones will not function and are removed. The size class of the target can be set as per (FD7.31-#4). This forms an exception to (F3.421).
(FD7.372) PRIMARY: Type-VI drones set for the primary target in an SP that has been distracted (FD7.345) will NOT revert to the original target but will accept the distracting unit as their target. While type-VI drones that have already accepted a ship as their target cannot be distracted by a WW (FD5.13), those drones released as submunitions are shown their target at the point of launch and accept whatever target the carrier vehicle was targeted on at that time. If the WW is voided after the type-VI drones accepted it, those drones do not revert to the original target but instead remain targeted on the WW. (While type–VI drones are themselves immune to WW distraction, they might have accepted the WW because they were fired at it, or launched by an SP with random targeting, or by an SP which had previously accepted the WW as its primary target.) See (FD5.133).
(FD7.373) If type-VI and normal drones are in the same scatter-pack with random targeting, the type-VI drones will be targeted first on the nearest targets. The non-type-VI drones will be targeted after the type-VI drones on the targets furthest away, starting with the closest one which was not targeted by a type-VI drone. If all available targets are targeted by type-VI drones, the non-type-VI drones will select a target within the normal sequence of targeting as per (FD7.34).
(FD7.374) If type-VI and normal drones are in the same scatter-pack with primary targeting, there is no difference except that the normal

drones will be distracted by a wild weasel while type-VI drones would not be if they have achieved their own lock-on.
(FD7.375) Type–VI drones are a special case. This is complicated by the fact that the SP may or may not have been ballistic, may or may not have been "under control" of a unit, and the type–VIs may have been set for random or primary conditions. The key factor is whether the SP (or MW drone, which uses these rules) was under the control of another unit at the time of release or not.

(FD7.3751) If the scatter-pack was not under control of a unit, the type–VIs can gain their own lock-ons to units within 8 hexes (and other normal conditions, e.g. not behind a planet). Only targets within 8 hexes can be accepted, whether the SP was set for primary or random distribution. (Hint: Do not set a ballistic SP for a release range greater than 8 hexes if it is loaded with type–VIs.) Such type–VIs would not count against the control limit of any unit.

(FD7.3752) If the scatter-pack was under control of a unit, then that unit can (but is not required to) control the type–VIs (which would allow them to accept targets more than 8 hexes away) within the limits of its control channels and other rules. (Note that the controlling unit is providing guidance; target selection is defined by the programming of the SP.) Any "controlled" type–VIs would be assigned their targets last; any "uncontrolled" type–VIs would be assigned their targets first.

(FD7.38) MRS as SP: When used as an SP, a drone–armed MRS shuttle is armed and operated as per (J8.33). See (FD7.44) for plasma armed MRS SPs.

(FD7.39) TRANSFER OF DRONES: In combat situations, a captain might use an SP (not a multi-warhead drone) to transfer drones to a friendly ship. That ship, however, may not be able to use the drones, unless it has a drone capability. This is a desperation maneuver and is under some restrictions. (The same conditions would apply if an allied ship recovered an inert scatter-pack which was not originally intended as a means of transferring drones.)

Having a drone capability is defined as having drone racks or ready racks for drone-armed fighters.

This procedure (FD7.39) can be used only DURING a scenario, not before it begins. Also note that, while fighter–SPs could be used for this procedure, there is almost no reason for doing so.

See (FD7.393) for plasma–Ds.
(FD7.391) The only means of landing an SP with drones still loaded is by tractor or by beaming a pilot aboard (FD7.4153). Doing either would cause the SP to "go inert," and there would be no explosion as there might be with an enemy SP. If the receiving ship has a drone capability, the shuttle and the weapons can be reused, even as an SP (J1.861). If the SP was a fighter, there may be restrictions under (J4.8) as to reuse of the fighter.

There are several methods by which an SP can be used as a drone transport:

(SP7.3911) The SP can be launched on a ballistic course, presumably to pass near the other ship (it would be set to accept no targets). The SP could also be targeted on that receiving ship or another nearby unit. Upon arrival, the receiving ship would tractor it or transport a pilot aboard.

(SP7.3912) The SP is launched (ballistic or seeking), and a pilot is transported on board by the launching ship or another ship. The pilot then flies the "inert" SP to the receiving ship.

(SP7.3913) The SP could be launched with a pilot on board, in which case it would immediately "go inert on launch" but the pilot would take over. The SP could not launch the drones (or fire the phaser, or take other actions prohibited to an inert SP with a pilot aboard), but could be piloted as a normal admin shuttle to the other ship.

(FD7.392) An SP can be landed aboard a friendly ship that does not have a drone capability. However, if the ship does not have that capability, it cannot program the shuttle as an SP or use the drones for any purpose (or launch the SP as an SP) because it does not have the electronics to do so. If the ship does not have a drone capability (e.g. all Gorn, Romulan, ISC, Hydran, Tholian, Andromedan, some Orion, and most Lyran ships), it cannot use the drones in any way. The shuttle could be used for any purpose except a WW (J3.16) or SP.
(FD7.393) The same procedures can be used for plasma-D-armed SPs, except that the ship must have a plasma–D capability to utilize the plasma–Ds.

Having a plasma-D capability is defined as having plasma racks or ready racks for plasma-D-armed fighters/MRSs. Being armed with other types of plasma torpedoes does not constitute a plasma–D capability.

Plasma–D and drone capabilities are not interchangeable. A ship armed with drones would not be able to use plasma–Ds unless it had that capability, and vice versa.
(FD7.394) In the case of a fighter or MRS armed with a plasma–F used as an SP, the plasma–F is ejected when the friendly tractor beam is applied to the fighter or a pilot is transported aboard. If the pilot was already aboard on launch (FD7.3913), the plasma-F would be ejected immediately upon launch.

(FD7.4) CONDITIONS AND RESTRICTIONS

(FD7.41) GENERAL RESTRICTIONS

(FD7.411) Once loaded with drones, an SP shuttle cannot be equipped as anything else unless it is unloaded.
(FD7.412) A functioning SP cannot have a pilot. A pilot could be beamed aboard a friendly SP, but if this is done before weapons release, the SP goes inert and will not fire/launch its weapons (J1.861). Enemy SPs are boarded as per (D7.62).
(FD7.413) An SP cannot carry a suicide warhead.
(FD7.414) An SP cannot fire its phaser.
(FD7.415) Upon releasing its drones, the SP comes to a halt and remains in the release hex until destroyed or recovered by a ship.

(FD7.4151) If recovered by a friendly ship, it can be used for any mission suitable to its type subject to (J3.16).

(FD7.4152) All restrictions remain in effect until the shuttle is aboard a friendly ship and a deck crew (J4.814) spends one action (taking 32 consecutive impulses; only one deck crew can work on this) removing the special SP systems (J1.861).

(FD7.4153) A pilot beamed aboard after release could pilot the shuttle back to a ship (even by an indirect route), but could take no other action except that it can use EM (C10.13). If challenged to a dogfight (J7.0) after a pilot is beamed aboard, the shuttle could maneuver but could not fire any weapons and would probably be quickly destroyed. The unit's dogfight rating (J7.62) is not reduced.

(FD7.416) An SP rendered inert (FD1.72) before it releases all of its drones does not drop or release its remaining drones. Exception: Plasma-F torpedoes under (FD7.394). See (FD7.42).

(FD7.42) RECOVERY: A ship can recover its own SP (before or after it releases) by tractor beam as with any other shuttle. If another friendly ship recovers the SP, see (FD7.39). If an enemy ship recovers the SP, see below. However, an SP captured by enemy boarding parties under (D7.62) will regard the capturing side to be "friendly" and all other sides to be "enemy" for the purposes of this rule. Remember that tractoring a shuttle at high speed can sometimes destroy the shuttle; see (J1.212).
(FD7.421) If an armed SP is dragged into an enemy shuttle bay, it explodes as an armed suicide shuttle (J2.228). The explosion force is limited because only the drone fuel explodes. The force of the explosion of an SP is equal to three times the number of drone spaces carried (round fractional explosion points down). If six drone spaces were carried, the explosive force would be equal to 18 points. Anti-drones do not count for purposes of the explosion.
(FD7.422) Plasma–armed SPs recovered as per (FD7.421) have an explosion force equal to the warhead strength of the plasma torpedoes they are carrying. A plasma-F equals 20 points, while a plasma–D equals 10.

(FD7.43) SPEED: An SP shuttle can be set to operate at any speed between zero and its maximum, inclusive. It cannot change speed after launch unless a pilot assumes control (FD7.412). It can be equipped with booster packs (J5.0) if these are available for that shuttle at that time and/or as provided by the scenario. It cannot use erratic maneuvers (C10.13) or HET (C6.0) unless a pilot has transported aboard (J1.861) and the unit is able to perform those functions when not an SP. Exception: An SP fighter can HET on the impulse it will release its drones (FD7.444).

(FD7.44) FIGHTERS as SP: A fighter could be used (without its pilot) as a scatter-pack. Note: Some of these rules apply to plasma-MRS shuttles; most MRS–SP rules are in (FD7.38).

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(FD7.441) In this case, the fighter could only carry its standard load of drones but would otherwise function exactly the same as a regular SP. Note that type-III drones and MW drones are prohibited from use in SPs; see (FD7.12). Fighter SPs use the weapons loading procedure for fighters, not the faster procedure for SPs.
(FD7.442) No deck crew action (J4.817) is required to prepare the fighter as an SP other than the normal loading of the seeking weapons. The fighter (or plasma–MRS) must be designated in writing as prepared for use as an SP during the Energy Allocation Phase of the turn. It can be held ready for this role indefinitely in game terms. Exception: Plasma–D are restricted by (FP9.22).
(FD7.443) A fighter or MRS shuttle armed with a plasma–F or plasma–Ds can be used as an SP, which at least has the advantage of launching the plasma torp(s) 8 impulses sooner than a manned fighter can. Plasma–SPs cannot use (FP1.7) or (FP8.0). Unlike loading drones on an MRS, a plasma MRS can only carry as many plasma-Ds has it has launch rails.
(FD7.444) Fighters and plasma-armed MRS shuttles can only release their seeking weapons if their specific target is in their forward (FA) arc. For this purpose, a fighter designated as an SP can execute a high energy turn on the impulse of release. Plasma-armed MRS shuttles cannot HET, but must turn to face their target (turning within the rules) in order to launch their torpedoes. This could delay their release.
(FD7.445) A pilot can be transported aboard a friendly fighter used as an SP (J1.861), but the fighter cannot fire its weapons until it has returned to the ship and one deck crew action (taking 32 consecutive impulses, only one deck crew can work on this function) is performed to remove the SP systems (or reset them if it is to be reused as an SP) and (for non-SP use) restore the fighter's weapons. The deck crew removing the SP system could still reload chaff pods at the same time as per (D11.2). During this 32-impulse period, the fighter can be reloaded, repaired, and otherwise serviced. Before landing, the fighter (ex-SP) can use EM, HETs, TACs, warp packs, and chaff. It cannot receive EW as part of a squadron. If challenged to a dogfight (J7.0), it is under all the restrictions of (FD7.415).

(FD7.45) PSEUDO-SP: An SP shuttle could be launched without any drones on board (presumably to mislead your opponent), but must comply with all other requirements (J1.866). When it is time to release, the SP will simply stop and take no further action. The pseudo-SP is under all the restrictions of a standard-SP, e.g. it must land to have the SP guidance systems removed and its phaser cannot be fired until that has been done. It has the defense systems of (FD7.416). If boarders survive (FD7.416) (even if the issue is in doubt), they automatically determine that the shuttle is a pseudo-SP.

(FD7.46) TRACTORS: If the SP is held in an enemy tractor beam at the time of separation, it is under the same restrictions as a ship that is launching drones, in addition to the SP restrictions and the rules herein. See (G7.9432) for the restrictions on launching and targeting SP shuttles while being held in a tractor beam.
(FD7.461) If targeted randomly or at the holding ship [because the holding ship is the primary target under (FD7.31-#4)], all will be targeted on the holding ship; if targeted on a ship other than the holding ship, the SP will not be triggered and the weapons will not be released until the tractor beam is released.
(FD7.462) If the SP is held in a friendly tractor beam at any time, it loses its tracking (G7.52), goes inert, and ceases to move, but it is not removed from the board.

(FD7.47) FRIENDLY FIRE: If a friendly unit fires on an SP, the SP goes inert; it will not release its drones. Note that friendly (automatic or controlled) captor mines and defense satellites which fire on the SP with direct–fire weapons are considered to be friendly fire. Ship explosions are considered neutral.

(FD7.48) CRIPPLED SPs: Scatter-packs (including those made from fighters) are not forced to discard their drones when crippled as fighters are. Other than the slower top speed, they function as uncrippled SPs.

(FD7.49) SEEKING WEAPONS tracking an SP that releases will continue to track the shuttle itself (F2.336).

(FD8.0) MULTI-WARHEAD DRONES *(Commander's Level)*

The Kzintis deployed a multi-warhead (MW) type–IV drone in Y170. This drone carries several type-VI drones which are used to break up incoming fighter, drone, or PF attacks.

(FD8.1) TYPES OF MW DRONES

(FD8.11) TYPE-IV-MW: The Kzinti MW drone is based on a type-IV drone. Instead of a warhead, it carries five type-VI drones (any speed available for the year). Other races copied it in Y175. It could be carried by some fighters able to carry type–IV drones.

(FD8.12) TYPE-III-MW: The Federation deployed a MW drone based on the type-III drone. It was carried by their ships from Y175 (and was copied immediately by other drone-using races). F–14 fighters were modified (F–14A) to carry type–III–MWs from Y177, and other races also modified fighters to carry it. This weapon has three type–VI drones instead of an explosive warhead.

(FD8.13) AVAILABILITY: Type–IV–MWs can be used by all drone-using races from Y170; type–III–MWs and type–I–MWs can be used by all drone-using races from Y175. See (FD10.0) for availability percentages, which are severely limited, and for advanced methods of construction (such as a type-IV frame with three submunitions and a standard drone warhead).

MW drones can only be used by ships (any drone-armed), drone-armed MRS shuttles, or by those fighters that are specifically noted as being able to use MW drones, such as the: Fed F-14 and A-20, Klingon Z-Y and Z-H, and Kzinti TADS and LAS. Fighters are only able to carry them on specific rails, and fighters equipped with those rails will probably not be available as early as the drones themselves are.

Scatter-packs may never carry MW drones; see (FD7.12).

(FD8.14) TYPE–I–MW: Type-I-MW drones can be assembled under (FD10.0). Note, however, that fighters can only carry these on the "special" (type–III) rails; see (J4.233).

(FD8.2) SUBMUNITIONS

(FD8.21) TYPE-VI USED: Only type-VI drones can be used in a MW drone warhead. The type-VI drones in MW warheads are generally referred to as "submunitions." The MW drone itself is known as a "bus vehicle."

(FD8.22) OPERATIONS: The submunitions are released using the same rules and restrictions as the scatter-pack drone system (FD7.3), except that they can release on any impulse after the impulse in which the carrier weapon was launched. Note specifically the minimum release range in (FD7.331).
(FD8.221) After releasing its submunitions, the bus vehicle continues toward its primary target, but unless it is a special type built under (FD10.0), it causes no damage and is destroyed on impact. Seeking weapons targeted on an MW drone will continue to track the bus vehicle after it releases (F2.336). Note that a MW drone with random targeting for size class seven objects that is tracking an MW drone which releases its submunitions can have its submunitions pursue the first drone's submunitions so long as one of its submunitions pursues the bus which launched them.
(FD8.222) Type-III-MW drones can also use "tame boar" (FD5.252) or "wild boar" (FD5.255) targeting, in which case the drone will be eligible to release its submunitions only after the drone itself has acquired a target (FD2.252). This acquired target will become the drone's "primary target" for the procedure of (FD7.31). While the type-III bus vehicle can use the more sophisticated guidance system of (FD2.256) to find its target, this does not help the targeting for random submunitions, which still use the normal procedures under (FD7.34) and (FD7.371).

(FD8.23) UNLOADING: The submunitions are identical to all other type-VI drones and could be removed from the MW for use by other launchers able to use type–VI drones. Note that submunitions can

only be removed from a drone that is in reload storage, and not from a drone that is in a drone rack or a fighter ready rack. If the submunitions are removed (this requires one-half deck crew action per type–VI), the MW is ruined and cannot be reloaded or used.

(FD8.24) SPEED: The speed of the submunition will, like the bus vehicle, be the appropriate speed for the year in which the scenario is set. It could be a higher speed if that was available as a restricted item (FD10.65). Note that the cost of speed upgrades for the submunitions is paid separately from and in addition to the cost of the bus vehicle; see (S3.2). This makes MW drones extremely expensive. See (FD8.4) for the costs of speed upgrades of MW drones.

(FD8.25) TRACKING: As individual drones can be tracked, when a MW drone releases its submunitions, these can be distinguished from other drones in the same hex. See (F2.6).

(FD8.3) CONDITIONS AND RESTRICTIONS

(FD8.31) SCATTER-PACKS: MW drones cannot be placed into scatter-packs.

(FD8.32) DAMAGE to an MW drone before separation does not affect the drones released. However, if the MW drone is destroyed, so are all the submunitions.

(FD8.33) CARRIAGE: MW drones can be carried by ships, MRS shuttles, and fighters with special rails (J4.23). They cannot be carried by SPs, DefSats, or captor mines.

(FD8.4) COST

(FD8.41) TYPE–III: A type-III MW drone with slow speed and slow submunitions would cost 3.5 points, and if replacing a type-I drone, the cost of the drone (1 point) is deducted from the cost of the MW drone, so such replacement would cost 2.5 points.

Replacing a type-I drone with a type-III-MW drone (medium-speed frame with medium-speed submunitions) costs 3.75 points.

Replacing a type-I drone with a type-III-MW drone (fast-speed frame with fast-speed submunitions) costs 5 points.

(FD8.42) TYPE–IV: A type-IV MW drone with slow speed and slow submunitions would cost 4.5 points, and if replacing two type-I drones, the cost of the drones (2 points) is deducted from the cost of the MW drone, so such replacement would cost 2.5 points.

Replacing two type-I drones with a single type-IV-MW (medium-speed frame with medium-speed submunitions) costs 4.25 points.

Replacing two type-I drones with a single type-IV-MW (fast-speed frame with fast-speed submunitions) costs 6 points.

(FD8.43) BUS: The cost of speed upgrades for the "bus" vehicle of an MW drone is the same for a standard type-III or type-IV drone as appropriate.

(FD8.44) SUBMUNITIONS: The submunitions of an MW drone can only receive speed upgrades, and the cost of this upgrade will be added to the total cost of the drone. The cost for each submunition is half the cost for a type-I drone receiving the speed upgrade. All submunitions on a given MW drone MUST receive the same speed upgrade. If one is to be made a fast type-VI, all must be made fast.
(FD8.441) The cost to upgrade all the submunitions in a one space MW module to medium speed is 0.75 points. The cost to upgrade all the submunitions on a one–space MW module to fast speed is 1.5 points.
(FD8.442) The cost to upgrade all the submunitions in a two space MW module to medium speed is 1.25. The cost to upgrade all the submunitions on a two–space MW module to fast is 2.5 points.

(FD8.45) TYPE–I–MW: A type-I–MW with slow speed (both bus and submunitions) would cost 3.0 points (or 2.0 points if replacing a type–I).

Replacing a type-I drone with a type-I-MW drone (medium-speed frame with medium-speed submunitions) costs 3.25 points.

Replacing a type-I drone with a type-I-MW drone (fast-speed frame with fast-speed submunitions) costs 4.5 points.

(FD9.0) ECM DRONES *(Commander's Level)*

The Klingons experimented with a modified type-III drone that carried an ECM generating transmitter instead of a warhead. Eventually, all drone–using races used similar weapons, including those mounted on type-I and type-IV frames. This type of drone is available to all drone-using races after Y150.

ECM drones can be used for several missions, each of which is explained separately below.

(FD9.1) SHIP ESCORTS

(FD9.11) STATION KEEPING: When launched, the drone tries to follow the ship that launched it [or another unit designated by the launching ship, but see (G24.23)] but will never actually hit it.
(FD9.111) If an ECM drone enters the hex of its "target," it will continue to pursue that target. If it is in the same hex, it will immediately reduce or increase its speed to match the target's speed in an effort to stay in the same hex as its target, even stopping if the target does. Any speed increase must be within the limits of its maximum speed, e.g. a speed 12 ECM drone could not keep up with a ship going faster than speed 12. See also (FD9.18)
(FD9.112) Drones other than ECM drones and probe drones (FD6.0) cannot execute station keeping or change their speeds in any manner. Improved technology (X0.0) drones can be set to run at different speeds, and drones which can be programmed to change speeds may be added to the game at a later date. See (FD7.3331) for SPs and MWs.
(FD9.113) When released to its own ATG guidance (if it has ATG, which is not required), the ECM drone will also be subject to the rules for ATG drones (FD5.2).
(FD9.114) ECM drones do not need a lock-on to loan EW to their assigned ship, but are treated as if they had one (D6.317).

(FD9.12) ECM BENEFIT: An ECM drone generates 3 points of ECM, which protects itself and is also lent to its assigned target. The drone cannot begin generating ECM until four impulses after launch (and other conditions are met). The ECM generation continues for six turns after launch (less the four impulses required for activation), but the lent ECM benefit for the target is only felt when the drone is in the hex of its target.
(FD9.121) The operating life of six turns begins when the ECM drone is launched. The drone cannot begin broadcasting until it reaches the hex of the target. Both requirements (arrive in target hex; four impulses after launch) must be satisfied independently. Note that this does not mean four impulses after arriving in the target hex (although if escorting the ship that launched it, this will happen to be true by coincidence). Later, if the drone is temporarily not in the same hex as its target, it still receives its ECM for self-protection, and the moment it is back in the same hex as its target, it will resume lending its ECM to its target.
(FD9.122) Even if the drone ceases to operate temporarily because it has not remained in the same hex as its designated "target," it will cease operating exactly six turns from launch.
(FD9.123) Note that, if the drone frame used does not have extended range (FD2.222) or is not a type-III frame, the drone may cease operating sooner by running out of endurance. See (FD9.34).
(FD9.124) ECM drones provide their benefit to themselves and the unit they are assigned to protect. This protection is cumulative (for the drone) with the benefits of (E1.7) and (FD1.52).
(FD9.125) An ECM drone begins loaning ECM in the Lock-on Stage (when other loaned ECM is calculated), assuming other requirements have been met.

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(FD9.13) MULTIPLE ECM DRONES: The effect of ECM drones is not cumulative.
(FD9.131) If two or more ECM drones are escorting a given ship, all will be producing ECM (and using up their endurance) but the ship will gain the benefit of only one of them.
(FD9.132) If the ECM drone being claimed as received ECM is destroyed, another of the ECM drones would begin lending to the ship immediately without any break in the ship's ECM level. (This concept is known as "flying spares.")
(FD9.133) Only one ECM module can be on any single drone; see (FD10.44).

(FD9.14) LENDING: The effect of ECM drones is included within the six-point limit (D6.392) and (D6.3144) on ECM lent to the ship.

(FD9.15) SINGLE TARGET: ECM drones used to escort a ship will provide ECM only to a single ship and, other than under the provisions of (G24.23), cannot protect any ship other than the one it was originally launched to protect.

(FD9.16) NO SHUTTLES: ECM drones cannot escort shuttles, which includes fighters.

(FD9.17) WILD WEASELS: ECM drones protecting a ship or launched to protect a ship which employs a wild weasel will accept the weasel as the unit they are assigned to protect. The drone will move to/follow the weasel.
(FD9.171) The drone will attempt to loan ECM to the WW but will be unable to do so because ECM drones cannot loan to shuttles, so the weasel will not benefit from the drone in any way.
(FD9.172) If the weasel is voided, the drone will begin to seek its original target.
(FD9.173) If the weasel is destroyed, the ECM drone will continue to track the explosion (vainly trying to lend ECM to said explosion). At the end of the explosion period, if the drone has not been destroyed (and the target it was to protect has not voided the weasel during the explosion, the drone will cease to function (be removed from the map) as there is no target.

(FD9.18) LIMITATIONS: ECM drones escorting ships have the following limitations:
(FD9.181) SPEED: If the ship moves faster than the fastest speed of the ECM drone, the drone cannot exceed its rated speed to keep up.
(FD9.182) HET: If the protected unit executes an HET, the ECM drone can do so as well, but this costs it the equivalent of a hex of speed, and unless the ship is moving at least one hex per turn slower than the maximum rated speed of the ECM drone, the drone will not be able to move on the next impulse the ship moves. The drone can only perform one HET in any 32–impulse period (F2.13), and if the target unit executes a second HET, the drone will not be able to follow it and will be forced to execute a normal turn to try to catch up.

(FD9.2) ESCORTING DRONES

(FD9.21) PROCEDURE: An ECM drone can be used to "escort" other drones launched by the same ship (or SP, or fighter) on the same impulse and tracking the same target. This is under the following restrictions.
(FD9.211) If the ECM drone travels in the same hex with the drones it is assigned to protect, it escorts all of them as if they were a ship (i.e. fire against those drones is adjusted by three points of ECM). In this case, the drone is seeking the same target as the drones it is escorting, not the drones themselves.
(FD9.212) An ECM drone escorting other drones impacts with those drones but will do no damage unless it was carried by a type-IV frame with some module that will damage the target. No matter what modules the ECM drone is carrying, it will impact the target if the drones it was escorting hit that target. Even if all the drones the ECM drone was escorting were destroyed, it would itself continue on until it reached its target (or was destroyed).
(FD9.213) ECM drones provide their benefit to themselves and the drones they are assigned to protect, and this protection is cumulative with the benefits of (E1.7) and (FD1.52).
(FD9.214) Any drones that are more than one hex from the escorting ECM drone for any reason cannot again come under the ECM drone's protection, and other drones that enter the ECM drone's hex and move along with it cannot be protected by it. Note that this is a partial exception to (FD9.15) as the only limit to the number of drones that can be protected by a single ECM drone is the number of drone racks on the unit launching them, but only a single ship (FD9.1) could be protected by an ECM drone.

(FD9.22) RESTRICTIONS on drone-escorting ECM drones.
(FD9.221) No drone can receive ECM support from more than one ECM drone.
(FD9.222) It would be possible for one ECM drone to escort another ECM drone, but only if the second ECM drone was set in ship-protection mode and targeted on a friendly ship. In this case, ECM drone A (escort mode) would provide protection to ECM drone B (ship protection mode) while drone B was in transit. Upon arrival, drone A would "impact" (doing no damage unless it also had a damage-producing warhead, in which case the drone officer needs *serious* career counseling) while drone B would assume its assigned ship-protection mission.

(FD9.3) TYPES OF ECM DRONES

The most common types of ECM drones are listed here. Additional types can be built using (FD10.44).

(FD9.31) TYPE-III: This is the original type. It is built on a type-III drone frame for extended endurance and self-guidance capability. It costs 0.5 points to replace a standard type-I drone with a type-III-ECM drone.

(FD9.32) TYPE-I: This is the most common type. It is built on a type-I drone frame. Unless extended range is paid for, the weapon will be able to generate ECM for only three turns. The drone must have guidance provided by a controlling ship as any other drone unless ATG is also purchased. It costs 0 points to replace a standard type-I drone with a type-I-ECM drone. If ATG and extended range are added, each costs an additional 0.5 points.

(FD9.33) TYPE-IV: This type is built on a type-IV drone frame. It is constructed using the (FD10.0) rules, with the ECM generator replacing half of the warhead and another module replacing the other half. Cost depends on what is used in the other warhead space. Note that the ECM module cannot be combined with an armor module. See (FD10.44) for limitations on the use of other drone modules in combination with an ECM module on a two–space frame.

(FD9.34) ENDURANCE: The endurance of the drone and the ECM generator are separate. If the drone exhausts its endurance before the generator, the generator stops functioning. If the generator exhausts its operational period before the drone runs out of fuel, the generator will shut down and order the drone itself to go inert (FD1.7) unless the drone is a two–space frame with another module aboard and valid targeting; see (FD10.0).

(FD9.35) CARRIAGE: ECM drones can be carried by ships and MRS shuttles. They can be carried by fighters and SPs, although not if mounted on a type-III frame. They cannot be loaded into DefSats or Captor mines.

(FD10.0) DRONE CONSTRUCTION
Commander's Level

In addition to providing several new types of drones, this module provides an explanation of how drones are built and modified.

(FD10.1) DEFINITION

(FD10.11) DRONE ANATOMY: Basically, all drones consist of two sections: propulsion and payload. The propulsion section determines the drone's range and speed. The payload section determines its mission. The sections are modular and interchangeable, although standard type-I drones (of whatever speed) will be the most common. A drone is assumed to come from the factory with an explosive warhead and a speed-8 engine and is modified by the player by substituting other modules at a designated cost. All drones are type-I (slow) unless specified by scenario or unless the player pays for improvements.

(FD10.12) DESIGNATIONS OF STANDARD TYPES: The designations (e.g. type-I, type-IV) represent the most common combinations of components. A type-I drone, for example, is a one-space drone frame with a speed-8 standard range propulsion module and a one payload space explosive warhead module.

(FD10.13) DOGFIGHT DRONES: It should be noted that so-called "dogfight drones" (type-VI, called type–IS in the oldest editions) are not included in this discussion and cannot be modified, but can be improved under the provisions of (FD2.22).

NOTE ON X-DRONES: Many of these rules are modified for X–ships in section (X0.0), an extract of which is in Advanced Missions.

(FD10.2) DRONE FRAMES

(FD10.21) SIZES: There are two types of drone frames: the one-space and two-space types. Each frame has space for a propulsion section and a payload section. The frame includes the standard guidance package.

There is also a third frame (the half-space type–VI), but as this cannot be modified as extensively as the others it is not necessary to discuss it in detail. Only the speed can be varied; see (FD10.52).

(FD10.22) COST: Under the point cost system, the frame is effectively free. Exception: type-III, which costs 1/2 point for standard 25-turn range and special guidance.

The propulsion (speed) and payload (e.g. warhead) modules, extended range, and any advanced guidance cost points.

(FD10.23) ACTIVE TERMINAL GUIDANCE: If ATG is added, it is added to the frame (cost = 1/2 point). ATG cannot be added to type–III drone, which already has a special type of guidance.

(FD10.24) TYPE–III–XX SPECIAL: Type–III drones are one-space drones, but when given extended range (FD2.222), they become type–III–XX, which are two-space drones with one payload space. Speed upgrade costs for type-III-XX drones are the same as for the two–space drone (FD10.5).

(FD10.3) PROPULSION

(FD10.31) GENERAL: There are four types of propulsion sections for each size or frame. The addition of higher speeds and/or longer range is covered in (FD2.22) and in (FD10.5). A drone cannot be launched without a propulsion module. Note that (FD2.454) effectively requires the purchase of certain propulsion modules.

(FD10.32) SLOW (Speed 8): These were the original drones, designed for bombardment of fixed points and target practice. They are the "baseline" for drone cost calculations. They were used in combat, but were generally ineffective. (The Kzintis were able to get considerable use out of them by carrying more of them.) The need for improved drones set off a search for more speed.

(FD10.33) MODERATE (Speed 12): These drones were simply slow drones designed to burn their fuel faster. They were marginally more effective in ship-to-ship combat. Moderate-speed drones were available from shortly after the introduction of drones themselves. Endurance for these fast-burned drone motors is 2 turns (4 with extended range).

(FD10.34) MEDIUM (Speed 20): These used a new type of fuel and engine. (Research into faster drone engines and more powerful fighter engines went hand-in-hand, with each reinforcing the other.) They came into service about the start of the General War.

(FD10.35) FAST (Speed 32): These used an even more powerful fuel and engine (related to the development of interceptor and PF engines).

(FD10.4) PAYLOAD

(FD10.40) GENERAL: One-space drones have one "payload space" to carry an explosive warhead or an instrument package. Two-space drones have two "payload spaces" designated as the forward and rear space (or the front and rear bay). (Note: Type–III–XX drones are two-space drones with one payload space.) There may, in future products, be drones with more than two payload spaces; this is noted for those two-PS modules that must be in the forward space.
(FD10.401) These spaces can be (but do not have to be) filled with payload modules as listed here.
(FD10.402) Some warhead modules can only be placed in the forward space. In Advanced Missions, this will apply only to a one–PS module in a two–PS drone (as one–PS drones have only one space, which is forward), but later products could introduce drones with more than two payload spaces. See (XFD10.4).
(FD10.403) Individual modules may have special rules restricting or prohibiting their deployment or use with other modules. The rules for each module must be fully complied with, which may prohibit the use of some module combinations. For example, a two-space drone with a probe module, an ECM module, and an external armor module (FD12.13) cannot exist; while (FD10.422) permits an ECM module and an external armor to be associated with a probe module, (FD10.443) prohibits the association of an ECM module with an armor module.

(FD10.41) EXPLOSIVE MODULES are the standard drone payload (or warhead). There are two sizes:

1/2 payload space = explosion strength 6
1 payload space = explosion strength 12

Two-space drones (such as type-IV) carry two 1-payload space explosive modules (or four 1/2-space modules).

The use of the term "explosive module" in other rules generally means a "one PS explosive module" unless noted otherwise.

All of the explosive modules on a given drone are combined into a single explosion; they are not resolved as separate volleys. There is no difference between two 1/2-space and one 1.0-space module.

(FD10.42) PROBE MODULES are covered in (FD6.0). All probe modules occupy one payload space, but no more than one can be placed on a given drone.
(FD10.421) There is no cost to replace an explosive module with a probe module.
(FD10.422) The probe module can be combined with other modules on a two–space drone or have external armor added to its drone frame. (The most common two-space probe drone had armor to improve survivability.) The probe module can be in any payload space.
(FD10.423) If an ECM module is included with the probe module on a two space frame, the launching player must designate on launch if the ECM module will provide ECM to the target of the probe module, other drones traveling with the probe drone, or only to the probe drone. See (FD10.443).
(FD10.424) If a probe module is combined with any "targetable" module (a module which, if mounted alone on a drone, would normally be targeted on a single target), the resulting drone cannot use the special probe drone guidance system of (FD6.22). Furthermore, such a drone will attack or impact on its target; this supersedes (F2.413). This is because the other module is required to have a designated target before launch. For example a drone with both a

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

probe module and an ECM module (or an explosive, MW, swordfish, or spearfish module) cannot use (FD6.22), while a drone which combines a probe module with an armor module can use (FD6.22).

(FD10.425) A drone consisting of a probe module mounted on a type-III drone presents the launching unit with several options (only one of which can be chosen):

(FD10.4251) It can launch the drone using the special probe drone guidance system (FD6.22), in which case it will operate exactly as described in that section (but with the improved endurance of the type-III drone).

(FD10.4252) It can launch the drone under normal ATG guidance (FD5.242), in which case the drone uses the normal probe drone guidance system of (FD6.21) [it cannot use the guidance system of (FD6.22)].

(FD10.4253) It can launch the drone on a purely ballistic course, in which case the probe module will function normally under (FD6.23) (but with the improved endurance of the type-III drone).

(FD10.4254) It can launch the drone on a ballistic course under the special type-III guidance rules, either "tame boar" (FD5.252) or "wild boar" (FD5.255), in which case when the type-III drone accepts a target (FD2.252) it will pursue that target using the procedure of (FD6.21) [it cannot use the guidance system of (FD6.22)].

(FD10.4255) Under any of these options, since the probe module is the only targetable payload on a type-III drone, the drone will not impact on its target (F2.413). However, if in the future there appears a two payload space drone using type-III technology, if the other module qualifies as being "targetable" under (FD10.424) above, only if using options 2) or 4) will the drone attack or impact on its target. Note that type-III technology can use the more accurate targeting system of (FD5.256), which (among other capabilities) will permit the assembly of a very long-range probe drone (using a type-III-XX drone) which can be assigned to obtain intelligence about a very specific target.

(FD10.43) MULTI-WARHEAD MODULES are covered in (FD8.0). The actual submunitions are part of the cost of the MW module; but their speed upgrades will cost extra (F8.44).

(FD10.431) There are two sizes. The smaller occupies one payload space and carries three submunitions. The larger occupies two payload spaces and carries five submunitions.

(FD10.432) No more than one MW module can be on a single drone, and an MW module must be in the forward payload space(s). It would be possible to place a small (three-submunition) module on a two-space drone along with an explosive module, allowing the carrier drone to damage the target after releasing its submunitions. Other combinations are also possible.

(FD10.44) ECM MODULES are explained in (FD9.0). See (FD10.423) and (FD10.424) for the interactions of probe and ECM modules.

(FD10.441) There is no cost to replace an explosive module with an ECM module.

(FD10.442) No more than one such module can be placed on any drone; the module occupies one payload space (which can be either space; it need not be forward).

(FD10.443) The ECM module can, within the limits of other modules, be combined with any other module in the game except an (internal or external) armor module. ECM drones will not work with armor modules. Note that an ECM module in a two–space drone with an explosive module could not protect a ship as the explosive module would detonate on the target ship. It could protect a wave of drones that it was launched with to hit a designated target. This also applies to swordfish and spearfish modules.

(FD10.444) If combined with an MW module, the submunitions can be set for random targeting once the drone has reached release range from the primary target, but release range will be based on the primary target of the drone. For example, an ECM module with an MW module launched to protect your ship with EW will release its submunitions on approaching your ship, unless your ship launched it, in which case it probably would not be able to release the submunitions at all due to the minimum release range in (FD7.3). If the submunitions were targeted randomly on a ship of your size class, they will attack your ship. If targeted randomly for drones or shuttles, they will look for such targets on release and go inert if there are none in range.

(FD10.45) SWORDFISH MODULES carry phasers, which they can fire at their targets; see (FD11.0). Swordfish modules must be in the front position (FD11.11).

(FD10.46) SPEARFISH MODULES have special shield-piercing warheads and are defined in (FD14.0). Spearfish modules must be in the front position (FD14.11).

(FD10.47) ARMOR MODULES are used to improve the survivability of a drone. They are defined in (FD12.0) and (FD13.0). They can be in the front or rear bay. Some modules require that they be placed in a specific bay. When this occurs, the internal armor must be placed in the opposite bay. Armor modules can be added externally (taking up no payload spaces but slowing down the drone) (FD12.13).

(FD10.48) NULL MODULES: A player could, for whatever reason, simply remove and discard the explosive warhead and fire the drone with no payload at all. It would act as a normal drone and could not be detected as having no warhead; it would not explode or cause damage when it reached its target (it would be destroyed by the "impact"). Null modules look like explosive modules even if identified under (G4.231).

(FD10.49) OTHER MODULES: Future products may include additional modules. Several are under development.

(FD10.5) MODULE COST CHARTS

(FD10.51) PAYLOAD MODULE COST

MODULE	1/2–PS	1–PS	2–PS
Explosive	0.25	0.50	1.00
Probe	–	0.50	–
MW	–	2.50	3.50
ECM	–	0.50	–
Swordfish	–	1.00	2.00
Spearfish	–	1.00	2.00
Armor	0.25	0.50	1.00
Ext Armor	0.25	0.50	–
Null	0.25	0.50	1.00

(FD10.52) PROPULSION MODULE COST

MODULE	1/2–SP	1–SP	2–SP
Speed–8	–	0.50	1.00
Speed–12	0.50	1.00	1.50
Speed–20	0.50	1.00	1.50
Speed–32	0.75	1.50	2.00

(FD10.53) FRAME COST ADDITIONS

ITEM	COST
Active Terminal Guidance	0.50
Extended Range	0.50
Type–III Frame Surcharge	0.50

(FD10.54) USING THE COST CHARTS: Using these charts, any drone can be built and the cost calculated.

There is a chance for confusion between these costs and those shown in (FD2.1). The costs here are for an extra drone ("bought on the open market" so to speak), while the costs in (FD2.1) are the costs of trading in type–I–slow drones for the improved drones.

For example, a standard type-V drone would cost 2.5 points (1 for the double warhead and 1.5 for a speed-12 engine). The chart in (FD2.1) shows that this drone costs 0.5 points more than two type-I drones, which of course cost 1 point each (total 2.5).

There is an error regarding type-III drones in the earliest printing of Basic Set (FD2.11) which causes even more confusion. It actually costs 0.5 points to trade a type–I drone for a type–III, but this results in a speed–8 type-III drone. (Technically, there is no such thing, but it is theoretically possible to build one.) Trading a speed–8 type–I drone for a speed–12 type–III costs 1.0 points, not 0.5 points.

(FD10.6) AVAILABILITY

(FD10.61) GENERAL AVAILABILITY: These are the most easily-produced and widely available drones and drone components.
(FD10.611) General Availability includes:
explosive modules,
frame types-I and IV,
and extended range.
(FD10.612) Any or all of the drones on a ship can be General Availability items.

(FD10.62) RESTRICTED AVAILABILITY: These types of drones and drone components are not as widely available as General items.
(FD10.621) Restricted Availability includes:
probe modules,
ECM drones,
armored drones,
and ATG guidance.
(FD10.622) No more than 25% of the drones on any ship can be (or contain) Restricted Availability items. Exceptions (marked "D%" on Annex #3: Master Ship Chart):
Kzinti ships are allowed 50% Restricted Availability.
Carriers with 10 or more fighters are allowed 50% Restricted Availability.
Type-III-ECM drones on Klingon ships are Restricted Availability.

(FD10.63) LIMITED AVAILABILITY: These are the most expensive, hardest to build, and least likely to be available drones.
(FD10.631) Limited Availability includes:
Multi-warhead drones,
Swordfish drones,
Slug drones,
Spearfish drones,
External armor,
type-III frames.
(FD10.632) No more than 10% of the drones on any ship can be or contain Limited Availability items. Exceptions (marked "D%" on Annex #3 Master Ship Chart):
Kzinti ships are allowed 20% Limited Availability.
Carriers with 10 or more fighters are allowed 20% Restricted Availability.

(FD10.64) OVERALL RULES: The allowable percentage of Restricted Availability drones includes the limit on Limited Availability drones.
EXAMPLE: Kzinti ships can have 50% General Availability, 30% Restricted (and/or General) Availability, and 20% Limited (and/or Restricted and/or General) Availability drones.
(FD10.641) All percentages are based on "spaces" of drones. Round fractions of 0.49- down and 0.50+ up.
(FD10.642) Player-designed scenarios must obey the restrictions. See also (S3.2).

(FD10.65) DRONE SPEEDS: Medium speed drones are Limited in Y165, Restricted in Y166, General in Y167. Fast drones are Limited in Y178, Restricted in Y179, General in Y180. Drones with two types of modules are considered to be a single drone of the more restrictive type for purposes of the availability percentages.
Moderate speed drones were invented in Y77 and were Limited Availability until Y100, then became Restricted Availability. They became General Availability items in Y120.

(FD10.66) MIXED MODULES: Drones, including modules of two types (e.g. a MW Drone with armor), are considered a single drone for purposes of the percentages, but count under the category of the more restrictive type.
EXAMPLE: A ship has 10 drones and is allowed to have one of them (10%) of the Limited Availability type. The player selects a probe drone with external armor.

(SP10.66) SPECIAL CASES: Some ships receive special drone percentages based on their missions.
(FD10.661) Drone bombardment ships on a bombardment mission can have 100% of their drone spaces taken up by type-III-XX drones. Drone bombardment ships are marked with a "DB" on the Master Ship Chart (Annex #3). The modules on those drones remain under the original percentages.
(FD10.662) Survey cruisers of drone–using races performing survey missions can have up to 50% of their drones (spaces) loaded with probe modules. (Any restricted or limited drones would be part of this 50%.)
(FD10.663) Scout ships of drone using races (including survey ships used in combat) can have up to 50% of the drones (spaces) loaded with either ECM or probe modules. (Any restricted or limited drones would be part of this 50%.)

(FD10.7) COMBAT NOTES

(FD10.71) IMPACT: Regardless of drone size or armor, the impact of a drone on a drone will destroy both drones. There are some exceptions; see (FD1.56).

(FD10.72) ASSEMBLY: The assembly of drones is normally done at a base or factory. While changes can be made on board a ship, they cannot be made during a scenario; exception: (FD8.23). Changes aboard ship would be limited to disassembling and reassembling no more than two drones between any two consecutive scenarios of a campaign or mini-campaign, and could never be done in Patrol or individual scenarios or before a campaign begins.

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(FD11.0) SWORDFISH DRONES
Commander's Level

First developed by the Klingons in Y174, swordfish drones do not carry an explosive warhead, but instead carry a phaser equipped with a targeting sensor and a power pack adequate to fire the phaser a single time. Swordfish drones are not efficient damage producers. Their primary use is in disrupting enemy defense planning. As swordfish drones can cause damage from several hexes, the target cannot wait until the last moment to identify or engage every drone.

The inclusion of a swordfish drone among a drone swarm forces the enemy to accept some damage or re-think his drone defense doctrine.

(FD11.1) CONSTRUCTION

There are two swordfish modules. See (FD10.45).

(FD11.11) PHASER–3: The phaser-3 module occupies one payload space. Two such modules cannot be placed in a 2-space frame because the module requires the forward position. A phaser-3 module could be combined with another 1-PS module in a 2-space frame.

(FD11.12) PHASER–2: The phaser-2 module occupies two payload spaces and can obviously be carried only by a two-space frame.

(FD11.2) OPERATION

(FD11.21) TARGETING: At the time of launch, the owning player records for the drone the range from its target at which it will fire. When the drone first reaches this range (or less), it will fire its phaser at the target. This is resolved exactly as if the controlling ship had fired a phaser of the appropriate type from the drone's hex (not the ship's hex) to the target, including the effects of terrain, electronic warfare, etc.

(FD11.22) RANGE: The maximum range of a swordfish phaser is 8 hexes. There is no minimum range.

(FD11.23) ELECTRONIC WARFARE: The swordfish drone does not have any built-in ECCM. It could, however, be equipped with ATG (which has ECCM). As with any other drone, a swordfish drone does benefit from the ECCM of the unit controlling it.

(FD11.24) TARGETS: Swordfish drones will accept plasma torpedoes and other drones as targets. They cannot be used against mines.

(FD11.25) POST-FIRING: Normally the firing of a swordfish drone is its last act. Having fulfilled its only purpose, the weapon simply burns up (as all drones do at the end of their endurance). However, a 2-space drone equipped with a 1-PS phaser–3 module might carry another module in the rear payload space (within the limit of the rules). If this is the case, the drone will continue to seek its target unless the specific rules for the rear module require otherwise.

(FD11.26) CARRIAGE: Swordfish drones can be carried by ships (including bases and PFs/Interceptors), fighters, MRS shuttles, and scatter-packs. They are never used in captor mines or Defsats.

(FD11.27) FIRING ARC: The phaser has an FA firing arc. If the target is out of arc at the time firing is programmed, firing will be delayed until the range and arc requirements are met.

(FD11.28) DELAY: There is no firing delay after launch (as there would be for a scatter-pack), except that the drone cannot fire in the impulse during which it was launched.

(FD11.3) COST

The cost of a phaser-3 module is 1/2 point more than a 1-PS explosive module. The cost of a phaser-2 module is 1 point more than a 2-PS explosive module. See (FD10.6).

(FD12.0) ARMORED DRONES
Commander's Level

There is not one single type of armored drone; virtually any drone can be armored. The term "armor" is somewhat misleading. The effect of an increased damage rating is created by shielding and evasiveness, in addition to shielding of warhead components against the electromagnetic disturbance of nearby weapons fire.

There has been considerable debate as to the value or efficiency of armored drones. From a theoretical standpoint, it would be better in almost every way to fire two non-armored drones. But that is not always possible due to limitations on firing rate, drone control, and ammunition supply. Armored drones also have considerable value when fighting Lyrans (with their ESGs) or in asteroid fields.

(FD12.1) CONSTRUCTION

(FD12.11) MODULES: There are two armor modules available. The smaller occupies 1/2-PS and the larger occupies 1-PS. The most common armored drones are a one-space type–I drone with a 1/2-PS armor module and a 1/2-PS explosive module, and a two-space payload equipped with a 1-PS armor module and a 1-PS explosive module. These modules are added to drones using the construction rules; see (FD10.47).

(FD12.12) MULTIPLE ARMOR: A given drone can be equipped with more than one armor module. For example, a type-I drone could be equipped with a 1-PS armor module and no warhead and used as a slug drone (FD13.0). Or a type-IV drone could be equipped with a 1-PS armor module, a 1/2-PS armor module, and a 1/2-PS explosive module.

(FD12.13) EXTERNAL ARMOR: There is a modified armor module which can be attached externally; i.e. in excess of the normal payload space limit.
(FD12.131) No more than one external armor module can be added to any one drone. External armor cannot be placed on a drone equipped with internal armor.
(FD12.132) External armor reduces the speed of the drone according to the chart below:

DRONE SIZE		ORIGINAL SPEED			
(+ Armor)		32	20	12	8
1sp	(+1/2)	20	12	8	4
1sp	(+1)	12	8	4	2
2sp	(+1/2)	26	16	10	6
2sp	(+1)	20	12	8	4

Note that "drone type" is shown as the size of the drone (1 space or 2 space) plus the size of the armor (1/2-PS or 1-PS). Type-III-XX drones are treated as one-space drones.

(FD12.14) DRONES ONLY: Armor cannot be added to non-drone objects (e.g. shuttles, mines, Defsats, etc.).

(FD12.2) OPERATION

(FD12.21) EFFECT: The effect of an armor module is to increase the number of damage points required to destroy the drone. The 1/2-PS module adds 2 damage points; the 1-PS armor module adds 4 damage points.

(FD12.22) CARRIAGE: Armored drones can be carried by any drone-using unit.

(FD12.3) COST

(FD12.31) INTERNAL: Replacing explosive modules with armor modules is done without cost.

(FD12.32) EXTERNAL: Adding external armor (which is, technically, a frame cost addition) costs 0.25-points for the 1/2-PS module and 0.5 points for the 1-PS module.

(FD13.0) SLUG DRONES
Commander's Level

Slug drones are not a specific type of drone, but simply an armored drone that carries nothing but armor modules (i.e. no warhead). Slug drones, because they can absorb more damage than standard drones, have some use against Lyrans (with ESGs) and in clearing a path through asteroids (P3.23). Rules for building and using these drones are covered in (FD12.0). If a slug drone reaches the hex of its target, it simply self-destructs without causing any damage. See (FD10.63).

(FD14.0) SPEARFISH DRONES
Commander's Level

While the Klingons developed swordfish drones in Y174 to confuse Kzinti and Federation drone defenses, the Kzintis developed the spearfish drone in Y175 to take advantage of the susceptibility of the "lean and mean" Klingon ships to internal damage. Spearfish drones use a special X-ray generating nuclear warhead which concentrates its relatively small output against a single point, rather than distributing it across the entire shield. The effect is to punch through the shield, scoring one or two points of internal damage while leaving the shield effectively intact.

The obvious value is that, regardless of shield strength, at least some internal damage will be scored. It should be noted that the shield-piercing system is based on the unique characteristics of the drone. No other weapon (including suicide shuttles) can be used in this manner, except, of course, for the "Leaky Shields" rule (D3.6). This drone cannot be effectively combined with that rule, but is not needed if that rule is in use.

(FD14.1) CONSTRUCTION

There are two spearfish modules which can be installed in drones; see (FD10.46).

(FD14.11) SMALL: The 1-PS module causes three damage points. If in a 2-space drone, it must be in the forward space and the rear space cannot contain an explosive module.

(FD14.12) LARGE: The 2-PS module causes six damage points.

(FD14.2) OPERATION

(FD14.21) DAMAGE PROCEDURE: When a spearfish drone strikes a target, the damage scored is determined by the size of the spearfish module:
(FD14.211) A small module (1-PS) will score one internal damage point, regardless of the strength of the shield or any reinforcement applied, and two points of shield damage (which could be absorbed by reinforcement).
(FD14.212) A large module (2–PS) will score two internal damage points, regardless of the strength of the shield or any reinforcement applied, and four points of shield damage (which could be absorbed by reinforcement).
(FD14.213) In all cases, if the strength of the shield including any reinforcement applied is less than the shield damage scored, any shield damage in excess of what the shield will absorb is also scored as internal damage.

EXAMPLE: A type–IV drone with a large spearfish module strikes a shield which has a strength of only two boxes. Two points of internal damage will be scored on the ship, two points will eliminate the shield, allowing the remaining two points to also be scored as internal damage. If one point of shield reinforcement had been allocated to the shield, then only one of the two excess points of shield damage would be scored as a point of internal damage. If, at the time of impact, three points of reserve power were applied to the shield, these three points together with the one allocated reserve point would block all the damage to the shield, but the ship would still take the two points of internal damage. It would still have a two-box shield in which it could place reinforcement energy on the following turn.

(FD14.22) SHIELD REINFORCEMENT: In all cases, shield points generated by reinforcement are considered to be "shield boxes." The order of precedence is General Reinforcement, Specific Reinforcement (including reserve power), and printed boxes. Any reserve power committed to the shield is converted to Specific Reinforcement (or General Reinforcement). Note that reserve power cannot stop the points which automatically penetrate.

(FD14.23) ANDROMEDANS: If a spearfish drone strikes an Andromedan ship, it treats the panels the same as a shield. For example, a large drone will score two points of internal damage on an Andromedan ship and place four points of power into the ship's panels (if they were operating and not already full).

(FD14.24) ORDER OF RESOLUTION: If several drones strike a given shield on the same impulse, the spearfish drones are resolved first. All internal damage is resolved as one volley (D4.22) regardless of how many and what type of seeking weapons caused it.

(FD14.25) MULTIPLE SPEARFISH: If several spearfish drones strike the same shield, damage is resolved normally. If the drones cumulatively are able to destroy the shield, any excess damage will also be scored as internals.

(FD14.26) CARRIAGE: Spearfish drones can be carried by any drone-armed unit.

NOTE: Captor mines and most standard-size fighters cannot carry two-space drones. A few standard-size fighters had the capability to carry type–IVs during the Andromedan War; see Module J.

(FD14.3) COST

(FD14.31) BASIC COST: The cost of replacing a 1-PS explosive module with a 1-PS spearfish module is 1/2 point. The cost of replacing a 2-PS explosive module with a 2-PS spearfish module is 1 point. See (FD10.6).

END OF SECTION (FD.0) ADVANCED MISSIONS

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(FP9.0) TYPE-D PLASMA TORPEDO

This type of plasma torpedo was designed for use as a small seeking weapon by plasma races. It was originally fired from plasma racks (FP10.0) and was adapted to use by fighters. The type-D was in widespread service when the Romulans and Gorns entered the General War. The type-D plasma torpedo is held in a pre-packaged launch tube that is the same size, shape, and weight as a type-I drone. The launch canister is destroyed in the process of launching the torpedo. It is carried by some Gorn, Romulan, and ISC fighters (none of which have drones).

(FP9.1) TORPEDO SPECIFICATIONS

(FP9.11) CLASSIFICATION: The type-D plasma torpedo functions in all ways as a plasma torpedo, except as described below. Plasma–Ds are damaged in exactly the same way as other plasmas (FP1.6), e.g. by phasers and asteroids (and not by T-bombs, disruptors, etc.).

(FP9.12) TYPE-D WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16+
STRENGTH	10	8	5	2	1	0

(FP9.13) LIMITED VERSIONS: There is no pseudo-torpedo (FP6.0), enveloping torpedo (FP5.0), or shotgun torpedo (FP7.0) version of the type-D plasma torpedo. See also (FP9.15).

(FP9.14) NO DOWNLOADS: Larger launchers (R, S, G, F, and the L and M in Module X1) cannot be downloaded (FP1.133) to the type-D.

(FP9.15) NO SHOTGUNS: Plasma-D torpedoes cannot be created in a shotgun (FP7.0) loading of a larger torpedo. See also (FP9.13).

(FP9.16) NO DRONE RACKS OR SPs: Plasma-D torpedoes cannot be loaded on or fired from a drone rack or SP. Exception: A fighter or MRS armed with type–Ds can be used as an SP under (FD7.44).

(FP9.17) IDENTIFICATION: When fired, the plasma-D torpedo is immediately identified as a plasma torpedo; it could never be confused with a drone. The warhead strength is announced under (FP1.32).

(FP9.18) DISTRACTION, EW: Type-D torpedoes, having relatively unsophisticated warheads, can be distracted by chaff (D11.0). No other plasma torpedoes can be distracted by chaff. This is the only way (in combat) that a plasma–D is like a drone. Scout sensors (G24.0) cannot attract plasma–Ds or break their lock-ons. Plasma–Ds will be distracted by wild weasels and cloaks just as any other plasma will be. Plasma–Ds have the same ECCM as other plasmas (FP4.3) and have the ECM of the guiding unit. Plasma–Ds, like other plasmas, do not have warhead modules, different speeds, or guidance options as drones do (FD10.0).

(FP9.2) ARMING PROCEDURES

(FP9.21) SPACE: Type-D plasma torpedoes are stored, transported, handled, and loaded as drones are, each taking 1 "space" (J4.825).

(FP9.22) ACTIVATION: When placed on a fighter ready rack, plasma rack, or fighter, they can be activated, which requires 1/2 of an energy point (reserve or allocated) per torpedo. The weapon cannot be fired until it has been activated. See (FP10.32).

Torpedoes on fighters assumed to be loaded before a scenario (due to weapon status) are assumed to be active.

If the torpedo is not fired within 25 turns of activation, it becomes inactive again. Torpedoes on fighters (or MRS) which have been launched are kept active by the fighter; those on a fighter in the shuttle bay will deactivate in 25 turns if the fighter is not launched.

(FP9.3) FIGHTERS USING PLASMA–D

The type-D torpedoes are carried by several types of fighters. Those fighters armed with this weapon are listed as such on Annex #4 Master Fighter Chart. On that chart, the type–D plasma torpedoes are listed in the "drone" column as PI–D to avoid confusing them with the plasma–Fs carried by other fighters. Plasma–Ds are also carried by some types of MRS shuttle; see (J8.1) in Module J. In addition to the fighters and shuttles currently listed in this rule, new fighters and shuttles may later be introduced which use this technology; if so, this will be noted in their descriptions.

(FP9.31) GORNS: G–12, G-18, G–20, and G-30 fighters carry the plasma–D. See Annex #4. No Gorn fighter carries drones, even those fighters built by the Federation. (No Federation fighter carries the plasma–D for that matter.)

(FP9.32) ROMULANS: Gladiator–F, Gladiator–SF, and Gladiator–FSF fighters carry the plasma–D, as well as the Tribune heavy fighter. See Annex #4. At one point it was thought that some Klingon-built fighters had been in service with the Romulans and that these might have been modified to carry plasma–Ds (as the Romulans had no drones). This has been found to be incorrect.

(FP9.33) ISC: ISC attrition, superiority, fast superiority, and heavy fighters carried the plasma–D. See Annex #4.

(FP9.34) PIRATES: Pirate carriers operating in plasma zones use "local" Gorn, Romulan, or ISC fighters armed with plasma–Ds. They never mount plasma–Ds on a drone-armed fighter or vice versa.

(FP9.35) OTHERS: Other races consider the type-D plasma torpedo to be foreign technology (U7.1). If used, availability would be restricted severely (and might be outlawed by the campaign). It could be assumed that one CV with 12 fighters (normally drone-armed) could be converted to using plasma-Ds. Note that this is not one per campaign turn, but one total at any given time. This reflects the difficulties of production and supply. The production rate would not support more than one squadron, and this would be kept on a single ship so that the entire supply could be sent there.

(FP9.36) PLASMA-D FIRING RATES: Fighters and MRS shuttles which carry type-D torpedoes can fire one per turn unless specifically stated otherwise. See (J1.341) and (J4.28).

(FP9.37) NO BOLT ON FIGHTERS: Type-D torpedoes mounted on fighters and MRS shuttles cannot be bolted (FP8.23).

(FP9.4) LOADING ON FIGHTERS

Plasma-D torpedoes are handled in a manner similar to type-I drones; see (FP9.21). See (FP10.3) for plasma racks.

(FP9.41) DECK CREWS: Plasma-D torpedoes are loaded on fighters by deck crews exactly as type-I drones are loaded (J4.825).

(FP9.42) CARRIER STORAGE: Carriers operating fighters armed with type-D torpedoes have storage for them as shown in Annex #7G. Casual carriers use the procedures of (J4.62) by substituting plasma-Ds for type-I drones. See (FP9.21).

(FP10.0) PLASMA RACK

The plasma rack is a rapid-fire launcher for type-D plasma torpedoes, first deployed in Y165. It is intended primarily for defense against massed fighter and drone attacks, but has a supplementary offensive capability. This weapon is installed on relatively few ships, mostly in carrier groups (to consolidate supply lines). It was installed on many Klingon-built ships in the position where the Klingons mounted anti-drone launchers. None of the Klingon-built ships in Romulan service ever mounted anti-drones.

(FP10.1) DESCRIPTION

The plasma rack is very similar to a drone launcher, holding four one-space type-D plasma torpedoes. Each rack is treated individually. The plasma rack is designated "PL-D" on SSD sheets.

(FP10.11) PLASMA–D ONLY: The plasma rack can only hold type-D plasma torpedoes. It cannot hold other types of plasma torpedoes, nor can it hold any type of drone or anti-drone.

(FP10.12) FIRING ARC: All plasma racks have a 180° field of fire (usually LS or RS). If fired as a bolt, they can fire on any target in this arc. If fired as seeking weapons, they can engage any target in this arc and can be faced toward any hex side partially within this arc. The bolt arcs for plasma racks are less restrictive than those for plasma torpedoes due to the nature of the system.

(FP10.13) AEGIS: If the ship is equipped with aegis fire control (D13.0), the firing rate of the plasma rack does not increase. The rack can, however, fire one of its torpedoes as a bolt on any one of the four aegis steps (within other limits). See also (FP10.22).

(FP10.14) RACK CAPACITY: Due to the violent nature of the launch of the type-D plasma torpedo, there can be no larger rack for this weapon (such as the type–B drone rack). The ammunition (four torpedoes per rack) cannot be increased; see (FP10.31) for reloads.

(FP10.15) RACIAL TECHNOLOGY: The plasma rack was used by the Gorns, ISC, Romulans, and the Orions. Other races (except as may be noted) treat the plasma rack as foreign technology under the (U7.0) campaign rules.

(FP10.16) DESTRUCTION: Plasma racks are destroyed on "torpedo" hits. (This is a change from an earlier edition.) See (D4.3222) and Annex #7E for priority of damage. Rule (FP1.7) does not apply to plasma racks.

(FP10.2) OPERATION

(FP10.21) MODES: The plasma rack can fire in either of two modes: offensive or defensive. The decision on which mode to use is made at the point of the first firing of a given plasma rack during a given turn. The rack operates in the selected mode for the remainder of the turn, but it can change modes when first fired during the next turn. Note that the faster-firing defensive mode allows several firings in the same turn, allowing the ship to fire by both means (FP10.22) during a single turn when in that mode. See (FP10.23).

(FP10.211) OFFENSIVE MODE: The rack can fire one torpedo per turn, during any impulse of the turn but not within 1/4 turn of a torpedo fired in either mode during the previous turn. It can engage any target in its arc within the other rules of the game. The one torpedo used can be fired as a bolt or launched as a seeking weapon (during the appropriate steps of the Sequence of Play), i.e. by either means (FP10.22). Unlike defensive mode, there are no restrictions as to target type or range other than the capabilities of the weapon itself and (FP10.24). Plasma–Ds can be fired on a ballistic (F4.0) course only in offensive mode.

(FP10.212) DEFENSIVE MODE: Plasma racks may fire in this mode at size-5 and smaller targets within an effective range of six hexes from the firing ship. During each impulse of a turn during which a given rack operates in defensive mode, it can be fired by either direct-fire (bolt) or seeking weapon means, but it cannot do both in a single impulse. When in defensive mode, there is no limit on the firing rate (other than ammunition and one shot per impulse) or on how long after a previous firing the weapon can be used. See (FP10.244).

(FP10.22) MEANS: The torpedoes in the plasma rack can be fired in either of two "means:" direct-fire (as bolts) or as seeking weapons (normal usage). During a given impulse, a rack can use only one means, i.e. it cannot launch a torpedo as a seeking weapon and bolt another torpedo on the same impulse. The rack's mode (FP10.21) will determine how often in a turn that the rack will be able to fire using either means.

(FP10.221) DIRECT-FIRE: In either mode, the rack can fire a maximum of one torpedo per turn as a plasma bolt. See (FP10.24).

(FP10.222) SEEKING: In offensive mode, the rack can launch one seeking weapon per turn. In defensive mode, the rack can launch one plasma–D per impulse within the restrictions given. Even if equipped with aegis, it cannot launch more than one torpedo per impulse.

EXAMPLE: During turn #2, plasma rack #4 is fired in offensive mode at an enemy cruiser. The torpedo used could be fired as a direct-fire (bolt) weapon or launched as a seeking weapon; it makes no difference for this example. On turn #3, the same rack is fired in defensive mode. On impulse #4 of that turn, it fires one torpedo at a drone as a plasma bolt. On impulses #5 and #8 of turn #3, it fires the remaining two torpedoes as seeking weapons at enemy fighters.

(FP10.23) RELOAD MODE: There is a third mode (reloading) which is covered in (FP10.3) below. Using this mode requires that the plasma rack be taken out of action for the entire turn using the same procedure used for drone racks (FD2.42); in this mode the plasma rack cannot be fired in either offensive or defensive mode.

(FP10.24) RESTRICTIONS: Due to fire control restrictions, a ship armed with one or more plasma racks is under the following limitations.

(FP10.241) A ship armed with plasma racks may not fire more than one type-D plasma bolt at a size-4 or larger target during any given turn. This restriction is per firing ship, not per rack, and applies also to PFs armed with plasma racks firing at other PFs.

(FP10.242) A ship armed with plasma racks may not use more than two of those racks in offensive mode during a given turn.

(FP10.243) An Orion ship would require OAKDISC fire control to use more than three plasma racks effectively. See (FD4.5).

(FP10.244) PFs with plasma racks are under additional restrictions. The torpedoes launched under offensive mode by a PF count against that PF's plasma firing limit, which is usually two torpedoes per turn (K1.54); the torpedoes launched under defensive mode by a PF do not count against this limit. Similarly, torpedoes bolted under offensive mode by a PF count against that PF's bolting limit (FP8.26), while those bolted under defensive mode do not count against that limit; this is a partial exception to (FP10.221). (FP10.241) and (FP10.242) also apply to PFs.

(FP10.25) WEAPON STATUS: The arming state of plasma–Ds on a plasma rack is as follows:

Status 0..... Torpedoes inactive
Status 1..... Torpedoes inactive
Status II..... One torpedo per rack is active
Status III ..... All torpedoes on racks are active

The 25-turn period in (FP9.22) begins with turn 1 of the scenario.

(FP10.3) RELOADING

The reloading and storage procedure for plasma racks is essentially the same as that for drone racks (FD2.4) except for (FP9.21).

(FP10.31) RELOAD SUPPLY: Each plasma rack has 4 reload torpedoes. A given rack can use reloads nominally assigned to another rack. Also, type-D plasma torpedoes stored for use by fighters are interchangeable with those stored for use by plasma racks. When reloading, the rack can draw on any of the torpedoes at the player's option.

(FP10.311) Plasma–D reloads for fighters and plasma racks are handled exactly as drones are handled; see (J4.825) and (FD2.44).

(FP10.312) Each rack comes with one set of reloads (four torpedoes). Along with the Y175 drone rack refits, each plasma rack has two sets of reloads; there is no extra cost for this.

(FP10.313) Some bases use a multiple-magazine version of the plasma rack. See (FD3.87) and (FD3.46). These do not have reloads; the reloads are in the extra magazines.

(FP10.32) ACTIVATION ENERGY: Plasma-Ds placed in a plasma rack require the same activation energy (FP9.22) as those loaded on fighters or ready racks (1/2 point). This can be supplied during energy allocation or by reserve power at any point after loading and before firing. Torpedoes activated by reserve power can be fired immediately (within the Sequence of Play). Only plasma-Ds on plasma racks (or fighters or ready racks) can be activated.

(FP10.33) UNLOADING: Plasma-Ds can be unloaded from their rack (as drones can). Note, however, that an activated torpedo automatically switches itself off when unloaded from a rack/fighter and requires new activation energy after being installed on another rack/fighter.

END OF (FP0.0) ADVANCED MISSIONS

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(G11.0) SUPER-INTELLIGENT BATTLE COMPUTERS *(Optional)*

All the fleets depicted in the game have, at one time or another, experimented with "super-computers" capable of running starships without human assistance. All these experiments failed because the complexities of the programming exceeded the intelligence of the human programmers. All fleets continued to experiment with building computers capable of programming the larger computer.

No attempts were ever made to put super-computers on bases, PFs, interceptors, fighters, shuttles, mines, or Defsats. Super-computers can be installed on size class-2 and size class-3 ships only.

The following rules are used to simulate the effects of such a computer-controlled ship. Rule (G11.4) may cause the computer to fail at any point, resulting in a far worse situation.

NOTE: The terms "computer," "super-computer," and "super-intelligent battle computer" are used interchangeably.

(G11.1) ADVANTAGES

These advantages apply to a ship only when its computer is operating or in berserker mode (G11.42). Some apply during various malfunction periods. None apply once the computer has been destroyed, disconnected, or disabled.

(G11.11) ENERGY ALLOCATION: The player operating the computer ship fills out his Energy Allocation Form AFTER the other players have completed their EA Forms and movement/speed plots and have announced their speed and after the Initial Activity Phase. The computer ship performs all of its actions through the Initial Activity Phase at that point (already knowing the actions and data on the other ships revealed during those steps).

(G11.12) MOVEMENT: The computer ship moves last (Step 10) in the Order of Precedence (C1.313). If there is more than one computer ship, these move (relative to each other) within that order.

(G11.13) ERRATIC MANEUVERS: A computer ship can perform EM (at half the normal cost). See (G11.21) [item (G21.227) on the list] for an additional EW benefit. The computer has no effect on (C10.5).

(G11.14) HIGH ENERGY TURNS: A computer ship can perform HETs with a -1 die roll shift on all such turns it makes. This -1 bonus is not lost so long as the computer is operational, even if the ship has broken down or the computer has suffered a partial failure under (G11.41). The -1 bonus applies to all forms of breakdown, including, for example, (C3.61) and (G7.3222). The ship has the normal one-time HET bonus (C6.52) for a non-computer ship of the same class. After using the normal HET bonus or bonuses in (C6.52), an unmodified die roll of 6 always results in a breakdown.

(G11.2) CREWS

(G11.21) OUTSTANDING CREW: Computer-controlled ships are, in some cases, treated as if they had an outstanding crew. Computer-controlled ships have the following benefits of outstanding crews (G21.2):

(G21.211) Direct-fire weapons.
(G21.212) Extra electronic warfare.
(G21.213) UIM breakdown.
(G21.215) Probes as weapons.
(G21.222) Cost of HET reduced.
(G21.223) Nimble status when crippled (S2.4).
(G21.224) Six tactical warp maneuvers.
(G21.225) Automatic escape in (D21.56).
(G21.226) Quick reverse.
(G21.227) Efficient erratic maneuvers. See (G11.13).
(G21.228) Terrain avoidance.
(G21.231) Will have MRS shuttle.
(G21.232) Improved repairs.
(G21.234) Mine detection.
(G21.235) Improved scout functions.
(G21.236) Improved tactical intelligence.
(G21.25) Scenario event die rolls.

They do not have the benefits of:

(G21.214) Plasma range.
(G21.216) Resistance to shock.
(G21.221) Extra HET bonus. Uses (G11.14) instead.
(G21.233) Spare shuttle.
(G21.241) Boarding party die rolls for human or robot BPs.
(G21.242) Pilot quality.
(G21.243) Efficient deck crews.
(G21.244) Anti-mutiny die roll. Uses (G11.25) instead.

(G11.22) REGULAR CREW: Computer ships have normal (human or whatever) shuttle crews, deck crews, boarding parties, and fighter pilots. See (G11.23) and (G11.26).

(G11.23) SMALLER CREW: A ship operated by the computer does not need as much crew. Reduce the crew to 1/3 of the original complement. (Retain all boarding parties and deck crews and do not consider them in the calculation. Shuttle and fighter pilots are also retained, although they never appear in crew unit calculations.) Life-support can function at minimum levels and costs no energy. A computer-operated ship is not penalized by (G9.42), but is subject to (G9.45). If additional boarding parties are purchased under (S3.2), half of them (round fractions up) are robots (G11.26).

EXAMPLE: A Kzinti CV has 50 crew units, of which 6 comprise the 12 deck crews and 10 comprise the 20 boarding parties. The general crew of 34 is reduced to 11 (fractions less than 1/2 are dropped), plus the 16 crew units of boarding parties and deck crews, a total of 27 units.

(G11.24) CREW CASUALTIES on a computer ship are scored on every 30th point of internal damage, superseding (G9.21). Boarding party and deck crew casualties are scored as on non-computer ships.

(G11.25) NO MUTINY: There can be no mutiny (G6.0) on a computer ship unless all security stations are destroyed *and* the computer is destroyed or deactivated. The computer does *not* control the security stations on Klingon ships; these are manned by the Empire Security Service as always. The security stations provide no bonus (D7.422) when fighting the computer itself (G11.342).

(G11.26) ROBOTS: The computer has the equivalent of 10 boarding parties of robots to protect itself. These are in addition to the normal boarding parties (G11.23). Specific ship or scenario rules might specify a different number of robots. See also (G11.342).
(G11.261) These protect *only* the computer. They cannot be posted as guards, except in control boxes associated with the computer. (Indeed, they *must* be assigned to guard these boxes, and every control box associated with the computer must be guarded by robots unless there are not enough robots.)
(G11.262) They will participate in boarding party combat, but cannot be voluntarily given up as casualties unless the only other means of resolving boarding party casualties is to give up their associated control box. [If using (D16.0), they will fight only in the area of the control box they are guarding, although they will defend it during passage combat.] See (G11.342).

(G11.27) LEGENDARY OFFICERS (except doctors, marines, and LGFOs) do not function on a ship with a super-intelligent computer; see (G22.124).

(G11.3) DESTROYING THE COMPUTER

(G11.31) DESTRUCTION IN COMBAT: If all control boxes on the ship, with the exception of emergency bridge boxes and security stations, are destroyed, the computer is destroyed and ceases to function. At that point, treat the ship as if it were a non-computer ship. The computer is not connected to the emergency bridge; crewmen are stationed there in case of emergencies. The security stations on a Klingon ship are manned by their normal crews. See also (G11.25).

(G11.32) HIT-AND-RUN IMMUNITY: The computer cannot be attacked directly by boarding parties or hit-and-run raids. These can attack the ship's control boxes; see (G11.31). There is a partial exception in (G11.342).

(G11.33) REPAIRS: Destroyed control boxes which are repaired during the scenario do not function as computer boxes. These should be marked in some manner (e.g.: a • in the box) to aid players in keeping track of which boxes are qualified and which are not.

(G11.34) DEACTIVATION: In some situations (G11.4), the computer may have a "glitch" and operate in some undesirable manner. In such cases, the crew cannot simply deactivate the computer because the computer will defend itself against such deactivation. There are two alternative options:
(G11.341) OPTION #1: The crew can try to reprogram the computer. This can be done on impulses #8 and #24 in the Final Functions Stage. To determine if this is effective, roll a die.

DIE	RESULT
1	Computer returns to normal operations immediately. Any effects of (G11.4) are cancelled 4 impulses after the die roll.
2	Computer goes into reset mode. Ship operates normally, without the computer, until the end of the turn, at which point the computer resumes normal operations. Any effects of (G11.4) are cancelled 4 impulses after the die roll.
3	Computer is deactivated and is ignored for the rest of the scenario (although its cost still counts for victory purposes). Any effects of (G11.4) are cancelled 4 impulses after the die roll. The computer can be reactivated before the next scenario in a campaign.
4-6	No effect. Roll again at your option on the next opportunity.

(G11.342) OPTION #2: The ship's boarding parties can attack the computer (once per turn) and try to destroy it. Use the boarding party combat system in (D7.4); see (G11.26). The crew can form militia (which is disbanded when the computer is destroyed) as per rule (D15.83). After eliminating the robot boarding parties, the crew's boarding parties (and militia) must score 10 "casualty points" on the computer itself (no SSD damage) before it is destroyed. [Specific allocation (D7.43) cannot be used.] Once destroyed, the computer cannot be reactivated (even between scenarios). After every attack by boarding parties, roll a die. If the result is "1," the computer immediately becomes a berserker (G11.42).

Enemy boarding parties can also attack the computer, but the computer will know who is attacking and, if it becomes a berserker, will attack enemy rather than friendly ships.
(G11.343) The crew cannot use the procedures of (G11.341) and (G11.342) on the same turn.

(G11.4) COMPUTER FAILURE

(G11.41) DETERMINING FAILURE: At the start of each turn, before Energy Allocation, the player operating the computer-controlled ship must roll one die to determine if the computer has failed, and if so, he must roll a second die to determine what form the failure will take.

CHANCE OF FAILURE		EFFECT OF FAILURE	
DIE	RESULT	DIE	RESULT
1	Failure	1	Fire Control
2	Failure	2	Weapons
3	No Failure	3	Shields
4	No Failure	4	Trans & Tractors
5	No Failure	5	Warp Movement
6	No Failure	6	Berserker

(G11.411) DIE ROLL 1: Active fire control is disrupted (D6.68) for the entire turn. Fire control can be reactivated (D6.633) at the start of the next turn (unless it fails again).
(G11.412) DIE ROLL 2: No weapons (Annex #7D) can be fired for the entire turn. Normal function returns on the next turn (unless it fails again).
(G11.413) DIE ROLL 3: The computer drops the ship's shields, which remain down for the entire turn and can then be raised on impulse #1 of the next turn (unless it fails again).
(G11.414) DIE ROLL 4: Transporters and tractor beams fail to function for the entire turn. Normal function returns on the next turn (unless it fails again).
(G11.415) DIE ROLL 5: The ship cannot use warp power to move for the entire turn; the power can be used for non-movement functions. Normal function returns on the next turn (unless it fails again), although the ship will start at a speed of one or zero.
(G11.416) DIE ROLL 6: The ship becomes a berserker. See (G11.42).
(G11.417) Any of the above effects will be cancelled 4 impulses after the computer is shut down, reset, deactivated (G11.34), or destroyed.

(G11.42) BERSERKER: Under some circumstances, the computer decides (rightly or wrongly) that the crew on board and other ships of the same race (fleet, alliance, etc.) are trying to destroy it. The computer is programmed to defend itself and is well capable of doing so.
(G11.421) The computer changes sides in the current scenario (i.e. the enemy player begins to operate it). If there is more than one "enemy" player, select one by die roll. The enemy player controls the computer and the ship; the original owners control the crew [which are presumably attempting to deactivate the computer under (G11.341) or (G11.342) as fast as they can, those being the only ways they can deactivate a berserker]. The computer will not drop its shields, although they could fail under (G11.413).
(G11.422) The computer will use its robot boarding parties (G11.26) to attack the crew (if the crew is not already attacking the computer). Roll for normal boarding party actions; the computer can use specific allocation (D7.43) but is not required to. If using (D16.0), the robot BPs will not leave the area they are in.
(G11.423) If all forces belonging to the original owner are destroyed or disengage, the computer will disengage and attempt to locate other former-owner forces to attack. (It will not "surrender" to the enemy that is now controlling it.)
(G11.424) The berserker ship continues to make die rolls under (G11.41). A die roll of 6 will cause the berserker to change sides (again), to the original owner in a normal two-side scenario, or to a third (or fourth, or fifth, etc.) power not allied to any of the previous owners or controllers. Once every side has controlled the berserker once, return to (G11.421).
(G11.425) The berserker ship is a unit of the controlling side for purposes of the friendly fire rules (D1.5). If the enemy (which now controls it) scores damage on the berserker, it will reset to normal mode and return to the control of its original owners (and will deactivate itself if told to do so).
(G11.426) The berserker will cut the tracking of any seeking weapon it controls targeted on units now friendly to the berserker. The berserker will not transfer control of seeking weapons (especially not to the original owner) or accept control of seeking weapons from any other unit (of the previous or current owner, or any other unit). A berserker will treat all SPs (other than those it is controlling) as a "non-friendly" SP for purposes of (FD7.47).
(G11.427) A berserker cannot order "enemy" (i.e. original owner) crew units to reload or arm weapons requiring crew unit actions (SPs, drone racks, plasma racks, etc.). Those "enemy" crew units cannot unload or disarm any previously loaded or armed systems.

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(G12.0) SHIP SEPARATION *(Optional)*

Certain ships are able to voluntarily separate into two or more parts. Usually this is done as an emergency survival mechanism, not for tactical gain.

Sections (G12.1) through (G12.5) deal with the Klingon and Federation ability to separate booms and saucers. Section (G12.9) deals with Neo-Tholian ships (found in Module C2).

Section (G12.6) deals with any ship dropping its warp engines, presumably to allow sublight evasion.

(G12.00) SEPARATION PROCEDURE

Ship separations can be performed under the following circumstances:

(G12.01) ESCAPE from a ship being destroyed under the provisions of (D21.43). In this case, the separated section begins functioning as per (G12.4) at the point of separation.

(G12.02) VOLUNTARY separations can only be done at the start of the turn. They are treated as an undocking (C13.21). The owning player announces the separation during the Speed Determination Phase and conducts it during the Initial Activity Phase. The separated sections then operate as per (G12.4) and (G12.5) and other appropriate rules.

(G12.1) KLINGON SHIPS

(G12.10) GENERAL: Most Klingon ships can separate the forward section, known as the "boom," from the remainder of the ship. The rear section then becomes unstable and cannot move until stabilized (G12.543), but the boom is a self-contained spaceship and can be used to escape from the area. Naturally, the boom is occupied by the captain, senior officers, and female personnel of impeccable genetic qualities.

(G12.101) This is usually done if the ship has been taken over by mutineers [assuming the officers have retained control of the boom (G6.25)] or if the ship is about to be captured or destroyed.

(G12.102) Emergency impulse or emergency warp engines (the small engines in the boom) cannot be used for movement unless the boom is separated; see (R3.R53), (H2.5), and (H3.5). They can be used to provide power prior to and after separation. They can be used for movement immediately after separation has occurred; see (G12.45). See (G12.111) and (G12.71).

(G12.103) All Klingon ships except those specifically excepted in their ship descriptions can separate their booms. (These are mostly small ships with no boom engines, such as the E4 and E3.) Pods, which have no booms, cannot separate boom sections; they can be dropped by the tug under (G14.0).

(G12.11) WARP POWERED BOOMS: The booms of the C8 and C9 dreadnoughts (and their variants) include the center warp engine. (The boom of the B10 battleship includes both center warp engines.) The DN boom is a fully-operational warp-powered starship. It operates normally and probably can escape its self-destruction blast without damage; use the procedure in (D21.54). If the warp-powered boom (G12.12) drops its warp engine, it operates as a sublight boom.

Shields do not function until erected by (G12.331).

Certain other ships in later products have warp-powered booms.

(G12.111) Some Klingon ships have emergency warp engines (smaller than standard-size engines) in their booms. These include the penal ships (J-refit), the DX, the C7 heavy battlecruiser, and other ships noted in their descriptions. These are treated as warp-powered booms (except where noted), although they have far less power. See (G12.102) and (G12.71). See (D21.543).

(G12.112) Warp-powered booms must fulfill the same minimum-box requirements as sublight booms (G12.12), but need not have the required impulse engine.

(G12.12) SUBLIGHT BOOMS: Boom separation can be done only if at least one boom impulse engine box has not been destroyed, if one or more control spaces (G2.1) remain undestroyed in the boom, and if there are a specific number of undestroyed systems boxes in the boom area (including the bridge and engine boxes). This required number is:

B10	16
C8, C9	10
C7	8
D6, D7, Tugs, DX	6
D5	5
F5, F6, E5	4
E4J	3

These values apply to all variants of these ships unless otherwise stated. Some ships added in later products will have the required number of boxes listed in their ship descriptions.

(G12.121) Warp-powered booms would have to drop their warp engines to be considered sublight booms; the dropped warp engines would not count for the requirements above.

(G12.122) Systems that have been repaired count as present for the table above.

(G12.123) Undestroyed warp boxes count for these size requirements unless the warp engines are dropped.

(G12.124) Inactive (G30.0) boxes count as present for purposes of the minimum box rule but NOT for purposes of the required control and engine boxes.

(G12.125) Sensor, scanner, damage control, and excess damage boxes do not count for the minimum box requirement.

(G12.13) NOTE ON KLINGO-ROMULAN SHIPS: In Romulan ships converted from Klingon designs, the boom may never be separated. (The systems have been removed, not just deactivated.) The boom impulse engine on these ships has been replaced by an APR. This also applies to the D7H (R9.18) and all other captured or purchased Klingon ships.

(G12.14) REVISED FIRING ARCS: Discarding the rear hull of the ship improves the firing arcs for the phasers on Klingon booms substantially (since the hull no longer blocks this fire). These modifications are defined as follows:

(G12.141) BOOMS:

B10 (and variants thereof): FA+L becomes LS+RF; FA+R becomes RS+LF. FX-firing phasers are unchanged (360° if warp engines are dropped).

C9, C8 (and variants thereof): LF+L becomes LS; RF+R becomes RS. FX-firing phasers are unchanged (360° if warp engine is dropped).

C7, DX, D7, D6, D5, Tug (and variants thereof): FX phasers become 360°.

F5, F6, E5, E4J (and variants thereof): FA+L becomes LS+RF; FA+R becomes RS+LF.

Other classes: If other classes are added, this information will be listed in their ship descriptions.

(G12.142) REAR HULLS: Waist phasers and any rear-firing phasers are unchanged; wing-mounted phasers (D2.32) gain complete FA firing arc in addition to other arcs they previously had. RX phasers on F5 (and E4J) hulls become 360°. The RX phasers on the F6 become 360° except they cannot fire into the hex row directly ahead unless the center warp engine is also dropped. The firing arcs of the E5 do not change.

(G12.2) FEDERATION SHIPS

Most Federation ships with a saucer section can separate that section for use as a "space lifeboat."

(G12.21) WARP-POWERED SAUCERS: Federation DN/CVA (and variant) saucer sections may be separated from the remainder of the ship. The center warp engine remains attached to the saucer, allowing it to operate as a small starship. Shields function as per (G12.331).

(G12.211) Warp-powered saucers must fulfill the same minimum size (G12.22) requirements as sublight saucers.

(G12.212) Warp-powered saucers have an improved chance of escaping explosions or self-destruction (D21.54).

(G12.213) If the warp engine is dropped (G12.6), warp-powered saucers operate as per (G12.22).

(G12.214) Some Federation ships have small warp engines in the saucer. For example, the CX and BC have such an engine. These function in the same manner as the similar Klingon booms (G12.111), including restrictions against using these small warp engines for movement before separation.

(G12.22) SUBLIGHT SAUCERS: The saucer section of most starships can be separated from the remainder of the ship. Ships with this capability include the DN, CC, CX, CB, BC, CA, GS, CVS, and CVA (and all variant designs and refits built on these hulls; any new ships added will be listed in their ship descriptions). It might be noted that the intended purpose of the starship designer for this maneuver is to crash land on a planet with surviving crew members, but a desperate captain might use it to escape from an unsuccessful combat situation. All procedures and restrictions are the same, including dreadnoughts (where the center warp engine must be dropped for it to be considered as a sublight ship). The ship's impulse engines are used for power, as the emergency boom engine would be used in a Klingon ship.

Saucer separation can be done only if at least one impulse engine box has not been destroyed, if one or more control spaces (G2.1) remain undestroyed in the saucer, and if there are a specific number of undestroyed systems boxes in the saucer (including the bridge and engine boxes). This required number is:

DN, DN+, DNG, CVA..... 10
BC, CC, CB, CA, GSC, CX, CVS..... 7

Some ships added in later products will have the required number of boxes listed in their ship descriptions.

See (G12.62) for tugs and LTTs.

(G12.221) Warp-powered saucers would have to drop their warp engines to be considered sublight saucers; the dropped warp engines would not count for the requirements above.

(G12.222) Systems that have been repaired count as present for the table above.

(G12.223) Undestroyed warp boxes count for these size requirements unless the warp engines are dropped.

(G12.224) Inactive (G30.0) boxes count as present for purposes of the minimum box rule but NOT for purposes of the required control and engine boxes.

(G12.225) Sensor, scanner, damage control, and excess damage boxes do not count for the minimum box requirement.

(G12.23) REVISED FIRING ARCS: Discarding the warp engines of certain ships improves the firing arcs for the phasers on Federation saucers substantially (since the engines no longer block this fire). The side phasers are now given a full 180° firing arc: LF+L becomes LS; RF+R becomes RS. Exception: Federation Tug (no changes).

(G12.3) RESTRICTIONS AND CONDITIONS

These restrictions and conditions apply to Klingon (G12.1) and Federation (G12.2) ships, and others as may be specified in various rules.

(G12.31) SELF-DESTRUCTION: If using self-destruction on the turn of separation, use the escape procedure (D21.5). If self-destruction does not take place during the turn of separation, assume that the escape procedure is automatically successful.

(G12.32) VICTORY POINTS: If a section separates, then the victory points for the ship are divided, with the amount assigned by the MASTER SHIP CHART assigned to the boom/saucer and the remainder to the remaining section.

(G12.33) SHIELDS: At the instant of separation (before any self-destruction takes effect), all shields on both the separated section and the main hull cease to operate. Shield reinforcement cannot be used until shields are restored.

Exception: Neo-Tholians (G12.9) operate differently.

(G12.331) Three turns (96 consecutive impulses) after separation, warp-powered booms (and saucers) may (at the owner's option) create shields of 20 in all directions (30 for battleships). These sections pay the energy cost appropriate to their size class for the shields (D3.32).

Booms and saucers with small warp engines (rather than standard-size engines) are treated under (G12.332), not this rule.

(G12.332) Three turns (96 consecutive impulses) after separation, sublight booms (and saucers) can erect shields of 5 boxes in all directions. There is no energy cost for operating these post-separation shields.

Klingon penal ships have shields defined in (R3.R53).

(G12.333) Damage scored on shields prior to separation is NOT applied to the minimum (5-box) shields but is applied to the shields of warp-powered booms and saucers (including warp-powered penal booms).

EXAMPLE: A Federation dreadnought has received 27 damage points on shield #6 and 14 hits on shield #2. Shield #1 has been destroyed. After separation, shields are reestablished. On the new shields, #1 and #6 are completely down, while #2 has only 6 boxes. All could be repaired up to their "full" strength of 20. If the same damage had been scored on a Federation heavy cruiser prior to separation, the saucer's new 5 box shields would be erected intact.

NOTE: See (G12.54) for shields on rear hull sections. This post-separation emergency shielding can only be done by separated booms/saucers and hulls within the rules here. It cannot be done by other ships.

(G12.34) REATTACHMENT: Federation and Klingon sections separated from the main hull may not be rejoined during a scenario. Reattachment normally requires a shipyard overhaul, but can be done in space between scenarios with the services of a repair ship and considerable effort.

Neo-Tholian sections may be reattached during a scenario; see (G12.95).

(G12.35) TRACTORS: If a ship which has been tractored separates its boom/saucer, the opposing tractors remain attached to the rear hull section. Tugs which have been tractored cannot drop pods; see (G7.941).

(G12.36) COUNTERS for booms and saucers are provided in module R2 (Federation) and R3 (Klingon) for the convenience of the players. While their most obvious use is as dreadnought booms, they may be used for those of other ships.

(G12.37) WARP-POWERED SECTIONS: Klingon warp-powered booms and Federation warp-powered saucers may drop their warp engines and be considered the same as other sublight booms and saucers. Note that the high electronic signature of the warp engines makes it impossible for these booms to use sublight evasion (G12.38) without dropping the warp engines. Warp-powered booms and saucers do not have an HET bonus (C6.52).

(G12.38) SUBLIGHT EVASION: Sublight sections can attempt to escape by sublight evasion (C7.3). It might be noted that the concept of "escaping" or "evading" enemy ships by this maneuver is based, in large part, on the reduced sensor signature of a smaller ship without warp engines (which create strong sensor images).

(G12.39) SEEKING WEAPONS targeted on a ship which separates sections will remain targeted on the rear section. In the case of ships which drop warp engines, the weapons remain targeted on the ship.

(G12.4) OPERATIONS OF SEPARATED SECTIONS

Separated sections must be adjusted to operate as starships. These adjustments are as follows. Rear hulls operate under (G12.5).

(G12.41) DAMAGE CONTROL: All boxes on the damage control track with a number higher than 2 are eliminated on sublight sections. All boxes higher than 4 are eliminated on warp-capable sections (including those with only small warp engines). No previous damage is erased. See (G12.55).

(G12.42) EXCESS DAMAGE: The ship's original excess damage boxes are divided equally between the boom/saucer and the rear hull (unless specified otherwise in a ship description). Any odd points are distributed to the rear hull of Klingon ships and the saucer of Federation ships. Any previously destroyed excess damage boxes can be allocated by the owning player to either the boom/saucer or the rear hull.

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

EXAMPLE: The Federation DN has 12 excess damage boxes, and the particular ship in question has taken two excess damage hits. The saucer separates, and has six excess damage boxes (the other six remain with the rear hull). The two destroyed boxes can be allocated to either the saucer or the rear hull, and the Federation player elects to apply them to the rear hull.

(G12.43) SENSOR-SCANNER: The first box on the sensor track is marked destroyed (even if it already has been), and every second box (including destroyed boxes) down the track is also destroyed (except the last box). The same procedure is followed for the scanner track. The boxes which are marked "destroyed" are not in fact destroyed but are allocated to the rear section (G12.551), assuming that it still exists.

There are some specific exceptions to this in the rules, for example (R3.R53) and (G12.92).

(G12.44) OTHER COSTS: Sublight booms and saucers (including those with small warp engines, e.g. penal ships) operate life support, fire control, and shields without any energy cost. Warp-powered booms and saucers (those with full-size engines, even with some damage) pay the normal costs for these functions.

(G12.45) MOVEMENT: Separated booms and saucers move and otherwise function as starships (although most will, of course, be sublight ships) with the movement cost provided on the MASTER SHIP CHART (Annex #3). Rear hull sections are treated as per (G12.543).
(G12.451) In a voluntary separation (G12.02), the two sections operate independently for the entire turn.
(G12.452) In a separation as a result of escape (G12.01), the separated boom or saucer adjusts the EA Form of the ship as per (D22.0) (presuming the rear hull to have been destroyed). Note that the movement cost will be reduced.

(G12.5) REMAINING (REAR) SECTIONS

The remaining rear hull, after the boom or saucer separates, operate as follows. This rule applies to Federation and Klingon units, not to Neo-Tholian units (G12.93).

NOTE: Rule sections (G12.44) and (G12.45) also apply to rear hulls; these are additional restrictions.

(G12.51) REMAIN IN PLAY: Detached rear hulls remain on the board, and all seeking weapons targeted on the original (unseparated) ship remain targeted on the rear hull (G12.39).

(G12.52) INITIAL PERIOD: Detached rear hulls cannot move until stabilized. (They can use engines for power.) Their fire control is disrupted (D6.68). If the ship was moving at the time of separation, the rear hull stops immediately; this is not emergency deceleration.

(G12.53) OTHER ACTIONS: Detached rear hulls can take all other actions that any other ship can within the limitations of this section. They fill out an Energy Allocation Form.

(G12.54) STABILIZATION: After two complete turns (64 consecutive impulses) have elapsed, the situation in the rear hull will have stabilized, allowing the following actions.
(G12.541) Stabilized detached rear hulls can raise minimum (5-box) shields (even if shields had previously been destroyed or damaged).
(G12.542) Stabilized detached rear hulls can fire phasers, launch drones and shuttles, and fire anti-drones. Other weapons cannot be fired or launched.
(G12.543) Stabilized detached rear hulls can move under impulse power (maximum speed of 1 hex per turn).

(G12.55) TRACKS: The tracks on the rear hull are created as follows:
(G12.551) The sensor and scanner tracks are created by taking the ship's original tracks and deleting those boxes which are part of the boom/saucer. Note that the last box on the sensor and scanner tracks is on both elements.
(G12.552) The excess damage track is created as per (G12.42).
(G12.553) The damage control track for rear hull sections is 2–0. If all damage control boxes had been eliminated before separation, the track is a single 0 box.

(G12.6) DROPPING WARP ENGINES

(G12.61) PROCEDURE: Any ship, including a warp-powered boom or saucer, can drop its warp engines at the end of any turn during the Final Activity Phase. This is often done to facilitate sublight evasion; see (C7.3). The ship must drop all of its warp engines, or none of them. The dropped warp engines do not remain in play and cannot be recovered during the scenario. No rules currently exist for recovering dropped engines between scenarios.

(G12.62) FEDERATION TAILLESS SAUCERS: Note that Federation ships with saucers but without secondary hulls (e.g. NCL, DD, SC, DW, FF, Tug, and variants thereof) do not "separate sections" but simply drop warp engines. They are not treated as separated saucers. In the case of catastrophic damage (D21.43), these types of Federation ships could not "escape" (D21.433) because they have no major element to leave behind. They do not use (G12.22). There is a partial exception for tugs and LTTs in (D21.434).

(G12.63) FIRING ARCS: Note that dropping a ship's warp engines will probably improve the firing arcs of its weapons. This must be determined, however, on an individual basis. A few examples are shown in Annex #7T.

(G12.64) WEAPONS: As indicated on the various SSDs, many weapons are mounted in engine nacelles; these are lost when the engines are dropped. Examples include the Romulan War Eagle (ph-3s), Klingon D7 (disruptors), Romulan KR (plasma torpedoes). Sparrowhawks lose the engines (and the plasma torpedoes on the engines) but not the modules. See the listing in Annex #7T for more examples.

(G12.65) NIMBLE SHIPS lose their nimble benefits if they drop their warp engines (C11.31).

(G12.7) ADDITIONAL CONDITIONS AND RESTRICTIONS

(G12.71) KLINGON CIRCUIT BREAKERS: Klingon ships that have not separated can take the emergency boom impulse engine out of service.

NOTE: Only Klingon ships get this benefit; Federation, Tholian, and Romulan KR ships cannot do this. Any other ships with this ability will be noted in their ship descriptions. Not all Klingon SSDs list this as an "emergency" engine; it applies to any impulse or small warp engine in the boom section. Klingon ships captured or purchased by another power cannot use this rule; see (G12.13).
(G12.711) This is done during the Energy Allocation Phase of each turn; to take this engine out of service, simply note this fact and do not use power from that engine on that turn. The engine can only be brought back into service at the start of a later turn or when the boom separates.
(G12.712) The engine cannot be destroyed by combat damage (hit-and-run raids could destroy it) while out of service.
(G12.713) The emergency boom warp engines on penal ships, the C7, the DX, and other ships with small boom warp engines can also use this rule. Multi-box engines must be entirely shut down or left entirely active. Full-size warp engines (e.g. C8, C9, B10) and medium-sized engines (e.g. D5W in Module R5) cannot use this rule.

(G12.72) SHIP SELECTION: When selecting ships for a battle on a point basis, players may not select separated sections. Klingon booms, Federation saucers, and Tholian modules cannot be voluntarily chosen for use in a scenario.

Mutual consent of all players can create an exception to this rule. Also, some published scenarios have separated sections that are fleeing from previous battles. Some ship descriptions may provide other exceptions.

(G12.8) DISTRIBUTION OF NON-SSD ITEMS

(G12.81) CLOAK: The cloaking device (if any) is in the boom/saucer section.

(G12.82) UIM-DERFACS: The UIM is a device located in the boom section. DERFACS is a computer software/hardware system in the boom section. If the boom in question has disruptors, these fire control systems can still be used.

(G12.83) T-BOMBS: The transporter bomb storage is in the rear hull of Klingon, Federation, and Neo-Tholian ships.

(G12.84) DRONES: Drone storage not otherwise designated [see (FD2.43) and (FD2.44)] is assumed to be evenly divided between the various drone racks. On carriers, the storage for use by fighters is in the section with the shuttle bay (and is divided between the bays in proportion to the number of fighter boxes in each bay). Type–D plasma torpedoes are treated as drones for this purpose, although there is no ship currently in the game which can separate sections and is armed with this weapon.

(G12.85) CREW: What proportion of the crew escapes with the separated boom or saucer depends on the circumstances of the separation.
(G12.851) In the event of a separation during escape (G12.01), rule (D21.431) governs the crew.
(G12.852) In the event of a voluntary separation (G12.02) while enemy boarding parties have complete control of the rear hull, only the boom/saucer crew listed on the Master Ship Chart (Annex #3) is able to escape in the boom. This circumstance (enemy complete control) can exist only if using (D16.0) or if (G6.25) has been invoked.
(G12.853) In the event of a voluntary separation (G12.02) when the enemy does not have complete control of the rear hull, use the provisions of (D21.431), even if not using (D21.0).
(G12.854) Enemy crew units and boarding parties on board are defined by the circumstances. If using (D16.0), that rule will provide the data (based on the areas occupied by specific units). If not using (D16.0), all enemy crew units are presumed to be in the rear hull if a voluntary separation and to be divided in proportion to the friendly crew units if a separation during an escape.

(G12.86) CONTINUOUS DAMAGE REPAIR can be used by the boom/saucer to the extent that any unused portion remained prior to separation. Any portion of the original allotment which exceeds the damage control rating of the boom/saucer is allocated to the rear hull.

(G12.87) DOCKING POSITIONS: Docked ships can separate sections (C13.945). The docking position indicates if the docking station is in the forward or aft section.

Section	Boom/Saucer	Rear Hull
Federation	6-1-2	3-4-5
Klingon	1	2-3-4-5-6
Neo-Tholian	6-1-2	3-4-5

(G12.9) NEO-THOLIAN SHIPS

Neo-Tholian ships, in Module C2, can separate their command modules for independent operations. This section will not be used unless you have Module C2.

The two sections of a Neo-Tholian ship are each fully-capable starships able to operate independently, not emasculated cripples trying to survive.

(G12.91) COMMAND MODULE: The command module is a warp-capable starship. To qualify for separation, it must have at least one engine box, one control box, and six other boxes undestroyed (not counting sensor, scanner, damage control, or excess damage). This applies to all types of command modules; external fighter bays do not count for this purpose. Rules (G12.122) thru (G12.125) apply.

(G12.92) TRACKS: When separated, the command module has a sensor rating of 6-4-0, a scanner rating of 0-2-9, a damage control rating of 2-2-0, and three excess damage boxes; see (G12.98) and (G12.93). It can erect shields of 10 boxes after 32 impulses.

(G12.93) REAR HULL: The rear hull section remains as a fully functional starship, even without the command module. It can fire weapons and move normally. Its movement cost is not reduced; the additional energy is required to maintain balance. The shields are never dropped or reduced.

The sensor/scanner/damage control tracks are unchanged; the excess damage is reduced by three (G12.98). These rear-hull sections ignore (G12.5).

(G12.94) FIRING ARCS: No firing arcs change on the rear section after separation. The FH phasers on the command module become 360°.

(G12.95) PROCEDURE: Separation is accomplished as in (G12.0), including all effects (seeking weapons, tractors, catastrophic damage, etc.). Reattachment is conducted as a docking (C13.0).

(G12.96) HULL: The hull boxes on separated sections are considered "center" hull (G3.23).

(G12.97) DEFINITION: A command module with at least one working warp engine box is considered as a warp-capable section.

(G12.98) PRIOR EXCESS DAMAGE is divided between the two sections at the option of the owning player. Once this division is made, it cannot be changed if the sections later redock.

NOTE: Rules (G13.0) through (G15.0) are in Basic Set. Rule (G16.0) is the next rule in Advanced Missions.

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(G16.0) STASIS FIELD GENERATORS *(Commander's Level)*

The Klingons have experimented with installing these devices in their cruisers and dreadnoughts. The SFG was invented by the Klingons in Y165 and was never successfully copied by any other race.

Basically, a stasis field stops time for anything inside of it. Anything trapped inside of a stasis field cannot move until the field is released, but conversely nothing can be done to anything trapped in such a field since nothing (logically) can happen while time is stopped.

The Klingons use the device for two tactics. One is to pin an enemy ship while other friendly units move into position to deliver concentrated fire. The second is to protect a friendly ship that is observed to be in a disadvantageous position.

(G16.1) PROCEDURE

(G16.11) ACTIVATION: The SFG can be activated in any impulse at the Activate/Deactivate SFG Step (in the Seeking Weapons Stage of the Impulse Procedure) of the Sequence of Play. A ship generating a stasis field can deactivate the field during any subsequent impulse, in that same step. Within the step, new stasis fields are activated first and old ones deactivated afterwards. See (G16.35) for required conditions.

(G16.12) WEAPON: The SFG has an FA firing arc and a maximum range of 5 hexes. The range limitation applies to true range, not the adjusted range.

(G16.13) EFFECT: Each SFG will generate a stasis field around one object per field (ship, drone, etc.; NOT the entire hex) within that arc. The generator can create up to three fields (G16.21), each around one object.

(G16.14) BROKEN STASIS FIELD: Stasis fields can be broken by various means listed in the rules (e.g. towing the ship generating the field, destruction of the SFG on that ship, etc.). Regardless of how or when a stasis field is dropped or broken, it is not released until the next Activate/Deactivate SFG Step of the Sequence of Play. If a ship generating a stasis field does not allocate power to that field during Energy Allocation, this non-allocation is announced during the Activate/Deactivate SFG Step of impulse #1 of the turn for which Energy Allocation was being done, at which point the field is deactivated.

(G16.2) ENERGY COST TO OPERATE

(G16.20) ENERGY REQUIRED: The energy cost to generate a stasis field is 5 energy points on the first turn. The cost to maintain it increases by 5 energy points per turn (10 on the second turn, 15 on the third, etc.).

(G16.21) MULTIPLE TARGETS: Two or three different objects in the same or different hexes (but all within the firing arc) may be placed in stasis. See (G16.46) for docked units.
(G16.211) The cost for holding two targets in stasis is equal to the sum of the costs for holding each target (G16.20), plus two extra energy points per turn.
(G16.212) Similarly, three targets could be held in stasis at a cost equal to the sum of the costs for holding each target (G16.20), plus three extra energy points per turn.
(G16.213) These separate fields need not be generated at the same time, and the cost of generating each field is based on how long that specific field has been operating.

EXAMPLE: A D7A places a Federation CA in stasis on turn 3, paying 5 points of energy.

On turn 4, it allocates 10 points (G16.20) to continue holding the CA and allocates 5 more points for a second field (plus 2 for the multiple field penalty), which it uses on impulse #8 to place a Federation CC in stasis (total energy 17). It could not drop the field to the CA before placing the CC in stasis due to the recycle time required by (G16.33), but could drop that field afterwards.

On turn 5, the D7A must allocate 15+10+2 (total 27) energy points if it wants to hold both ships in stasis. In this case, it cannot afford that energy cost (due to other requirements) and drops the CA, holding only the CC for 10 points. It also allocates 7 points (5 points to activate the third field and 2 for the multiple-field penalty). It cannot immediately re-stasis the CA due to (G16.71), but might do so on impulse #9 if the CA has not escaped.

(G16.22) HOLDING ENERGY: Energy used to charge a stasis field generator cannot be held and is lost if not used on that turn.

(G16.23) RESERVE POWER (H7.2) can be used to activate a field (including the additional costs for multiple targets) but cannot be used to maintain an existing field between turns.

(G16.3) RESTRICTIONS ON A SHIP GENERATING A STASIS FIELD

During the time that the stasis field is operating, the generating ship is restricted in its activities.

(G16.31) NO MOVEMENT: The generating ship cannot move or be moved; it cannot be towed (G7.32) or rotated (G7.7) by tractor beams. If this occurs, the stasis field is irrevocably broken (G16.14) at the point that the announcement of a speed change is announced or that a tractor link is established by or to a moving (practical speed greater than 0) ship (not when the ship next moves on the Impulse chart). The field is actually released on the next Activate/Deactivate SFG Step (normally in the same impulse).
See (G10.512) for ships in web.
See (C10.52) for erratic ships.
See (G16.66) for black holes.
See (P9.314) for gravity waves.
See (P8.31) for units in orbit.
(G16.311) The generating ship could make tactical maneuvers and high energy turns so long as it keeps the target ship in its SFG firing arc. See (C6.545) in the event of a breakdown.
(G16.312) If the ship equipped with the SFG stops by means of emergency deceleration, it cannot operate the SFG until 1/4-turn after movement stops; see (C8.27). This makes any Klingon ship which makes an emergency deceleration a potential target, assuming that the enemy has not positively identified which Klingon ship has an SFG.
(G16.313) One common Klingon tactic is to have the SFG ship set speed zero while another (preferably larger) ship tows it into position. The SFG can operate after the tractor is released (at the appropriate point in the Sequence of Play).
(G16.314) If the ship equipped with the SFG stops because of a mid-turn speed change or between turns during energy allocation, then there is NO delay until the SFG can be used.

(G16.32) OTHER ACTIVITIES: A ship generating an SFG may conduct other activities, so long as it does not move.

(G16.33) REACTIVATION: The SFG cannot be activated until 96 consecutive impulses after all of the fields it is operating are dropped or broken. The SFG can generate up to three fields at a time (G16.21). It can drop any one of them, but cannot reuse that field until all fields have been dropped. After dropping the last field (or it being broken), even if it was the only field generated, another may not be generated for three turns. So long as one field is active, another field can be generated (up to the limit of three).

(G16.34) DISPLACEMENT: If the generating unit is displaced (G18.423), the field is broken (G16.14).

(G16.35) LOCK-ON: The generating ship must have a lock-on (D6.11) to its target on the impulse during which an SFG field is activated.
(G16.351) The presence of an ECM shift to an enemy target may require a die roll attempt on the impulse of activation to determine if the lock-on is strong enough for the SFG to function (D6.37). See (G16.404).

(G16.3511) If the generating ship fails to achieve a strong enough lock-on in making this attempt, the field used for the

attempt cannot be used until the next turn (and not less than 8 impulses after the previous attempt).
(G16.3512) If the generating ship achieves a strong enough lock-on in a die roll required by (D6.37), an increase in the net ECM shift to the target during a subsequent impulse will require the generating ship to re-roll under (D6.37) in order to maintain its field onto the target. If the ship fails to maintain a lock-on on a subsequent re-roll, the field will be broken (G16.14).
(G16.352) The ship generating the SFG is required to maintain a general lock-on under (D6.11) and active fire control. If the generating ship fails to do so, the field will be broken (G16.14).
(G16.353) A cloaked unit can be placed in stasis if the ship generating the field has a lock-on. Other units do not gain a lock-on to a cloaked ship held in stasis. When the field is released, the SFG-ship will still have a lock-on to the cloaked ship unless other factors negate it. The true range is used.

(G16.36) COUNTER-STASIS: If a ship generating a stasis field is, itself, placed in stasis, the field it was generating is broken (G16.14). See (G16.65) for when two (or more) ships simultaneously attempt to put each other into stasis.

(G16.4) EFFECT OF BEING IN STASIS

(G16.40) GENERAL EFFECT: While a unit is inside of a stasis field, it is "frozen in time." Note specifically that the SFG field does not capture an entire hex, only one object/unit inside that hex. Only one unit/object can be inside each field (G16.13).
(G16.401) A unit in stasis does not move or conduct any activity; nothing can happen to it.
(G16.402) A unit in stasis cannot fire, launch, or guide weapons.
(G16.403) A unit in stasis cannot collect tactical intelligence data, but tactical intelligence data may be collected on that unit through and including (but not beyond) Level H.
(G16.404) A unit in stasis cannot generate EW points, nor can it receive lent EW points or loan EW points. [Any lent points would continue (unless dropped), without effect; the effect would be restored when the unit is released from stasis.] It would still have the benefit of "natural source" EW benefits, but these have little effect beyond (G16.3512). Built–in EW does not function, and small target modifiers have no effect. EW points generated by EM or by special crew/officer abilities do not function while the unit is in stasis.
(G16.405) Mines in stasis cannot explode, fire or launch weapons, detect or report targets, give or accept chain-detonation commands, or be given any command (if command-controlled). A mine with a deadman switch (M5.35) would explode upon release from stasis if the mine that was broadcasting the "do not explode" signal was destroyed while the deadman-mine was in stasis.

(G16.41) NO DAMAGE: A ship trapped inside a stasis field takes no damage from any source during the time it is trapped. While weapons may be fired into the field, they would detonate against the field, damaging nothing. Seeking weapons can be targeted against a unit in stasis, but if the target is still in stasis when hit, there is no effect.
PPTs striking a target in stasis would be revealed as PPTs.

(G16.42) TRACTORS: A tractor link is broken if either the tractoring or tractored ship is placed in stasis. A tractor beam cannot be attached to a ship in stasis. See (G16.46) for docked units.

(G16.43) TRANSPORTERS: Nothing can be transported onto or off of a ship in stasis.

(G16.44) DESTROYED SFG: If the SFG is destroyed in combat, all of its fields are broken (G16.14).

(G16.45) MULTIPLE FIELDS: A ship that is already in stasis cannot be placed in another stasis field; see also (G16.71).

(G16.46) DOCKED: Any units docked to or inside a unit in stasis are also contained in the same stasis field. See (C13.946) for ships docked to ships. A unit which is docked to a unit that cannot be placed in stasis (G16.61) cannot be placed in stasis.

(G16.47) DISPLACEMENT: Units in stasis cannot be displaced (G18.0).

(G16.48) WILD SWACS, WEASELS: A wild SWAC (or wild PFS) cannot attract additional weapons while in stasis, but weapons already tracking it continue to do so, and the SWAC will resume its activities when released. See (J3.5) for the special effects of stasis fields on a wild weasel.

(G16.49) SEEKING WEAPONS: A seeking weapon held in stasis continues to require a control channel from the guiding unit.
(G16.491) The guiding unit cannot transfer control of a seeking weapon in stasis, but can release it (in which case the weapon would become inert immediately upon release).
(G16.492) A self-guiding seeking weapon which has been ordered to guide itself (before or after it was placed in stasis) will go inert immediately upon release as its control system is too destabilized to function.
(G16.493) Upon release from stasis, a seeking weapon still under control of the unit which controlled it at the time it was placed in stasis will function normally. (Note that functioning normally includes losing tracking if the target has moved out of range or disappeared.)

(G16.5) INSTALLATION

(G16.51) KLINGON SHIPS: No specific ship was designed or built by the Klingons for the stasis field generator. Several classes of ships were modified to carry it. These include the:
D7 (designated D7A when in this configuration),
D5 (D5A),
C7 (C7A), and the
C9 (C9A).
These ships are described in their respective rule sections.
The B10 was sometimes equipped with SFGs; see (R3.17).
Klingon starbases were sometimes equipped with SFGs; see (R3.84) and (P8.23).
Should another SFG ship be added later, it will be noted in its unit description. SFGs cannot be added to units of size class 4 or smaller.

(G16.52) DAMAGE: An SFG is destroyed by two "phaser" hits (i.e. two damage points allocated to phasers by the DAC, not two damage points caused by phasers). See (D4.3221).
(G16.521) One successful hit-and-run (D7.8) raid on an SFG box counts as one "phaser" damage point. Klingons virtually always assigned guards to the SFGs; one guard protects both SFG boxes and is lost as a casualty only if both are destroyed.
(G16.522) The SFG remains fully functional until both boxes are destroyed.
(G16.523) Each of the two "damage points" of an SFG is repaired independently; each requires the repair points specified in Annex #9. If the SFG has received one damage point, the ship can repair that point while the SFG is functioning. If both are destroyed, the SFG will be available for use after one is repaired.

(G16.53) ORION AND WYN SHIPS: These ships can mount an SFG in their option mounts.
(G16.531) Orion ships can mount an SFG in two adjacent centerline option mounts. WYN ships can mount an SFG in two adjacent mounts. See Annex #8B and (G15.4).
(G16.532) The SFG is destroyed by two phaser hits as in (G16.52) and has an FA arc.
(G16.533) Orions and WYNs could not build the SFG; the only SFGs they had were captured from the Klingons. This made SFGs in Orion hands extremely rare (the WYNs, historically, never captured one), and a pirate or WYN player cannot purchase one in a "buy your fleet" battle without permission of the opposing players. See (U7.122).

(G16.54) OTHER RACES: While no other races had access to SFG technology, in a locally-run player-campaign, it might be possible for an SFG-ship to be captured. In such cases, the SFG could be mounted in a cruiser or DN of the capturing race, replacing two adjacent phaser-1s or phaser-2s on the forward centerline of the ship (FA, FH, FX, or 360°); the SFG would have an FA firing arc. On a Lyran bi-hull without two (or more) 360° phasers, the SFG could go in either hull so long as that hull had two connected FA phasers.

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(G16.6) OTHER CONDITIONS AND RESTRICTIONS

(G16.61) UNITS WHICH CANNOT BE PLACED IN STASIS: The following cannot be placed in stasis:
Any form of terrain (P0.0)
Any base with positional stabilizers (G29.23)
Any unit in an atmosphere (P2.546)
Any ground base (P2.744)

(G16.62) UNITS WHICH CAN BE PLACED IN STASIS: The following can be placed in stasis:
Seeking weapons (drones, plasma torpedoes, etc.)
Shuttles (including fighters and heavy shuttles)
Ships (including PFs and interceptors)
Bases without positional stabilizers (e.g. SAMS, COMPLAT)
Defense Satellites and mines

(G16.63) MONSTERS may be placed in stasis unless specifically noted otherwise in their rules.

(G16.64) EXPANDING SPHERE GENERATORS: If a ship is placed in stasis while generating an ESG field (G23.0), the field ceases to function until the ship is released, at which instant it resumes operation. Impulses spent in stasis do not count against the time limit in (G23.32).

See (G23.87) for the impact of an ESG field on an object in stasis.

(G16.65) STASIS VS STASIS: Two ships with SFGs cannot put each other in stasis simultaneously. If two opposing ships try, each player rolls two dice (roll again in case of a tie) and the higher number is successful in placing the other ship in stasis. Legendary weapons officers (G22.7) can affect this die roll.
(G16.651) It is theoretically (although not historically) possible for there to be several ships in a given scenario, all attempting to put each other (and several other units) in stasis at the same time. To resolve this, each ship rolls two dice (roll again for ties) and activates its SFGs in the order determined (highest to lowest). If any unit is, itself, in stasis when its place in the order is reached, that unit cannot activate its SFGs even if subsequently in the order another unit places the unit holding the stasised unit in stasis is itself put in stasis (releasing the first field).

EXAMPLE: Captain Kirst in his D7A, Commodore Kecond in his C7A, and Admiral Kird in his C9A are all vying for the open seat on the Klingon High Council. Kirst is trying to put Kecond in stasis, while Kecond is trying to put Kird in stasis, even as Kird is trying to put Kirst in stasis. They roll dice and the order is Kirst, Kecond, and Kird. Kirst activates his SFG, putting Kecond in stasis. It is then Kecond's turn, but his ship is in stasis and he loses his turn. Kird then places Kirst in stasis, releasing Kecond (and while Kecond's SFG is still energized, his fire control is disrupted and he cannot use it). On the next impulse, Kird uses his second field to place Kecond in stasis, winning the seat.

(G16.66) BLACK HOLE: A unit held in stasis cannot be moved by a black hole (P4.0); the ship generating the field can be (without breaking the field). If the ship generating the field is pulled out of the effective range (or arc), the field is dropped. This is an exception to (G16.31).

(G16.67) OTHER EFFECTS: The presence of a unit trapped in a stasis field within a given hex has no effect on anything else in that hex.

(G16.68) THOLIAN WEB: The Tholian web (G10.0) is unaffected by stasis fields. See (E12.532).
(G16.681) If a unit laying a web or reinforcing it is trapped in a stasis field, it cannot continue that function.
(G16.682) A unit functioning as a web anchor (G10.116) retains that status even while in stasis.
(G16.683) A stasis field cannot be projected across a web (G10.61); laying one is a way to break the field. A stasis field could be projected into or out of a web hex.

(G16.69) SEEKING WEAPONS: A unit in stasis cannot control seeking weapons; see (F3.532).

(G16.7) RELEASING A UNIT FROM STASIS

A ship (or other object) is released from stasis when the field is dropped. (It could be dropped for a variety of reasons.) When dropped, the released unit is under certain restrictions. These are based on two factors. The first is the effect of the stasis field. (The crew does not know they were in stasis; they simply note that other units around them have suddenly jumped to new positions.) The second is that the unit is out of the regular time sequence and must be adjusted.

These rules apply to ships (including bases and PFs, i.e. units with energy allocation) and other units (seeking weapons, shuttles including fighters, monsters, etc.).

(G16.71) SUBSEQUENT STASIS: Once released from a stasis field, a unit cannot be put in stasis again for at least 1/4 turn.

(G16.72) RATIONALIZATION OF ENERGY ALLOCATION AND OTHER FACTORS UPON RELEASE FROM STASIS: A ship held in stasis and then released will probably (31 times out of 32) be out of sync with the rest of the ships (in regard to energy allocation, plotted movement, etc.). In order to avoid total chaos in energy allocation, movement impulses, etc., it is necessary to get this ship back into sync with the rest of the ships in the scenario by (after performing one of the procedures below) having the ship do a normal Energy Allocation at the normal point for this to be done. Depending on the circumstances, one of the following procedures is used. In all of the procedures:
X = the number of impulses which the ship moved normally prior to being placed in stasis under the energy allocation plot it had when most recently placed in stasis.
Y = the number of impulses remaining until the end of the turn (from the time of release).

EXAMPLE: A Federation CA plotted its energy for turn 3. On impulse #11 of that turn, it was placed in stasis. It was released on impulse #15 of turn 5. In this case, X (the number of impulses it moved under the EA plot) is 11; Y (the number of impulses remaining) is 17. (Obviously, impulses in which the unit is not scheduled to move are included in determining the value of X and Y.)

NOTE 1: Certain elements of this section apply to non-ship units (even though the rule is written for ships), for example in regard to speed changes or plotted movement. See (G16.49) for more data on seeking weapons released from stasis.

NOTE 2: In the unlikely event that X + Y = 32, ignore the calculations below and the ship simply completes its allocated move normally.
(G16.721) CASE 1: If Y (impulses remaining in the turn) is less than or equal to 8, the ship simply follows its original energy allocation and movement/speed plot (regardless of the actual number of impulses during which it operated under that allocation) until the end of the turn, then does energy allocation for the next turn normally.

If X+Y is more than 32, the ship will move the extra impulses (there could be up to 7) at the same speed it was moving on the 32nd impulse that it operated under the original plot. (If using plotted movement, the extra impulses must be plotted at the time of release.)

If X+Y is less than 32, some movement energy will be lost.

If X+Y is equal to 32, see Note 2 above.

EXAMPLE: A Federation CA is placed in stasis on impulse #31 of turn 3 and released from stasis on impulse #27 of turn 5. As there are 5 more impulses in turn 5, the CA continues its turn 3 energy and movement plots to the end of the turn. This involves a total of 36 impulses using the energy allocation for turn 3. During the last four impulses of turn 5 (#29-#32), the ship moves at the same speed it was originally scheduled to move at during impulse #32 of turn 3 without actually paying for whatever movement it conducted during those four impulses.

A Federation DD was placed in stasis on impulse #17 of turn 4 and was also released on impulse #27 of turn 5. During impulses #28-#32 of turn 5, it moves at the speeds plotted for impulses #18-#22 of turn 4. The 10 impulses of movement (#23-#32 of turn 4) from the original plot is lost.
(G16.722) CASE 2: If X+Y is less than or equal to 36 (and Y is more than 8), the ship simply follows its original energy allocation and movement/speed plot until the end of the turn (regardless of the actual number of impulses which it operated under that allocation), then does energy allocation for the next turn normally.

If X+Y is more than 32, the ship will move the extra impulses (there could be up to 4) at the same speed it was moving on the 32nd impulse that it operated under the original plot. (If using plotted movement, the extra impulses must be plotted at the time of release.)

If X+Y is less than 32, some movement energy will be lost.

If X+Y is equal to 32, see Note 2 above.

EXAMPLE: A Kzinti BC was placed in stasis on impulse #14 of turn 3 and released on impulse #17 of turn 5. As there are 14 impulses of turn 3 before the ship was placed in stasis (counting the impulse it was put in stasis) and 15 impulses of turn 5 after it was released (not counting the impulse of release), this is 29 impulses and the ship simply completes the original plot for turn 3. If it had fired two of its disruptors in the first 13 impulses of turn 3, it could not fire those two disruptors in the remaining impulses of turn 5 (because it is still the "same EA turn"). If it had allocated eight points to disruptors on turn 3, four of those points would still be in the other two disruptors on impulse #17 of turn 5. See, however, (G16.73), as disrupted fire control may prevent firing in any case.

(G16.723) CASE 3: If X+Y is more than 36 (and Y is more than 8), the ship executes the next four impulses based on the energy allocation (and movement plot, if any) written before it was placed in stasis. At the end of the fourth impulse (including the impulse of release, the owning player will completely re-write his energy allocation (and movement plot, if plotted movement is in use) for the remainder of the current turn. [If X+4 is more than 32, the ship will move some of those four impulses (there could be up to 3) at the same speed it was moving on the 32nd impulse that it operated under the original plot. If X+4 is less than 32, some movement energy will be lost. If X+4 = 32, no energy is lost or gained.] This reallocation is under two restrictions:

The first is that any energy already expended during the four impulses since release must be allocated for.

The second is that the ship's movement rate (speed) is based on the total energy expended over an assumed entire turn, irregardless of how much of the turn actually remains, and is subject to the speed change restrictions.

Also note: The ship must complete phases 7 and 8 for the "turn" which is just ending and phases 1–2 and 4–5 (NOT phase 3) of the "next turn" as part of this process, but can only take those actions which only affect his own ship (e.g. no tractor auctions, rotations, pulsar outbursts, etc.).

EXAMPLE: A Tholian cruiser is placed in stasis on impulse #20 of turn 3 and released on impulse #4 of turn 4. As the Tholian had 20 impulses on turn 3 and there are 28 impulses of turn 4 remaining (total 48 impulses, more than the limit of 36), reallocation will be required. Impulses #1-#20 of turn 3 and #4-#7 of turn 4 are "one turn" while impulses #8-#32 of turn 4 are "a different turn" for energy purposes (weapons firing, etc.). In this case, the cruiser plots energy allocation at the end of impulse #7 for the remainder of the turn. The ship selects a speed of 20 and must pay for all 20 hexes of movement even though 4 of those moving impulses are already gone.

(G16.724) For purposes of turn modes, sideslip mode, acceleration, the use of systems and/or weapons, delays between various functions, etc., the impulses before and after the ship was placed in stasis are considered continuous and part of the same turn. (The first portion of the impulse on which it was placed in stasis and the last portion of the impulse on which it was released are two portions of the same impulse for this purpose.) If a ship with a turn mode of 3 had moved two hexes in direction A before it was put in stasis, it would have to move one more hex in that direction before it could turn.

(G16.7241) The use of systems (weapons, launchers, tractors, shuttle bays, electronic warfare, etc.) and the energy expended for their function, both before and after the unit has been placed in stasis, count toward the usage limits and power expenditures of the current turn. See (G16.73).

EXCEPTION: A unit which reallocates under (G16.723) is regarded to have begun a new turn and may use these systems again (beginning on the impulse of reallocation), subject to the normal time delays between each use.

(G16.7242) When released from stasis, the unit returns to the self-generated and built-in EW levels it had previously, and it is considered to pay for them until the next energy allocation. Of course, external conditions may have changed, which will affect how much lent or natural EW is available to the unit. Rule (G16.73) would also temporarily prevent the unit from using ECCM. See (G16.35) and (G16.404).

SUMMARY OF (G16.72) EFFECTS

X =	Number of impulses of the EA turn before the ship was put in stasis, counting the impulse that the unit was placed in stasis.
Y =	Number of impulses remaining in the turn from the time of release, not counting the impulse of release.
If X + Y = 32	Ignore the special procedures and complete the turn normally.
If Y <= 8	Use the same Energy Allocation and movement/speed plot until the end of the turn, then allocate normally.
If Y > 8 and X+Y <= 36	Use the same Energy Allocation and movement/ speed plot until the end of the turn, then allocate normally.
If Y > 8 and X+Y > 36	Use the original Energy Allocation and movement/ speed plot for the next 4 impulses, including the impulse of release. Then revise Energy Allocation and movement/speed plot for the remainder of the turn under the restrictions of (G16.7231).

(G16.73) FIRE CONTROL: When released from stasis, the ship (or other unit) will have its fire control disrupted. See (D6.68).

EXCEPTION: Mines do not suffer from disrupted fire control. Seeking weapons are covered by (G16.49) and do not have "fire control" within the meaning of this rule.

(G17.0) REPAIR SYSTEMS

Several different unit types (including bases, fleet repair docks, and PF tenders) have a repair capability represented by a number of repair boxes on their SSD. Bases can only use the repair boxes in one of their modules to repair units docked in or to that specific module. Repair systems can be used on friendly and allied ships.

For the purposes of these rules, the unit with the repair boxes is referred to as the "major unit."

Repair systems (G17.0) are designed to repair another unit, unlike (D9.7) and (D14.0) which cannot be used on another unit; exception (G19.26).

(G17.1) DEFINITION

(G17.11) SSD: Each repair box on the SSD represents a specific amount of repair capability. Each box represents a portion of the major unit's machine shops, overhaul crews, spare parts, and repair facilities; this has been abstracted somewhat.

(G17.12) TYPES: Repair boxes on repair freighters, FRDs, pods, repair ships, and bases can repair any ship or shuttle.

(G17.121) The repair boxes on PFTs (including SCSs and casual PFTs) can only be used to repair PFs or shuttles (K2.61); they cannot repair the ship itself or another ship (other than a PF).

(G17.122) Andromedan ships can use their repair capabilities on themselves or their satellites; see (G19.26) and (G17.24) for the procedures.

(G17.13) OTHER TYPES OF REPAIR: There are several repair systems (rules) in the game. These can, in general, be divided into four "levels" of repair. Repair of critical hits (D8.3) is not related to or limited by anything in this rule; it is a completely separate function.

NOTE: This rule (G17.13) explains the interaction of all repair systems in general. It modifies, expands, and limits the abilities of various repair systems.

(G17.131) COMBAT REPAIRS take place during a scenario.

(G17.1311) Shields can be repaired by (D9.2), the shield repair rule. There is no limit to the number of shield boxes that can be repaired during a scenario, and these repairs are permanent.

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(G17.1312) Most systems can be repaired by continuous damage control (D9.7) and by emergency damage repair (D14.0), although the number of such repairs is limited by those rules. These repairs are permanent.
(G17.1313) Repairs can be conducted under (G17.0), but these repairs are temporary (G17.14) and limited by (G17.26). Repairs under (G17.0) cannot be used on the same unit during the same turn as repairs (including the accumulation of repair points) under continuous damage repair (D9.75) and/or emergency damage repair (D14.26). Repairs under (G17.0) can be done simultaneously with (D9.2) repairs. Repair points generated by (G17.0) cannot be combined (even on different turns) with repair points generated under (D9.7) on the same box.
(G17.1314) A legendary engineer has certain repair abilities detailed in (G22.4). Any repairs he conducts are permanent.

(G17.132) TACTICAL REPAIRS are those conducted by a unit which has not had the opportunity to visit a base or rendezvous with a repair ship, but which has had a period of time out of combat in which more extensive repairs can be made.
(G17.1321) Repairs under this level use the (D9.7) repair system but can repair a total number of systems equal to three times the limitation of (D9.76). Any combat repairs conducted under (D9.7) during the scenario are included within this limitation, but not those conducted under (D14.0). Before these repairs are conducted, the ship automatically repairs all "damage control" hits. In addition, one (and only one) excess damage hit is repaired.
(G17.1322) Some campaigns may specify a different multiple to be used to reflect a longer or shorter average time between scenarios.
(G17.1323) Rule (G17.132) replaces rule (D9.47) for purposes of Advanced Missions. Rule (D9.45) remains in force, and rule (G9.452) applies to this rule.
(G17.1324) This procedure can only repair damage received in the immediately previous scenario of the campaign. Anything damaged during a scenario and not repaired during that scenario or by this rule (G17.132) between that scenario and the next can only be repaired by the operational or strategic repair procedures.
(G17.1325) PFs (including interceptors) and shuttles (including fighters) do not use this system.
(G17.1326) This type of repair restores the ship's HET bonus.
(G17.1327) While they are not "repairs" as such, reloading drone racks (from storage), reloading PPTs, preparing spare shuttles, the recovery of wounded crewmen, and similar functions are recorded at this time.

(G17.133) OPERATIONAL REPAIRS require access to a repair facility or ship within the operational combat zone and are defined by (D9.4).
(G17.134) STRATEGIC REPAIRS involve sending the ship back to a shipyard to be totally rebuilt. This is defined by (U1.4).
(G17.135) CAMPAIGNS may spec ify the availability of certain levels of repair between their scenarios.

(G17.14) TEMPORARY NATURE: Repairs conducted under (G17.0) during a scenario are temporary in nature, quick jury-rigged fixes to get the ship back into action. These repaired systems will fail (i.e. be treated as destroyed) after the scenario is over (although the contents of such systems, such as drones in a repaired drone rack, can be removed safely). Records must be kept in a campaign to denote the status of these repairs.
EXCEPTION: Shield repairs under (G17.0) are permanent.

(G17.2) GENERATION OF REPAIR POINTS

(G17.21) PROCEDURE: Each repair box on the major unit's SSD which is powered by one unit of energy (from any source) during a given turn produces one "repair point." Repair points are used to repair destroyed systems by the repair procedure below. Repair points cannot be accumulated from turn to turn, except when applied to a specific system under repair (G17.31).

(G17.22) NO DAMAGE: If there is no damage to any unit docked in the repair facility and no damage to the facility, no repair points can be generated or accumulated.

(G17.23) RESERVE POWER cannot be used to power repair systems since repairs must be assigned during Energy Allocation (C1.34), but battery power can be allocated to power the repair boxes during Energy Allocation.

(G17.24) SELF-REPAIR: Bases, repair ships (including the Romulan SpH–R), Andromedan ships (with repair boxes), FRDs, and other ships with repair boxes can repair themselves during the course of a scenario, but each system requires four times as many repair points.
(G17.241) Repair pods and modules count repairs to the unit they are docked to as self-repair.
(G17.242) Since (G17.33) limits the number of repair points applied to a given system box to five per turn, self-repair could take a considerable amount of time.
(G17.243) PFTs cannot repair themselves with (G17.0); see (G17.12).

(G17.25) DESTRUCTION: Repair boxes on a unit can be destroyed by cargo or hull hits.
(G17.251) If repair and cargo/hull boxes are available, such damage points can be scored on either system at the owning player's option. If no cargo (or hull) boxes are available, these damage points must be scored on the repair boxes.
(G17.252) Damage points scored on repair boxes count double (as two damage points) for purposes of crew casualties in (G9.21).

(G17.26) LIMITATION: No repair box can generate more than 100 repair points during a scenario. If a repair box is destroyed, its remaining points cannot be used unless the box is repaired, in which case it is still under the overall limit (including the points used before it was damaged).
NOTE: This rule will have little effect beyond an extended starbase siege scenario. Also note that PFTs are governed by (K2.61) not this rule.

(G17.27) MINIMUM CREW: In order to use the repair systems (repair boxes on SSDs), they must be crewed. One crew unit is needed for every 10 (or fraction thereof) repair boxes. If a crew is not provided, the boxes may not be used. This is in addition to the normal minimum crew requirements of the unit in (G9.4). See (G9.451).

(G17.3) REPAIR PROCEDURE

(G17.31) ALLOCATION OF REPAIR POINTS: During the Energy Allocation Phase, energy for repair purposes is allocated and the number of repair points produced is calculated. These repair points are then assigned (during Energy Allocation) to repair specific systems. See (G17.23) and (C1.34).
(G17.311) A given repair system can only produce one repair point per turn and only if power is allocated. If a powered repair box is destroyed during the turn, that box cannot produce a repair point (or any fraction of one) and some points (option of the player operating the major unit) allocated at the start of the turn will be cancelled. Power shortages caused by (D22.0) might also cancel repair points.
(G17.312) At the end of the turn, repair points are applied to the systems to which they were assigned (G17.31). These repairs take the entire turn; they are not distributed proportionally during the turn (e.g. a player could not claim that a system which required only two repair points was completed on impulse #13). Unallocated points cannot be saved for use on later turns and do not count against the limits of (G17.26).
(G17.313) All calculations are in terms of system boxes. It takes 10 points to repair a destroyed warp engine box; a destroyed warp engine (of, for example, 15 boxes) would need 150 repair points. See (G17.32).
(G17.314) Repair points under (G17.0) can be allocated to several different system boxes, unlike points generated under (D9.7) which must repair one system box at a time.

(G17.32) COST OF REPAIRS: The cost of repairing a given system (i.e. the number of repair points that must be expended to complete the repairs) is given in the Cost of Repair Chart in Annex #9. Note that shields can be repaired by this procedure, a point that could become critical when repairing a ship during combat. See (G17.5) for a means of repairing many systems at a lower cost.

(G17.33) LIMITATION DURING ONE TURN: No damaged system box may receive more than five repair points during a given turn, even if more are required to repair it. Such boxes are partially repaired, and repair points may be expended on later turns to complete these repairs. Note that extensive record keeping is required. Systems partially repaired when the ship undocks are still considered destroyed, and any partial repairs are lost. Partial repairs to a ship that is (and remains) docked are lost if no additional points are applied to that specific system within a period of five turns.

(G17.34) EFFECT: When a system is completely repaired (at the end of the turn during which the final repair points were allocated), the "destroyed" mark is erased from its box. This is announced unless using (D17.0).

(G17.35) MISSING SYSTEMS: Repair cannot replace things that are completely missing.
(G17.351) A separated section of a ship (Klingon boom, Federation saucer, Tholian CoM, or any of their rear hulls) cannot be "repaired" into a complete ship. If a Federation or Klingon ship has separated into two or more parts and all of these parts are at the FRD or base, they can be rejoined, but only in a campaign record-keeping period, not during a scenario. (A Tholian CoM would simply redock normally.)
(G17.352) Dropped warp engines (and systems lost with them; Annex #7T) cannot be repaired as they are no longer present.
(G17.353) Destroyed shuttlecraft cannot be repaired.
(G17.354) Repaired cargo boxes do not have the cargo that was previously in them; repaired drone or plasma racks are unloaded; repaired shuttle boxes can operate shuttles but have no shuttles in them. Drones (or plasma-Ds) can be drawn from storage (FD2.43) or transferred from another unit (G25.0) to reload the racks. Spare shuttles can be prepared under (J1.422) in some very long scenarios or under (G17.1327) between scenarios.
(G17.355) Repaired plasma torpedo launchers do not have PPTs and are not holding torpedoes. See (G17.1327).

(G17.36) NON-DESTROYED SYSTEMS: Repair points cannot be expended to repair a system that, at the start of the turn on which the points were earned, has not been destroyed. Repair points cannot be expended on a unit unless it was docked to the repair facility for the entire turn.

(G17.37) EXCESS DAMAGE cannot be repaired during a scenario; it can be repaired between scenarios (D9.44).

(G17.38) BREAKDOWN: The HET bonus (C6.52) cannot be restored by any repair system; it automatically returns at the start of the next scenario (G17.1326). The lowered breakdown rating caused by a prior breakdown (C6.544) cannot be repaired without resorting to the operational level (G17.133).

(G17.4) EXAMPLE OF REPAIR PROCEDURE

A damaged Federation CC is docked to a battle station. The following systems (boxes) on the CC are marked as destroyed:

4 warp engine, 1 impulse engine, 1 battery, 2 phaser-1s, 1 photon torpedo, 2 lab, 1 transporter.

The battle station can produce 25 repair points each turn in the module to which the ship is docked. (We will assume that sufficient power is available.) However, no more than five repair points can be applied to each system on each turn. Over the next three turns, the repair points are allocated as follows:

Turn 1: 5 points to each of two warp engine boxes (each needs 10 points, now 1/2 repaired; neither generates any power and they cannot be combined), 5 points to each of the phasers (each needs 5 points, fully repaired at end of turn), 5 points to the impulse engine (which needs 5 points and is fully repaired at the end of the turn).

Turn 2: 5 points to each of the two warp engines partially repaired last turn (they are fully repaired at the end of the turn), 5 points to each of the other two warp engine (now 1/2 repaired), and the remaining 5 points to begin repairs on the photon torpedo (which needs a total of 8).

Turn 3: 5 points to each of the two warp engines, 3 points to complete the repairs of the photon torpedo, 2 points to repair the battery, 5 points to repair each of the two labs. All of these repairs are completed at the end of the turn.

At the end of the third turn, all damage except the one transporter has been repaired.

(G17.5) HASTY REPAIRS

In some cases, time is of the essence and a less effective weapon available sooner would be more useful than a fully effective weapon available later. In such cases, the player may repair a system to a lower status.

(G17.51) PROCEDURE: When repairing a destroyed system under (G17.0) or (D9.7), the owning player has the option of repairing it for a lower cost by paying the cost of a similar but less effective item on Annex #9.
(G17.511) This decision must be made in writing when repair points are first applied to the system in question. If no notation is made, full (non-hasty) repairs are assumed. The decision can be changed at the start of any subsequent turn before repair of the system is complete, but all repair points accumulated prior to the changed decision are lost.
(G17.512) Only certain substitutions are allowed (all others are prohibited); these are:

AWR can be repaired as APR.
Disruptors can be repaired as a shorter range.
ESG with a capacitor can be repaired as an ESG without a capacitor.
Impulse engine can be repaired as APR (but not as AWR).
Phaser-1 can be repaired as phaser-2 or -3.
Phaser-2 or phaser-G can be repaired as phaser-3.
Phaser-4 can be repaired as phaser-1, -2, or -3.
Plasma torpedoes can be repaired as any lower type (except D).
Snare generator can be repaired as web generator.
TR beam (H or L) can be repaired as tractor beam.
TRH can be repaired as TRL.
Warp engines can be repaired as AWR (but not APR).
Web caster can be repaired as a snare (with the web caster firing arc) or web generator.
X-tech system as the equivalent non-X tech system.

NOTE: It is specifically NOT possible to repair a range-30 ship-mounted photon torpedo as a range–12 fighter or PF–mounted torpedo.

(G17.52) TREATMENT OF HASTILY REPAIRED SYSTEMS: When repaired to a lower level, the system is treated as what it was repaired as, not what it originally was, for purposes of energy requirements, priority of damage (D4.322), and utilization. Orions see: (G15.29).
(G17.521) If a hastily repaired system is destroyed, it is treated as the destroyed version of the original system, not the hastily repaired system.
(G17.522) A type-R/S/G torpedo launcher hastily repaired as a type-F launcher would not have the stasis system and would have to pay holding energy for any torpedo armed and held in it. See (G17.355).

(G17.53) SUBSEQUENT DAMAGE: For purposes of damage allocation, the system is treated as its original identity, but for priority of damage as what it was repaired as (G17.52). See (G17.55).

(G17.54) FURTHER REPAIRS on hastily-repaired systems cannot be completed during a scenario. For purposes of intervals between scenarios, a hastily-repaired system [one that used (D9.7), as one repair by (G17.0) would become unrepaired at the end of the scenario) may be left in its hastily-repaired state or fully repaired under (D9.4), in which case it would not count as another box repaired under the (D9.76) limit.

(G17.55) REPAIRS AFTER SUBSEQUENT DESTRUCTION: If a hastily repaired box is destroyed, it can later be repaired (completely or hastily) again. See (D9.77).

NOTE: Rules (G18.0), (G19.0), and (G20.0) deal with systems on Andromedan ships. These rules will be found, with the Andromedans, in CAPTAIN'S MODULE C2: NEW WORLDS II.

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(G21.0) CREW QUALITY *(Optional)*

The quality of crews as a whole, and of individuals within those crews, is generally excellent among the various races. When you consider that most of them are selecting the crews for less than 100 first-line starships (and only a few hundred more ships of all kinds) from among 10-30 (or 100) billion individuals, this is hardly surprising. In some cases, however, the crews become uncommonly superior in their performance or incredibly bad. These rules account for this.

(G21.01) LEVELS OF QUALITY: Starship crews can be classified as "poor" (also rotten, lousy, or incompetent), "excellent" (the "average" starship crew is, indeed, awfully good at what they do), or "outstanding." A fleet organization of 100 ships might have 10 poor crews and 5 outstanding ones at any given time. Players setting up campaign games can use (G21.3).

It should be noted that CV, CA, and CL classes will historically probably have the highest proportion of outstanding crews, due to their longevity in combat. At the start of hostilities, smaller ships (which see more action in peacetime) will tend to have better crews. Dreadnoughts (and all size class 2 ships) never have outstanding crews. Bases and scouts always have average crews. Approximately 50% of civilian/merchant ships have average crews; the remainder have poor crews. These conditions apply at the start of a war or campaign; thereafter all units will improve or worsen as per the rules.

Detached booms of Klingon penal ships (R3.R5) do not have poor crews. These are treated as average crews from the instant of separation.

(G21.02) METHODS OF ADJUSTMENT: In the case of the various adjustments provided herein, an instruction to add one to the die roll that makes the result greater than the highest number on the chart (usually 6) is ignored unless it is on a table (such as a weapon table) that would allow a column shift as in EW. A negative modifier cannot shift to a lower range column (E1.83). In percentage adjustments, an adjusted total of .5 or more is rounded up; one of .499 or less is rounded down.

(G21.1) POOR CREW ADJUSTMENTS

In the case of a "poor" crew, the following adjustments are made:

(G21.11) COMBAT: Ships with poor crews have certain penalties in combat. These are:
(G21.111) DIRECT-FIRE WEAPONS: Weapons fire at all enemy units is treated as if those units had three points of ECM in addition to any they are generating, being loaned, or receive due to terrain. This is "natural" ECM not within the lending (D6.3144), O-EW (D6.3145), and self-generated (D6.3141) limits. Note in (D6.3) that most modifiers (terrain, small targets, crew quality) are calculated in terms of EW even if the Commander's level EW rules are not in us.
(G21.112) EW: Ships with poor crews are less efficient when using electronic warfare.

(G21.1121) Ships with poor crews receive one point less EW (ECM or ECCM) than they allocate energy for. For example, a ship allocating 3 points of energy to EW loses the first 1 and can use the other 2 for ECM or ECCM within the limits of the rules (D6.3141). Ships with poor crews, because of this rule, cannot generate more than 5 points of EW.
(G21.1122) Ships with poor crews lose one point from any EW they are lent (D6.3144) by another unit. This does not apply to any offensive EW (G24.219) they are receiving. For example, a scout would loan the ship 4 EW points, but only 3 would count (even though 4 were paid for). Because of this rule, a ship with a poor crew could never receive more than 5 points of ECCM and/or ECM from lending at any given time. The ship with the poor crew decides which point to lose (ECM or ECCM).
(G21.1123) Natural EW is not affected by crew status. The "natural" EW from (G21.111) is in addition to this.
(G21.1124) These limits apply to the amount of EW which may be lent by special sensors under (G24.21) and (G24.28) if the crew is on a ship with special sensors.

(G21.113) UIMs on ships with poor crews break down on "1," "2," or "3" (D6.52).
(G21.114) PLASMA: Due to sloppy maintenance, all plasma torpedoes on ships with poor crews are at reduced effectiveness. When calculating warhead strength, add three to the true range. This does not include plasma bolts, which are direct-fire weapons and are treated under (G21.111) .
(G21.115) PROBES: Ships with poor crews can never use probes as weapons (G5.3).
(G21.116) SHOCK: Die roll modifier in (D23.52).

(G21.12) MANEUVER: Ships with poor crews have certain penalties in maneuver. These penalties include:
(G21.121) BREAKDOWN: Normal breakdown rating for an HET is reduced by one (3-6 becomes 2-6) (C6.53). There is no "bonus" (C6.52).
(G21.122) HET: The cost of an HET (C6.2) is increased by 20%.
(G21.123) NIMBLE ships lose all benefits of (C11.33).
(G21.124) TAC: Can only make two tactical warp maneuvers per turn (C5.224).
(G21.125) ESCAPE die rolls are reduced by two (D21.56).
(G21.126) QUICK REVERSE: Subtract one from the die roll for quick reverse (C3.6).
(G21.127) EM: Erratic maneuvers produce 3 ECM points for enemy and 5 ECM points for the ship's own weapons (C10.41).
(G21.128) TERRAIN: Shift the die roll by one in the least favorable direction when rolling for terrain effects including (but not restricted to): (P2.223) Ring Damage, (P2.231) Collisions, (P2.431) Crash Landing, and (P3.223) Asteroid Damage.

(G21.13) SYSTEMS: Ships with poor crews are under certain penalties regarding their systems. These penalties include:
(G21.131) MRS: The ship can never have an MRS (J8.0) or SWACS (J9.0) shuttle .
(G21.132) REPAIR: Add one to the die roll for repair in (D8.31) and (D14.13). The total number of systems that can be repaired is one less than shown in (D9.76), which also affects (G17.1321).
(G21.133) SHUTTLES: Number of shuttles/fighters available is reduced by 25% due to poor maintenance. The missing shuttles are on board (in their shuttle boxes, taking up space and available to be destroyed) but in a state of disrepair and non-operational. They cannot be made operational during a scenario; exception (G22.45).
(G21.134) MINES: The ship must be two hexes closer than normal to detect a minefield (M7.1) or individual mines (M7.32). The effective range for detecting mines is two hexes more than the actual range; (M7.54) is not affected.
(G21.135) SCOUT: Add one to scout function die rolls (G24.22) and (G24.25).
(G21.136) TAC INTEL: Collects tactical intelligence at the next worst level (e.g. G becomes F). The ECM disadvantage of (G21.111) is not cumulative with this penalty.

(G21.14) CREW: Ships with poor crews suffer from the following penalties.
(G21.141) MARINES: Add one to the boarding party die rolls in (D7.636) and (D7.8). See (D7.73) for another penalty. When storming a ground base, add one to the die roll in (P2.752). Subtract one in (D7.4) and (D15.3). Note that some of these die roll modifiers have been incorporated (with minor changes) into tables under those rule numbers.
(G21.142) PILOT QUALITY: Subtract one from die roll when rolling for fighter (and shuttle) pilot quality (J6.1) and PF crews (K1.32) for shuttles and PFs carried by the ship.
(G21.143) DECK CREWS: Number of deck crews is reduced by 25%.
(G21.144) MUTINY occurs on "1" or "2," which is cumulative with (G6.23), and is put down on only a "1" or "2" in (G6.2). The die roll in (G6.22) is adjusted, in each sub-rule, for one fewer enemy BP [e.g. in (G6.222) every second BP becomes every BP]. The boom is captured on die roll of one, two, or three in (G6.40).

(G21.15) SCENARIO EVENTS: Adjust the various event die rolls in scenario special rules by one in the least favorable direction. For example, in (SH2.46) a Romulan ship with a poor crew would be released only on a "1." See (S4.23) when rolling for weapons status in scenarios where this is not defined.

(G21.2) OUTSTANDING CREW ADJUSTMENTS

The adjustments for an "outstanding crew" are a bit different from those for a "poor crew:"

(G21.21) COMBAT: Ships with outstanding crews have certain advantages in combat. These include:
(G21.211) DIRECT-FIRE WEAPONS: The ship has 3 points of ECCM in addition to that from other sources. This is "natural" ECCM not within the lending (D6.3144) and self-generated (D6.3141) limits. If the EW total (before taking the square root) is a negative number after including this modifier, the net ECM shift is a -1. Normally, ECM/ECCM cannot produce a negative shift; this is an exception. No shift greater than -1 is possible, but it can be combined with a legendary weapons officer's shift (G22.72).
(G21.212) EW: Ships with outstanding crews are more efficient when using electronic warfare.
(G21.2121) The first point of energy spent for EW produces two EW points. The owning player can assign these to ECM or ECCM within the rules. The maximum expenditure of six points of power (D6.3141) for EW would produce seven EW points.
(G21.2122) The ship does benefit from all seven points of EW and from the points provided by (G21.211) above simultaneously. The ship could have a total of 10 points of ECCM at one time if it has active fire control and six points of power allocated to ECCM. This will exceed the normally allowed limits in (D6.314).
(G21.2123) The ship cannot be loaned additional points beyond what is allowed by the rules (D6.1344).
(G21.2124) If the crew was on a ship with special sensors (G24.0), it could generate 7 points of ECM to loan itself under (G24.28) within the limits of this rule. However, they could not generate or loan more than six points per channel to any other unit (G24.21).
(G21.213) UIM breaks down on "1" only (D6.52).
(G21.214) PLASMA: Due to superb maintenance, the range of a plasma torpedo is reduced by three when calculating warhead strength. This does not include plasma bolts, which are direct-fire weapons and operate under (G21.211) above.
(G21.215) PROBES: Can use probes as weapons (G5.3) at any time.
(G21.216) SHOCK: Die roll modifier in (D23.51).

(G21.22) MANEUVER: Ships with outstanding crews have certain benefits in maneuver, including:
(G21.221) BREAKDOWN: Receive one extra HET bonus under (C6.52). A nimble ship would thus have three HET bonuses.
(G21.222) HET: The cost of an HET (C6.2) is reduced by 20%.
(G21.223) NIMBLE ships do not lose the benefits of (C11.33), even if crippled (S2.41).
(G21.224) TAC: Can make up to six tactical warp maneuvers in each turn, (C5.234).
(G21.225) ESCAPE die rolls are increased by two (D21.56).
(G21.226) QUICK REVERSE: Add one to the die roll for quick reverse (C3.6).
(G21.227) EM: Erratic maneuvers (C10.41) produce 5 ECM points for enemy and 3 ECM points for the ship's own weapons.
(G21.228) TERRAIN: Shift the die roll by one in the most favorable direction when rolling for terrain effects including (but not limited to): (P2.223) Ring Damage, (P2.231) Collisions, (P2.4313) Crash Landing, and (P3.223) Asteroid Damage.

(G21.23) SYSTEMS: Ships with outstanding crews have certain benefits regarding their systems. These ships:
(G21.231) MRS: May have an MRS (J8.0) shuttle regardless of ship size or type. MRS (and drone speed if there are any drones) must be paid for.
(G21.232) REPAIR: Subtract one from the die roll for repair in (D8.31) and in (D14.13). The total number of systems that can be repaired is one more than shown in (D9.76), which also affects (G17.1321).
(G21.233) SHUTTLE: Can prepare one spare shuttle during a scenario and will have at least one spare admin shuttle even if the MSC does not list one. This takes four turns. A shuttle must have been lost in combat for this to be done. The preparation begins in the Energy Allocation Phase following the turn in which the shuttle was destroyed or captured. This can be a fighter if the ship is listed as having spare fighters in storage. Only admin shuttles or fighters of the type operated by the ship will be in storage; no other special shuttles will be in storage. This cannot be done if the shuttle bay is overcrowded (J1.64) as a result of damage or the recovery of shuttles that do not belong to the ship. It also cannot be done if all shuttle boxes on the ship are currently destroyed or if there is a boarding action going on in the bay under (D7.6), (J1.63), or (D16.0). If activation is interrupted by any means, it can be resumed (at the point where it left off) on a later turn, provided the shuttle box (which must be recorded) has not been destroyed.
(G21.234) MINES: The effective range for detecting mines is two hexes less than the actual range; (M7.1) and (M7.32). For example, a non-minesweeper with an outstanding crew would detect a minefield under (M7.1) at range 12; (M7.54) is not affected.
(G21.235) SCOUT: Subtract one from scout function die rolls in (G24.22) and (G24.25) if the outstanding crew is on a ship with special sensors.
(G21.236) TAC INTEL: Collects tactical intelligence at the next better level (e.g. G becomes H, L becomes M). This is not cumulative with EW modifiers.

(G21.24) CREW: Ships with outstanding crews benefit from this status.
(G21.241) MARINES: Subtract one from the boarding party die rolls in (D7.636) and (D7.8). See (D7.73) for another benefit. When storming a ground base, subtract one from the die roll in (P2.752). Add one to the die roll in (D7.4) and (D15.3). Note that some of these die roll modifiers have been incorporated (with minor changes) into tables under those rule numbers.
(G21.242) PILOT QUALITY: Add one to the die roll when rolling for fighter (shuttle) pilot quality (J6.1) and PF crew quality (K1.32) for shuttles and PFs carried by the ship.
(G21.243) DECK CREWS: Number of deck crews is increased by 33%.
(G21.244) MUTINY is put down on 1-4, which is cumulative with (G6.23). The die roll in (G6.22) is adjusted, in each sub-rule, for one more enemy BP [e.g. in (G6.222) every second BP becomes every third BP]. The boom is only captured on die roll of one in (G6.40).

(G21.25) SCENARIO EVENTS: Adjust all event die rolls in scenarios by "1" in the most favorable direction. For example, in (SH2.46) a Romulan ship with an outstanding crew would be released on a "1-3." See (S4.22) when rolling for weapons status in scenarios where this is not defined.

(G21.3) CAMPAIGN STATUS

Players may wish to keep track of the progress of a given ship as its crew develops into an effective fighting team. This can be done, in a long campaign or perhaps in The Captain's Game (U2.0), by the rules provided in (U7.9).

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(G22.0) LEGENDARY OFFICERS *(Optional Rule)*

In a few rare cases, an individual member of a starship crew may be particularly skillful, resourceful, or inspiring. In such cases, he (or she, or for that matter "IT") may improve the performance of the entire ship. These special individuals are "legendary" and, not surprisingly, rare.

NOTE: See (J6.4) for Legendary Ace pilots; also (K1.32) for Legendary PF Crews. These types of Legendary persons have their own special rules and are not covered by (G22.0).

(G22.1) GENERAL CONDITIONS

Legendary officers are all governed by the following general conditions. Unless specified in the scenario rules or agreed to between players, legendary officers are not used in standard games.

(G22.11) AVAILABILITY: The relative number of legendary officers in a given campaign is up to the players.
(G22.111) When beginning a Campaign Game, a Captain's game, or a multi-ship battle, each owning player may roll two dice for each ship in his force (or for some percentage of ships) and use their total to consult the chart below to determine which, if any, of the special individuals are available for that ship.

DIE	OFFICER AVAILABLE
2	Captain, plus roll again for an extra officer. If second die roll is "2," the ship has one of each type of officer. If a "12," treat it as a "6."
3	Weapon's Officer
4	Navigator
5	Ship's Doctor
6,7,8	None
9	Science Officer
10	Marine Major
11	Chief Engineer
12	Captain

(G22.112) Alternatively, players may wish to designate the legendary crewmen available, or they may wish to allocate each side a specified number (say, one of each type).

(G22.12) OTHER CONDITIONS
(G22.121) Each legendary officer can substitute for one crew unit in establishing a "minimum crew" (G9.4). The officer loses all other abilities while serving as a crew unit (he is very busy), but he will regain all of his abilities when he stops acting as a crew unit. See (G22.133) for the location of the officer.
(G22.122) The effects of legendary officers and crew quality are cumulative.
(G22.123) The effects of legendary officers are not cumulative (in die roll modifiers) but are additive in other effects. For example, a legendary captain and legendary science officer, working together, are equivalent to six "lab" boxes when investigating a monster. However, a legendary captain (acting as a weapons officer) and legendary weapons officer could NOT combine to provide a –2 for weapons fire (G22.72).
(G22.124) Legendary officers cannot function on a ship with an operating super-intelligent battle computer (G11.27). In such cases only the computer's rules are used unless the computer is shut down. Legendary officers on such a ship do retain their boarding party combat abilities while either defending the ship from enemy boarders or attacking the computer. The one exception is a doctor, who functions normally (in a medical capacity).
(G22.125) A legendary officer must be alive and unharmed in order to use his capability. Capabilities used at a given point (e.g. a die roll modifier, extra ECM) stop at the point that the officer is killed or wounded. Capabilities that last for the entire turn (e.g. the extra power created by the engineer) continue until the end of the turn. For clarity, these "post-mortem capabilities" are marked † in the rules below. Legendary officers may be killed or wounded; see (G22.134).
(G22.126) Note the rules in (U7.8) and (U1.26) concerning legendary officers in campaign games.

(G22.13) SPECIFIED LOCATION: The player must keep track of the location of any legendary officers on his ship because combat damage could result in their becoming casualties.
(G22.131) Legendary officers are designated by the player operating the ship they are on to be in a specific area (defined as a group of connected boxes). A captain, weapons officer, or navigator is normally on the main bridge. The ship's doctor is normally in one of the lab boxes. The science officer is normally in a lab box or a bridge box. The engineer is normally in the engine room (represented by the impulse engine or Aux Con boxes) or on the bridge. The Marine Major is normally in one of the transporter rooms or on the bridge, but could be anywhere. This assignment is made in the Initial Activity Phase.
(G22.132) A legendary officer can move from one area to another. To do this, the officer must spend one turn "moving" to the new location; this is plotted in the Initial Activity Phase (Officer Location Step). During this turn they cannot perform their functions. They cannot move through an area (D16.0) occupied by enemy forces or to a separated section (G12.0) of the ship except by transporter.
(G22.133) Legendary officers can only perform their functions (or substitute for a crew unit) in the locations listed here:

Captain, Weapons Officer, Navigator: Any control box, but will always begin the scenario on the main bridge.
Science Officer: Any control or lab box.
Marine Major, Ground Forces Officer: Any location.
Doctor: Any hull or lab box.
Engineer: Any impulse, APR, AWR, battery or control box.

NOTES: A captain performing the function of another officer would need to be in place where that officer could perform his function. A legendary captain can function in any box if all control boxes are destroyed, but the ship will still have the (G2.2) penalties.

Security stations do not count as control boxes.

If all boxes of the type that a particular officer is supposed to function from on a ship are destroyed, that officer can perform none of his functions until at least one such box is repaired.

EXCEPTIONS: Officers able to perform repairs may still do so; officers able to act as ground forces officers may conduct boarding party combat.
(G22.134) If the last box of the group of boxes specified as the location of a given officer is destroyed (this destruction could be by any means, including a hit-and-run raid), the legendary officer may have been injured and, if not, must move to a new location before he can function. Roll a single die. A result of "1" indicates that the officer was killed, while a result of "6" indicates that the officer has been disabled. A disabled officer cannot function for the remainder of the scenario unless "cured" by a legendary doctor. He can recover between scenarios of a campaign game.

EXAMPLE: A legendary captain is on the main bridge of his ship. Two "bridge" hits destroy it, and the captain must roll to see if he is injured. The result is a "3" so he is unharmed. He is unable to function for the next turn, however, as he relocates to another control station, in this case the Auxiliary Control Room.

(G22.2) LEGENDARY CAPTAIN

Ship's commanding officers who have risen to the status of legend have several special abilities.

(G22.21) BLUFF: Once per scenario a legendary captain (LC) may attempt to "bluff" his opponent (presumably over sub-space communications). This may be done at the end of any turn during the Final Activity Phase. If the bluff is successful (50% chance), the forces disengage immediately with no points scored or lost by either side for disengagement. If any terrain was in the scenario, the original owner retains possession. In effect, the scenario simply ends at that point.
(G22.211) The chance of success is increased by one percentage point for every BPV point (game balance value) that the captain's forces outnumber their opponents. Conversely, this is reduced 1% for each BPV point that the legendary captain's forces are outnumbered (counting only those units on the board). It can never be higher than 67% or lower than 33%. Percentile dice may be required.
(G22.212) Bases and ground installations can be bluffed (although the only time to do so is if the attacking force is facing destruction and wants to escape). Monsters cannot be bluffed. Computer-controlled ships (G11.0) can be bluffed.
(G22.213) If two captains bluff each other, there is no added effect.

(G22.22) RESOURCEFUL: A legendary captain is resourceful. This is reflected as follows:
(G22.221) He may perform any function with an undamaged ship that other captains may only use after their ships are crippled, for example, using emergency life support (B3.1 #7) or firing a probe as a weapon (G5.3 #5).
(G22.222) If he receives a "you can't destroy this monster" result in an appropriate scenario or (S6.1), he may refuse to accept the result and roll again until he gets a result that will allow him to kill the monster. If his ship is no longer capable of performing the specific act to destroy the monster (but once was), then the monster cannot be destroyed.

EXAMPLE: If the result is that the monster can be destroyed by an anti-matter bomb in a probe and the ship is out of probes or the probe launcher was destroyed, then the captain cannot destroy the monster. Also note that if the ship fails to hit the monster with a probe the monster will also survive.

(G22.223) If his ship is destroyed, he has a 1% chance (no modifications) of doing something that results in his being aboard and in control of the nearest enemy ship of the same or smaller size class. The captain may select from any equally-distant qualified ships. [This die roll is specified by (D21.344) and, if successful, replaces catastrophic damage. If it fails, use the remaining procedures in (D21.344).] All legendary officers and remaining crew units arrive with him. (Don't ask how he did it; that's what legends are made of!) To determine 1% (assuming percentile dice are not available), roll two six-sided dice. If the result is "2," then roll again. A 1-3 result indicates a 1% chance. Any other result indicates the attempt was not successful. If the only enemy ship(s) in the scenario are larger, the captain (plus officers and crew) arrive as boarding parties and can fight for control of the ship.

(G22.23) VERSATILE: A legendary captain is versatile. He may temporarily assume the position of any of the other legendary officers (except the doctor) and perform their special functions.
(G22.231) Should the captain elect to change jobs, he (or she or it) must spend one turn without performing any special function (of either job) to change jobs. He can move to another location during this turn. He may change jobs as often as he likes, but the turn of inactivity must be spent every time he changes jobs. Exception: (D21.56).
(G22.232) A legendary captain cannot bluff while substituting for another officer. If a legendary captain is performing the job of another officer, he can only use that officer's abilities and cannot use any of the legendary captain abilities (G22.2) until he returns to duty as captain. Exception: (G22.223) may be used.

(G22.24) SELF-DESTRUCTION: Adds one to the chance of successfully self-destructing his ship in (D7.73).

(G22.25) WEAPON STATUS: He improves the die roll by one for purposes of (S4.25); see (S4.22).

(G22.3) LEGENDARY SCIENCE OFFICER

A legendary science officer can perform one of the following functions on each turn: † See (G22.125).

(G22.31) LAB: Operate as three extra lab boxes for gathering information (G4.1)† or identifying seeking weapons (G4.2) when he is in any control box, in a lab, or on a shuttle.

(G22.32) REPAIR: Perform Emergency Damage Repair (D14.25).†

(G22.33) SCOUT: Shift the various die rolls by "1" in the most favorable direction if he is in a lab or control box of the unit using (G24.2).

(G22.34) TAC INTEL: Evaluates enemy ships at the next better level (e.g. D becomes E, L becomes M). This is cumulative with crew quality (G21.136 / G21.236) and prolonged observation (D17.25) but cannot achieve a level better than M.

(G22.35) SHUTTLE: A legendary science officer could pilot a shuttle to gain lab points; see (J2.212).

(G22.36) CLOAKED DECOY: Deactivates a cloaked decoy's self-destruction charge (G27.635) more quickly, but must be in the shuttle bay to do this.

(G22.4) LEGENDARY CHIEF ENGINEER

A legendary chief engineer has several job functions and can perform one of them on each turn. See also (G22.9).
Note that he cannot repair something that was destroyed on that turn, but must wait for the next turn. † See (G22.125).

(G22.41) REPAIR: He can attempt to repair any destroyed system box on his ship's SSD.
(G22.411) Such an attempt can be made once per turn, at the end of the turn†; this never costs any energy. To determine if the attempt was successful, roll one die. If the die roll result is a "1," the repair was successful. This can be done only during scenarios, and the total number of repaired boxes cannot exceed the original damage control rating; repaired shields do not count against this total.
(G22.412) The engineer must be in a control box to effect these repairs (G22.13).
(G22.413) This can be done while various other repair systems, such as (D9.0), (D14.0), and (G17.0), are functioning, but his efforts are independent of those.
(G22.414) Between scenarios, whether using tactical (G17.132) or operational (G17.133) repairs, the legendary engineer automatically repairs a number of boxes equal to three times the original damage control rating.
(G22.415) A legendary engineer mitigates shock damage (D23.531).

(G22.42) BONUS: A legendary engineer provides a bonus die roll modifier of "1" when rolling for repairs under (D14.0)† and when not performing those repairs himself under (G22.44) or (G22.41). Note that in this case his efforts are cumulative with (D14.0). He also provides a shift of "1" in the favorable direction for scenario engineering effects such as sabotage (SH1.45) *unless it is specifically noted that he cannot do this in the scenario rules.*

(G22.43) EXTRA POWER: He can double the power output (without damage or penalty) of any four impulse, warp, or APR boxes on his ship if he is in a control box or a functioning impulse or AWR/APR box†. The doubled boxes can be of one or several types. Orions cannot do this and their unique form of doubling on the same power boxes at the same time.

(G22.44) EMERGENCY REPAIRS: He can perform emergency damage repairs (D14.25)†.

(G22.45) SHUTTLE: He can completely repair the damage to one shuttlecraft (even a two-space shuttle, or a fighter or MRS, but not a SWAC which must be repaired by the procedures in its own rules) in a single turn. He can do this anywhere, including on a planet's surface or drifting in space, and even on a ship with a poor crew

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(G21.133), but he must be at the shuttle's location (i.e. in the shuttle bay including a destroyed shuttle bay or on the shuttle if in space).† The shuttle must have at least one damage point remaining; even he cannot repair a totally destroyed shuttle. (Reminder: A shuttle in a shuttle box is destroyed with that box by damage to the ship.)

(G22.46) THOLIANS: The Tholians can never have a legendary engineer. Neo-Tholian ships can roll for legendary engineers, but these cannot transfer to non-Neo ships. Tholian X-ships can roll for legendary engineers.

(G22.47) CLOAKED DECOY: Deactivates a cloaked decoy's self-destruction charge (G27.635) more quickly, but must be in the shuttle bay to do this.

(G22.48) SELF-DESTRUCTION: Adds one to the chance of successfully self-destructing his ship in (D7.73), and subtracts one from the chance of an enemy ship successfully self-destructing if he is part of the boarding force (D7.72).

(G22.5) LEGENDARY MAJOR OF MARINES

(G22.50) STATUS: He is a single individual and can transport "free" with a boarding party or as an individual for the same cost as a boarding party. He can reach the transporter room without having to "travel" from his previous location. A Marine Major is simultaneously an LGFO (G22.9). See (D18.18). † See (G22.125).

(G22.51) COMBAT: For all boarding party actions (offensive or defensive), the Major causes die rolls to shift by one in his favor. A Marine Major who accompanies a boarding party on a hit-and-run raid raises a poor boarding party unit to standard or a standard unit to outstanding. See also (D15.45).

(G22.52) RANGER: The Major can be transported (alone) onto a shuttlecraft or PF (but not a fighter), in which case he has a small chance of capturing it (D7.6). See the chart below. There are no "shifts" on this chart. Any guards and passengers are also captured. If he captures the shuttle, it is treated as a captured shuttlecraft with a single pilot. If the shuttle was a suicide or scatter-pack shuttle, it is disarmed and the weapons are jettisoned.

DIE ROLL	SHUTTLECRAFT	PF
1	Shuttle Captured	PF Captured
2	Shuttle Captured	Major Killed
3	Major Killed	Major Killed
4	Slightly wounded, returns to ship, returns to duty on the next turn. Shuttle/PF is unaffected.	
5	Seriously wounded, returns to ship, returns to duty in next scenario, could be healed in one turn by a legendary doctor. Shuttle/PF is unaffected.	
6	Roll again at end of the turn or at the end of the next turn. Shuttle/PF is unaffected.	

(G22.53) LOYALTY: On a Klingon ship, the Major is either a Klingon or a loyal subject. He is loyal to the ship and, during a mutiny (G6.2), shifts all die rolls by "1" in favor of the ship's officers. Note that a die roll of one will still cause a mutiny.

(G22.54) OTHER DUTIES: A Marine Major can (by himself) guard (D7.83) a system as a boarding party or can serve as a commando (D15.84).

(G22.55) GROUND COMBAT: A Marine Major has a die roll shift of one when assaulting or defending a ground base in (P2.752).

(G22.56) SELF-DESTRUCTION: Adds one to the chance of successfully self-destructing his ship in (D7.73), and subtracts one from the chance of an enemy ship successfully self-destructing if he is part of the boarding force (D7.72). See also (D21.3446).

(G22.6) LEGENDARY SHIP'S DOCTOR

A legendary ship's doctor can perform one of the following functions on each turn: † See (G22.125).

(G22.61) CURE: The doctor can "cure" one "wounded" crew unit (G9.233) or boarding party (return it to duty) at the end of each turn.
(G22.611) He can also cure "dead" crew units, although this is more correctly interpreted as preventing their deaths from wounds by heroic medical efforts. This requires the "bodies" of the crew unit; a unit which was killed elsewhere cannot be cured unless the doctor goes there or the bodies are brought to the doctor within two turns of their being wounded.
(G22.612) A disabled legendary officer counts as one crew unit for this purpose. The doctor can cure himself from serious injury, but this takes two turns. The doctor cannot save a legendary officer who has been killed.

(G22.62) LAB: The legendary doctor counts as one lab box to gather information on monsters (G4.1). He can perform no other lab functions in (G4.0).†

(G22.63) BOARDING ACTIONS: A legendary doctor can accompany an attempt to capture a ship and, if not in an area where fighting is going on, can cure one wounded or dead (G22.61) boarding party per turn turn (crew units and militia take two turns). Note that because of his lack of proper facilities he is unable to cure full crew units each turn. He cannot accompany a hit-and-run raid.

(G22.7) LEGENDARY WEAPONS OFFICER

The weapons officer has several functions and can perform them simultaneously. These effects are cumulative with crew quality effects (G21.0). He must be in a control box (G22.13) to perform these functions. See also (G22.9). † See (G22.125).

(G22.71) ELECTRONICS: He can improve the ship's sensor, scanner, ECM, or ECCM value by one point. He can only improve one system per turn, but can shift from system to system on consecutive turns. The assignment is made in the Lock-On Phase. He can hold this ability "in reserve" and apply it during the turn, but it still must be redesignated at the start of the next turn.
(G22.711) If ECM or ECCM is increased, the extra point is not subject to the 6 point self-generated or received-from-lending limits, it is considered to be "natural" EW (D6.3143). The presence of such an officer does not, however, increase these limits.
(G22.712) His ability to reduce the scanner rating allows him to improve a scanner rating of one (due to damage) to normal 0, or a scanner rating of two to one, and so forth (D6.21). The legendary weapons officer could, possibly, improve the scanner factor to "-1." A "-1" scanner rating means that one is subtracted when calculating the effective range; see (D1.4) and (D6.2). The modifier is not used on targets closer than 8 hexes (true range). Note that overloaded weapons cannot be fired at true ranges greater than 8 (D6.126).

(G22.72) WEAPONS: A legendary weapons officer improves the effectiveness of the ship's weapons.
(G22.721) A legendary weapons officer improves the die roll by "1" for all direct-fire weapons fired by the ship (E1.812). This includes (G16.65). The result of a modified roll less than the minimum possible on the chart for the fired weapon is treated as the minimum possible result.
(G22.722) A legendary weapons officer adjusts the die roll of scouts to break seeking weapons by "1" in his favor (protecting a weapon his ship is guiding, or attacking a weapon if his ship is a scout).
(G22.723) A legendary weapons officer (on a mauler) adjusts the die roll in (G13.344) mauler vs cloaked target by -1.
(G22.724) The legendary weapons officer reduces shock damage (D23.532).

(G22.73) CLOAKS: A legendary weapons officer subtracts one from the die roll on (G13.37) when firing at a cloaked ship..

(G22.74) NON-VIOLENT COMBAT: A legendary weapons officer subtracts one from the the die roll to allocate NVC damage (D6.41); an adjusted roll of 0 is treated as 1. A die roll of 6 is treated as a 6. He has no effect on the die rolls for charts (D6.411) or (D6.412).

(G22.75) CAPTURED SHIPS: If on a captured enemy ship, he can roll a die for one weapon at the end of each turn (he must have been aboard the entire turn)†. A result of 1 or 2 means that the weapon has been unlocked and may be fired by the capturing crew. See (D7.55). This applies only on ships which have been completely captured (D7.50); it does not apply to a captured area of a ship undergoing a boarding action.

(G22.76) REPAIR: A legendary weapons officer can repair weapons. See (D14.251).

(G22.77) SELF-DESTRUCTION: A legendary weapons officer adds one to the chance of successfully self-destructing his ship in (D7.73).

(G22.8) LEGENDARY NAVIGATOR

A legendary navigator has several job functions, all of which are performed automatically and simultaneously. These functions can only be performed if he is in a control box (G22.133).

(G22.81) MANEUVER: A legendary navigator improves the maneuverability of the ship.
(G22.811) A legendary navigator improves the ship's turn mode category (C3.23) by one level (B to A; but A and AA are not improved).
(G22.812) A legendary navigator:
reduces the chances of asteroid (P3.223) or ring (P2.223) damage by one column;
subtracts one from the die roll for planetary collisions (P2.231);
lowers the cost of EM (C10.18) by 50%; and
improves the chances of the unit escaping an explosion (D21.56).

(G22.82) ENTRY: He can change the hex at which his ship enters a scenario published in the game by up to 20 hexes along the edge of the map. This does not change the starting position if this position is on the map.

(G22.83) WEAPON STATUS: He improves the die roll by one for purposes of (S4.25); see (S4.22).

(G22.84) NEBULA: For purposes of (P6.5), the ship only wanders on impulse #15, not on impulses #5 and #26.

(G22.85) LANDING: He can shift the die roll by one in the most favorable condition when crash landing (P2.4313) for each crew unit.

(G22.86) BONUS: He has a +1 bonus for die rolls for breakdown (C6.5) or quick reverses (C3.6), but can only use it once (for either, not each) per scenario. He can use it for any such maneuver; he does not have to use it for the first one. If it is to be used, it must be declared before the die roll is made. This modifier cannot be used when rolling for tumbling (C6.55).

(G22.9) LEGENDARY GROUND FORCES OFFICERS

Legendary captains, majors, engineers, and weapons officers can participate in combat as legendary ground forces officers (LGFOs). Also, legendary ground forces officers can be created independently. See (D15.45) for ground combat. Also see (D18.18). LGFOs cannot use (D21.3446).

(G22.91) COMMANDO: Actual legendary ground force officers, but not other officers serving in that role, can operate as commandoes.
NOTE: Majors can function as commandoes in their own right (G22.54), and legendary captains can function as Majors.

(G22.92) GROUND COMBAT: A legendary ground force officer has a die roll shift when assaulting or defending a ground base in (P2.752).

NOTE: Rule (G23.0) is the Lyran Expanding Sphere Generator and is found in Module C1.
The next rule in Advanced Missions is (G24.0) Scouts.

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(G24.0) SCOUT FUNCTIONS *(Commander's Level Rule)*

Certain units are specifically designed to conduct advanced electronic warfare tasks. These include scouts, bases, research/exploration/survey ships, long-range drone bombardment ships, PF tenders, and a few special units, such as the Kzinti SSCS.

The Federation E-3 SWAC shuttle (J9.0) is also capable of a limited number of scout functions and one special additional function. There is a scout version of PFs which has many but not all the abilities of a full scout; see (K1.75).

Within these rules, any unit that has special sensor boxes (and thereby scout function channels) is considered to be a "scout," although for purposes of (G21.01) only ships designated as scouts are considered scouts. Note that (G21.0) does not apply to PF or shuttle crews (K1.326).

Note that scouts do not move ahead of a fleet to find the enemy, but remain with the fleet and search for the enemy using electronic sensors.

(G24.1) SCOUT FUNCTION CHANNELS

(G24.11) SSD: Units capable of scout functions have a number of scout function channels (hereafter "channels;" the terms "channel," "special sensor," "scout functions," and "scout functions channel" are more or less interchangeable). This should not be confused with the "sensor track" (D6.11) that includes a series of boxes, each with a number included. As an example, the Klingon F5S scout has two special sensor boxes (hence two channels); the Federation scout has eight.

Each channel is shown by a box on the SSD sheet; the box may be marked "special sensors" or "SEN" and will usually include a number as shown at right:



(G24.12) CHANNELS REQUIRED: Each scout function requires the use of a channel; each channel can only be used on a given turn for one function. A channel can change functions every turn, without any delay between turns.

(G24.13) BLINDING SENSORS: The firing or launching of a weapon by the scout [except as listed in (G24.134) below] blinds one powered scout channel (G24.14) of that scout (ship) for the next 32 impulses. One weapon blinds one channel. When a channel is blinded, this means that it has temporarily ceased to operate; see (G24.33). There are no exceptions to this procedure unless specifically stated in unit descriptions. Even starbases use this procedure. The impact of a direct-fire or seeking weapon on a scout cannot blind a channel; however, see (G24.133).

(G24.131) If an unblinded but powered channel exists, and a weapon is fired, that channel (or one of those channels) must be blinded. If no unblinded powered channels exist, the player must extend the blinding of the powered channel that otherwise would recover first by 32 impulses from the current impulse. The blinding of a single channel cannot be extended by more than 32 impulses. If more weapons are fired than there are powered channels present, all powered channels are blinded for the next 32 impulses and the surplus firings have no effect.

NOTE: Unpowered channels can be blinded in some cases; see (G24.19).

(G24.132) The blinding takes place after the weapons fire is resolved. If the channel is not operating (not powered), it is not blinded and it could not be voluntarily blinded to avoid blinding a working channel. See (G24.14) for definition of powered sensors.

EXAMPLE: The standard tactic for a ship which has channels but must occasionally fire is to use them in pairs. On turn 1, a PFT's channel #1 is powered and used to lend EW to its PFs, while channel #2 is not powered. On impulse #32, the PFT fires all of its weapons, blinding channel #1. On turn 2, channel #1 is left unpowered during its recovery time, while channel #2 is activated to lend EW to the PFs. Unless the weapons fired on impulse #32 were plasma torpedoes launched in the Seeking Weapon Stage, the PFs would never be without EW support during a time when someone could fire direct-fire weapons at them.

(G24.133) If there is an explosion (a destroyed ship or an explosive mine; NOT the impact of a weapon or collateral damage) which causes damage points to the scout or its shields (even if offset by shield reinforcement), one channel is blinded for each 12 damage points from the explosion (drop fractions of 12-point increments) that extend into the scout's hex. This effect is also caused by certain types of terrain-induced damage, such as pulsars (G24.1813), neutron stars (G24.1857), and gravity waves (G24.1851).

EXAMPLE: An NSM that detonates next to a ship with operating scout channels would blind two channels with 24 points but would not blind a third with the remaining 11 points of the 35-point blast.

(G24.134) Some weapons blind special sensors, some do not.

(G24.1341) Weapons that DO NOT blind sensor channels include: phaser-3, ADD, suicide shuttle, scatter-pack, and drones launched from drone racks. Web generators do not blind sensors, although web casters and web fists do.

(G24.1342) Weapons which DO blind channels include everything not listed above. Launching all types of plasma torpedoes, including plasma-Ds and firing plasma bolts, will blind sensors. Web casters and snares would blind the sensors if fired as such but not if used as web generators. If a phaser-G fires more than once in an impulse, it will blind a channel (and will blind a channel every impulse it does so).

(G24.1343) Phasers larger than phaser-3s can be fired as phaser–3s to avoid blinding sensors; see (G24.34) and (E2.25).

(G24.1344) Probes fired for information [(D17.15) and (G5.2)] do not blind a channel; probes fired as weapons (G5.3) do blind channels.

(G24.1345) Each ESG that is activated blinds one powered channel at the time it becomes active.

(G24.1346) See (C13.941) for blinding caused by weapons fire of a ship docked to a ship with scout channels.

(G24.14) ENERGY REQUIRED: It costs one point of power to operate each channel. This is referred to as "powering," "activating," or "turning on" the channel itself, an action which is separate from providing additional points of power for specific scout functions (G24.2).

(G24.141) Channels cannot be powered by reserve power (H7.0); they must be powered during energy allocation.

(G24.142) This power lasts for the entire turn; the channel cannot be turned off (e.g. to avoid blinding) during the turn but could cease performing whatever scout function it was performing. A channel could be turned off involuntarily by (D22.0) but could still be blinded for the remainder of the turn.

(G24.143) Some functions, such as lending EW points (G24.21) and scout self protection (G24.28), require additional energy.

(G24.144) Unpowered channels cannot be used during that turn; they cannot be blinded while inactive (G24.132), but might have been blinded previously.

(G24.145) During the period it is blinded, a channel can be powered but cannot function.

(G24.15) ARC: All channels are able to function in a 360° arc from the ship. They can be blinded by weapons fire (by the scout unit) in any direction or by explosions from any direction.

(G24.16) PROHIBITED USE: A scout cannot use any of its channels while it is performing erratic maneuvers (C10.52), while it is cloaked [(G13.515) except for (G24.28)], or while it has an operating WW (J3.403).

(G24.161) Special sensors require the ship to have active fire control (D6.623) and a lock-on (D6.124) to the object on or against which the channel is performing its function (e.g. there must be a lock-on to a drone in order to attract it or break its lock-on). Unless specifically superseded in the description of a particular scout function, such as in (G24.28), a channel cannot be used while the scout is employing passive fire control (D19.0).

(G24.162) While the above conditions will prohibit the use of the channel, it may still be activated (G24.14) and have power allocated to support its scout functions (G24.2), pending a change in conditions permitting the actual use of the channel.

(G24.17) DESTRUCTION: Special sensors are destroyed on the hits for the weapons they replaced, or as specified by the ship description. If the channels are destroyed on phaser hits, direction (D4.321) is ignored. Special sensors have a relatively high priority in taking required weapon hits; see (D4.322) and Annex #7E. Also see (G24.331) for the effects of destroying a special sensor.

(G24.18) TERRAIN, WEB, BLOCKED ARCS: Terrain (and some other situations) have a degrading effect on special sensors, and may block their use entirely. Note that many terrain types generate "natural source" ECM (D6.3143), which, by providing additional protection to these targets under the normal EW rules, will also reduce the net effect of some scout functions [e.g. (G24.29)].

(G24.181) TERRAIN (OBJECTS): Some objects block the use of special sensors or degrade some aspects of their function.

(G24.1811) Planets: As most scout functions require effective lock-ons, the procedures in (P2.322) will apply to special sensors, e.g. if lock-on is lost, the special sensor will not be able to perform the designated function until lock-on is regained. See also (G24.1815).

(G24.1812) Black holes add ECM which may interfere with the collection of tactical intelligence (P4.24).

(G24.1813) Pulsars may blind channels through damage [(G24.133) and (P5.2)] and provide EW jamming (P5.355).

(G24.1814) Atmospheres will degrade scout channels through ECM (P2.5). The special sensors of a base deployed on a planetary surface will ignore the effects of atmosphere, in a manner similar to (P2.722); see (P2.736).

(G24.1815) Special sensors will not function if a direct line to the object(s) of the operation (e.g the drone being identified, the ship receiving lent ECM, the ship receiving lent ECCM *and* its target) is blocked by a planet or a large moon [assuming that it breaks lock-on (P2.3221)] or passes within two hexes of a pulsar (P5.0) or black hole (P4.0).

(G24.182) Special sensors will function through a web (G10.64).

(G24.183) Asteroids have a degrading effect on special sensors. Each hex of asteroids counts as two hexes of effective range for purposes of the special sensor range limits in functions (G24.21), (G24.22), (G24.23), (G24.25), and (G24.27). Use the largest number of asteroids on the most direct path (i.e. a path that includes only hexes on a direct line-of-sight).

(G24.1831) Asteroids [(P3.33) and (P3.35)], ring material (P2.223), and dust clouds (P13.4) add ECM which may interfere with the collection of tactical intelligence (G24.29).

(G24.1832) See (P3.432) for the effect of being docked to a large asteroid, e.g. there is no lock-on through the blocked arc so no scout function can be performed through that arc except to the large asteroid (or possibly a unit on the asteroid if such unit is on the same side of the asteroid as the lending scout) itself. Note that performing a scout function on or to the asteroid (as opposed to a unit on the asteroid) would be a special scenario rule (e.g. looking for some object or mineral, etc.).

(G24.184) Scout functions cannot be performed by or on a unit docked inside another unit (C13.4842) or by a unit docked externally to a base (C13.764).

(G24.1841) Scout functions cannot be performed through a blocked arc; see (C13.941) and (C13.72) [the latter of which applies only to using scout functions onto a unit docked externally to a base since the docked unit itself cannot use scout channels (C13.764)].

(G24.1842) PF scouts cannot use their scout functions while held in mech links or on a landing pad; see (K1.75) and (K2.43).

(G24.1843) This prohibition includes Andromedan satellite ships inside hangar bays (G19.27).

(G24.1844) Shuttles with scout functions [e.g. SWACs (J9.0)] cannot use these functions while in/on a shuttle bay, landing pad, a balcony, or mech links.

(G24.185) TERRAIN (ZONES): These have additional affects on scout sensors as follows:

(G24.1851) Gravity waves may blind channels through damage; see (G24.133) and (P9.12).

(G24.1852) Nebulas prevent all use of scout channels (P6.6).

(G24.1853) Novas and supernovas affect scout channels through the effects of other terrain types (P12.5).

(G24.1854) Radiation zones limit the range at which tactical intelligence may be gathered (P15.6) by eliminating the scout column on the chart and forcing scouts to gather intelligence as non-scout ships.

(G24.1855) Ion storms have the effects of both radiation zones (P14.1) and sunspots (P14.3). If stronger than normal gravity waves (P14.2) are in evidence (perhaps under a special scenario rule), blinding under (G24.133) may also occur.

(G24.1856) See (P15.5) for neutron stars, (P10.5) for white dwarfs.

(G24.1857) Heat zones do not have any effect on scout channels.

(G24.1858) Sunspot activity will severely degrade the use of some scout channel functions; see (P11.3).

(G24.19) WYN RADIATION ZONE: Passing through the WYN radiation zone (P7.26) blinds channels. The channels will remain blinded for ten turns after the ship leaves the zone. This blinding occurs irrespective of whether or not the channels were activated (powered) while the ship traversed the zone. This is due to the intensity of the radiation in the zone.

(G24.2) SCOUT FUNCTIONS LIST

The specific functions that scout sensors can be used for are listed below. EW shifts cannot affect any of these functions except where noted. Each channel may perform only one of these functions each turn.

These scout functions are sometimes referred to by the suffix of their primary rule numbers, e.g. "scout function #21" refers to lending ECM or ECCM (G24.21). While other units may have capabilities which are similar to scout functions (e.g. the EW lending capability of MRS shuttles), these capabilities are not regarded to be "scout functions," unless their specific rules indicate that they are.

(G24.21) LENDING ECM OR ECCM: Scouts can "lend" additional electronic warfare (ECM and/or ECCM) points to another ship (or some other units noted below) on the same side and can jam an enemy unit (G24.219). Scouts can also "lend" ECM points to themselves using these procedures, but this is under the additional requirements of (G24.28). See (M4.44) for captor mines.

NOTE: MRS shuttles (J8.0), SWAC shuttles (J9.0), electronic warfare fighters (EWFs) (R1.F7), and carriers (J4.98) have similar lending functions which are covered in their specific rules.

(G24.211) GENERATING EW POINTS: Channels can lend ECM or ECCM generated by the scout, but channels do not generate EW points themselves. (Some players have incorrectly assumed that the one point of energy spent to operate the channel automatically produces six points of electronic warfare without any cost.) Lending six points of EW costs seven points of energy; one to operate the channel (G24.14) and six for the six points of EW. EW points are generated under the provisions and limitations of (G24.31). EW which will be lent at the beginning of a turn must be announced in the Sensor Lock-on Phase and takes effect at that point.

NOTE: Changes in EW status must be announced as they occur in the event of damage which destroys a sensor, or reduces available power under (D22.0), or if voluntarily adjusted in the Lock-on Stage (lending) or the Fire Allocation Stage (a unit's own EW). If not using (D17.0), the specific unit with special sensors and the unit to which it is loaning EW must be identified as part of the announcement.

(G24.2111) These points must have been produced by the scout on the current turn. A given electronic warfare point can only be used by one unit [exception, (G24.213)]; if it is lent to another unit, the scout cannot use the EW itself and cannot lend it to a second unit.

(G24.2112) A scout must use at least one channel for each unit it is lending points to [exception (G24.213)]; if a channel is used for this purpose, it cannot be used for any other purpose during the remainder of the current turn. A given channel can only lend a maximum of six points of EW (ECM and ECCM combined). As (D6.3144) limits the maximum EW received from lending to six ECM and six ECCM, a scout would need at least two channels to lend the maximum EW to a given unit. As long as both channels were from the same scout, this would count as a single source for purposes of (J4.922). See also the limit of one channel for self-protection (G24.282).

EXAMPLES: A given channel could be providing 3 ECM and later in the same turn 3 ECCM could be added to it, but that one channel would be required to drop the ECM in order to loan 6 ECCM.

(G24.2113) Each electronic warfare point is generated during a turn and lasts for the remainder of that turn, unless the point is dropped by the scout or the channel lending the EW point ceases to operate (G24.33); see (G24.13) and (D22.0) for possible exceptions.

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(G24.2114) A scout could generate EW points and hold them in readiness during the turn that they are generated, lending them to a unit later during the turn (assuming that channels were available). This does not prevent the scout from loaning some points at the start of a turn and holding others in readiness. This generation of EW points could also be done with reserve power (H7.2). Scouts can deploy ready electronic warfare points in the Lock-On Stage of the Impulse Activity Segment. Whether a given EW point is ECM or ECCM, and which unit it is used to support (the scout or lending), is designated at the time that the point is actually used (G24.312). Note that reserve power cannot activate a sensor (G24.141), but can be used by an active sensor as outlined in this rule. Also note that points from allocated power held as "ready" points can only be used for the scout itself by means of (G24.28).

(G24.2115) The lending of EW points (which unit is lending, which is receiving, how many channels are in use, and how many points of each type are involved) is always known; see (D17.194).

(G24.2116) Power allocated for EW points is regarded as a continuous expenditure which is "operating" if the EW points are being lent and "available" if they have not been lent; see (D22.1).

(G24.2117) EW points held in readiness under (G24.2114) can only be used as EW points for lending purposes under (D6.3144) and (D6.3145) [using the procedures of (G24.21) and (G24.28)]. They cannot be used as EW points under the unit's "generated" EW limit (D6.3141). Similarly, EW points "generated" under (D6.310) cannot be used as EW points for lending purposes. See (G24.31).

(G24.212) LENDING EW POINTS: A scout can lend its electronic warfare points to a unit either during the Sensor Lock-On Phase at the beginning of the turn (plotted secretly and announced simultaneously with all other EW declarations) or, if held for later use (G24.2114), during the Lock-On Stage of any Impulse Activity Segment (plotted and announced simultaneously, prior to any rolls for lock-on itself). Note that EW lending adjustments during the Lock-On Stage of an Impulse Activity Segment occur a number of steps before adjustments in self-generated EW points, which occur in the Fire Decision Step (D6.315).

(G24.2121) Unless its EW points are dropped (G24.2113), a scout will continue to lend its EW points for the remainder of the turn (G24.2122). If the receiving unit is temporarily unable to receive these lent EW points, perhaps because it has moved out range (G24.2181) or because the scout has temporarily lost a lock-on to the receiving unit (such as if either unit cloaked) or is otherwise prohibited (e.g. if either unit launched a wild weasel), once normal conditions are restored, the same lent points would be available to the receiving unit (for the remainder of the turn). See (G24.218).

(G24.2122) A scout may voluntarily drop EW points during the Lock-On Stage of an Impulse Activity Segment, possibly to permit a channel to lend additional points of the other kind (these additional points could be provided during the same step that the old ones are being dropped). Energy balance due to damage (D22.0) may also require the dropping of lent EW points, which will be dropped immediately upon rebalancing power. Dropped EW points are lost and cannot be used; new points can be generated in the next turn. A similar result happens when the channel itself ceases to operate; see (G24.33).

(G24.2123) A scout cannot shift lent electronic warfare points from one unit to another or from itself to another unit.

EXAMPLE: A Klingon F5S scout generates 15 points of electronic warfare and activated both of its special sensors during Energy Allocation of a given turn. It designates 6 of these points as ECM for its own protection [this does not require a channel as it is normal ECM under (D6.3141); it is not being done under (G24.28)]. The F5S then uses channel #1 to lend 3 points of ECM to a D7 during the Sensor Lock-On Phase. The other 6 points, and channel #2, are kept in readiness. Later in that same turn during a Lock-On Stage, the scout lends 2 points of ECCM to the D7 so that some drones it is guiding will have a better chance to hit their target on the next impulse. This still uses channel #1. Ultimately, the D7 is destroyed. The 5 points lent to it are lost; they cannot be transferred to another ship. Still during the same turn, the scout uses channel #2 during a subsequent Lock-On stage to lend its last 4 points as ECM to a D6 in an effort to protect it from a Federation CA which is in position to fire its photon torpedoes.

(G24.213) PF TENDERS can use one of their channels to lend electronic warfare points to any (or the same points to all) of the PFs of a given flotilla originally carried by that tender; see (K2.52) for procedures and restrictions.

NOTE: PF scouts have some specific abilities and limitations; see (K1.75).

(G24.214) SEEKING WEAPONS: A scout cannot lend EW points to a seeking weapon (even a seeking shuttle), but can lend ECCM to the unit guiding that seeking weapon. Note that offensive EW (G24.219) can create some of the effect of loaning such units ECM. While ECM drones can lend to a seeking weapon (FD9.2), this is a different system than scouts use.

(G24.215) PROHIBITED: EW points cannot be lent to a monster or to a planet, or any other terrain feature not specifically allowed in its description. Note that offensive EW (G24.219) can create some of the effect of loaning such units ECM. EW points could be loaned to a base on a planet within the limits of the other rules.

(G24.216) LIMIT: Note that (D6.3144) limits the number of EW points that a unit can receive from scouts [and other sources, including ECM drones (FD9.0), MRS (J8.0) or SWAC shuttles (J9.0), etc.].

(G24.217) SHUTTLES, PFs: Scouts can loan EW points to a specific fighter (or any shuttle), but cannot lend to an entire squadron as a carrier or EWF (or SWAC or MRS) could (J4.9).

(G24.2171) Scouts can loan EW points to a specific PF, but not to an entire flotilla as a PFT (K2.52) or PF-scout (K1.75) could.

(G24.2172) In each case, a carrier, MRS, SWACS, EWF, PFT, or scout PF cannot re-lend points that it received by lending from a scout.

(G24.2173) PFTs and PF-scouts require channels; carriers, MRSs, SWACSs, and EWFs do not. Carriers with special sensors (e.g. Fed CVL, Kzinti SSCS) use the normal carrier-EW procedure (J4.93) to lend to their squadrons; they alternatively could use a channel to lend to one fighter as above.

(G24.2174) Non-fighter shuttles can receive EW from lending and are under the single-source restriction of (J4.922), but are not otherwise treated as fighters. They cannot have EW pods (J4.996), cannot be lent EW by the ship they operate from by the (J4.93) system, and are never part of squadrons. They can receive a maximum of four points of ECM and four of ECCM. Note that MRS shuttles are fighters for some cases and not for others; see (J8.0) for specific cases.

(G24.218) LOCK-ON: Scouts cannot lend ECM to a unit unless they have a lock-on (D6.11) to that unit. Scouts cannot lend ECCM to a unit unless they have a lock-on to that unit, and this ECCM does not count unless the scout also has a lock-on to the target. Self-protection (G24.28) does not require the scout to have a general lock-on.

(G24.2181) The receiving unit must be within 15 hexes to receive EW points from a scout. The target of the receiving unit's fire must be within 100 hexes of the scout for the receiving unit to use any ECCM it received from the scout.

(G24.2182) MRS shuttles use a slightly different system; see (J8.41). SWAC shuttles also use a slightly different system; see (J9.11).

(G24.219) OFFENSIVE EW: Scouts can, in effect, lend "negative EW" to an enemy unit. This is called offensive electronic warfare, offensive EW, or O–EW.

(G24.2191) The scout must be within 15 hexes of and have a lock-on to the target of this offensive ECM.

(G24.2192) Each channel can, within the rules above, lend O–EW points to one enemy unit (base, PF, etc., NOT a seeking weapon or a shuttle), up to a maximum of six points (D6.3145) from any and all sources.

(G24.2193) O–EW counts as ECM for all targets *OF* that specific enemy unit. This six points is in addition to any other EW points the target may have [lent by friendly scouts (D6.3144), generated by the unit itself (D6.3141), natural sources (D6.3143), or built-in (D6.3142)]. The target unit cannot refuse to accept this ECM, but it has no effect on the target's ability to receive friendly lent EW as these are under separate limits.

(G24.2194) Including offensive–EW, a single unit may have up to 18 points of EW being lent to it at one time and could generate six more points itself. Note that natural EW (D6.3143) is not included in this limit.

(G24.2195) No ECCM can be lent under this rule.

EXAMPLE: A Kzinti scout uses one channel to lend ECM to a Kzinti cruiser, giving it some protection (a die roll shift) from all Klingon ships in the battle. The scout uses another channel to "lend" three points of O–EW to the Klingon D7C command cruiser, giving it a penalty (a die roll shift) when firing at any Kzinti ship, shuttle, or drone. The Klingon D7C counters this in the Fire Allocation Step by using batteries to generate three points of ECCM (it had none generated previously). The Kzinti had hoped the Klingon would do this (it is why he initially allocated only three points of offensive EW). On the following impulse, the Kzinti uses a point of ready EW power to impose another point of offensive EW jamming on the D7C, which (in this case) provides a +1 shift.

(G24.22) BREAKING LOCK-ONS: Scouts can attempt to break the lock-ons of enemy drones. All references to "drones" in (G24.22) also apply to seeking shuttles (FD1.8). This function will not affect PPD wavelocks (E11.15).
(G24.221) Each channel can make three attempts per turn; if used for this purpose, it cannot be used for any other purpose during the remainder of the current turn. The three attempts can be on the same drone or different drones, but cannot be made on the same drone in a single impulse. Two (or more) channels could make an attempt on a single drone during a single impulse, but all attempts must be committed by the player before the actual die roll is made for any of them. Aegis (D13.0) cannot be used with this or any other scout function.
(G24.222) The target drone must be within 15 hexes.
(G24.223) To break the lock-on, the scout player designates the drone in question and rolls one die. If the result is less than four, the drone has lost its tracking and is removed from the map. Seeking shuttles are not removed from the map; they go inert (FD1.72). See also (G21.135), (G21.235), (G22.33), and (G22.72) for the effects of crew quality and legendary officers.
(G24.224) Once lock-on is broken, control of the drone cannot be transferred (F3.5) to another unit or released (F3.4) to the drone's own ATG systems (FD5.2).
(G24.225) Ballistic drones (F4.0) are not affected by this procedure.

Warp-seeking (type-VI dogfight) drones (FD5.131) which have achieved lock-on are not affected by this procedure.

Plasma torpedoes (including plasma-Ds) are immune to this function.

(G24.23) ATTRACTING DRONES: Scouts can distract drones [and seeking shuttles (FD1.8)] within 15 hexes and cause them to accept the scout as their target (they still behave normally). (There is no way to "temporarily" attract a drone using this procedure.) Once it accepts the scout as the target, the normal drone rules apply. This function will not affect PPD wavelocks (E11.15).

NOTE: All references to "drones" in this section (G24.23) also apply to seeking shuttles, unless specifically stated otherwise; see (FD1.8).

TACTIC: A scout will often attract seeking weapons aimed at key units and draw them into areas where other ships could destroy them. Since the scout is usually to the rear of the formation, the combat ships could then engage the drones with non-facing weapons. In an emergency, a scout might attract a large number of such weapons and then use a WW (or allow itself to be hit). In practice, it would be simpler to just break their lock-ons. One favorite trick is to attract an enemy ECM drone, which will stop lending ECM to the original target ship (or the drone wave it was traveling with) the moment it accepts the scout as its target.
(G24.231) It takes one channel to attract one drone; if used to attract a drone, the channel cannot be used for any other purpose during the remainder of the current turn.
(G24.232) If the channel that was used to attract drones is blinded or destroyed, the drones remain targeted on the scout and will not return to their former target. (Note that, as a channel can only attract one drone each turn, the only way it could attract more than one drone would be to perform this function on two or more separate turns.) If the scout voluntarily shuts down the channel, the weapons remain targeted on the scout. If the scout uses a WW, the normal WW rules apply (J3.0).
(G24.233) Dogfight drones [(FD5.131) and (XFD2.5)] that have achieved their own lock-ons, ballistic drones (F4.0), and plasma torpedoes (including plasma–D) are immune to this function.
(G24.234) The scout must be within 35 hexes of the unit controlling the drone in order to attract it. This range limitation applies only at the time of transfer. Note that if the scout is then moved to a range of more than 35 hexes from the controlling unit, the drone will lose tracking (F3.31) and go inert (FD1.7), unless it is capable of self-guidance and within 8 hexes of the scout at that time (F3.42). A scatter-pack (or MW drone) which has accepted the scout as its target is subject to (FD7.345).

(G24.24) CONTROLLING SEEKING WEAPONS: Scouts can use one of their sensors to control up to six seeking weapons, in addition to (and irrespective of) whatever weapons the scout can normally control (F3.2). No more than one sensor channel per scout can be used for this purpose in a given turn. EW shifts may reduce the damage from these weapons (D6.36), but will not reduce the ability to control that number of weapons.

EXAMPLE: A Hydran scout, with no seeking weapons and control equal to one-half of its sensor rating (normally 6), could control 3+6 seeking weapons. A Klingon scout (with drone racks) could control 6+6. The Kzinti medium scout, which can inherently control a number of weapons equal to double its sensor rating, can use one channel to increase this to 18 weapons. (This assumes that none have had their sensor ratings reduced by damage.) The ability of a special sensor to guide six seeking weapons is not affected by damage to the scout's sensor rating so long as a lock-on is achieved (D6.11).
(G24.241) If a channel is used for this purpose, it cannot be used for any other purpose during the remainder of the current turn.
(G24.242) If the specific channel performing this function is blinded, the ship must immediately release (F3.4) or transfer (F3.5) the tracking of weapons in excess of those equal to the normal sensor rating limit.
(G24.243) The scout guides the seeking weapons within the limitations of (F3.31); e.g. maximum range of 35 hexes.

(G24.25) IDENTIFYING SEEKING WEAPONS AND SHUTTLES: Scouts can use their channels to identify seeking weapons and shuttles. They can also identify mines (M7.52).
(G24.251) One lab box must be assigned to each channel used for this purpose; the combination can make four attempts at identification. If used for this purpose, the channel and lab cannot be used for any other purpose during the remainder of the current turn.
(G24.252) The attempts can be made against the same or different seeking weapons or shuttles; all attempts must be declared before any are resolved. These attempts may be made on the same or on different impulses. The target seeking weapon or shuttle must be within 15 hexes of the scout to be identified. For each attempt, roll one die. If the result is less than four, the owner of the seeking weapon or shuttle must provide the information in (G4.23). This die roll is not affected by EW, but may be affected by legendary science officers (G22.33), or by poor (G21.135) and outstanding (G21.235) crews.

(G24.26) DETECTING MINES: If a scout uses one of its channels to detect individual mines, its detection range in (M7.32) is increased to 10 hexes. If the channel is used for this mission, it cannot be used for any other purpose during the remainder of the current turn.

Scout PFs are limited to 6 hexes by (M7.322).

SWACS can use their sensors for this; see (J9.12).

(G24.27) GATHERING INFORMATION: A scout can use its channels to gather information about monsters or other scientific phenomena.
(G24.271) The scout can perform this function during any impulse. Each channel with a lab assigned to it gathers 10 points of information if the object of study is anywhere within 15 hexes. A scout must have one undestroyed/uncaptured lab box [or substitute (G4.3) under the limitations of that rule] for each channel used for this purpose. This intention must be announced at the beginning of the turn.

Exception: A control space used for this function under (G4.3) will still function as a control space for purposes of keeping the ship under control (G2.2).

See (G4.1) for using labs without special sensors to obtain scientific information.
(G24.272) Each channel can be used for this function only once per turn. If a channel and lab are used to gather information, neither can be used for any other purpose during the remainder of the current turn.

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(G24.28) SELF-PROTECTION: A scout can "lend" up to six ECM points to itself [even if it is on passive fire control (D19.12) and, technically speaking, doesn't have a lock-on to itself] by using one channel as in (G24.21). This function is the only one that can be performed by a cloaked scout (G13.515).
(G24.281) If a channel is used for this purpose, it cannot be used for any other purpose during the remainder of the current turn. This effectively increases the amount of ECM a scout can use to 12, but is still under the lending limits of (D6.392) and (D6.3144), which would mean that the scout cannot receive loaned ECM from other units (ECM drones, SWAC or MRS shuttles, starbases, etc.) if it is loaning itself 6 points of ECM. It could receive enough lent ECM points to have a total of six lent ECM points if it was not lending itself the full total of 6 points of ECM.
(G24.282) Only one channel can be used for this purpose. This rule provides a partial exception to (G24.2112).
(G24.283) Scouts cannot lend ECCM to themselves.

(G24.29) TACTICAL INTELLIGENCE: This function is described in (D17.121). It does not cost extra energy, but the channel itself must be powered (G24.14).
(G24.291) If a channel is used for this purpose, it cannot be used for any other purpose during the remainder of the current turn.
(G24.292) A ship with scout channels assigned to this function uses the "scout" column on (D17.3). Prolonged observation (D17.25) requires a channel to be continuously operated for this purpose. If a channel is not powered and assigned to this function, the scout gathers tactical intelligence as a normal ship. This function can be affected by EW shifts; see (D17.26).
(G24.293) SWACS can use the SWAC column in (D17.3) if they dedicate a channel to this function. If they do not dedicate a channel for this, they are treated as MRS shuttles.
(G24.294) Scout PFs count as SWACS (D17.122) if they have a channel dedicated to this function.

(G24.3) ADDITIONAL SCOUT SHIP RULES

(G24.31) GENERATING EW POINTS: Scouts can use any amount of energy (G24.14) that they have available to generate ECM or ECCM points, but due to the limits of (G24.311), most of the points generated will probably be for use in lending (G24.211). (Note that non-scout ships cannot generate more than six total points of ECM and ECCM combined.)
(G24.311) Scout ships cannot USE more than 12 points of self-generated electronic warfare for their own benefit. Of these 12 points, 6 (which can be ECM or ECCM or any combination that totals 6) are the normal EW any ship can use (D6.310). The other 6, which can only be ECM, can be used only as a function of self-protection jamming (G24.28).
(G24.312) Whether a given EW point is ECM or ECCM, and which unit it is used to support (the scout, or lending), is designated at the time that the point is actually used. See (G24.2114) for details, and for restrictions on self-use.

(G24.32) OTHER SCOUT FUNCTIONS: There are other functions of special sensors which do not appear on the (G24.2) list because of their nature. They include the following:
(G24.321) Scouts with working special sensors raise the weapons status of fleets they are a part of (S4.22). A PF scout counts for this purpose only for the units in its flotilla, its PF tender, and any fighters operated by the tender. See (K1.75) and (K0.3). As this function is never used after the scenario begins, no specific rules for performing it are necessary at this time. Such a function may be defined in Module V.
(G24.322) A scout with active channels increases the range required for disengagement by separation; see (C7.23).
(G24.323) A scout with sensors set for certain functions is more likely to detect a hidden ship; see (D20.232).

(G24.33) CEASING OPERATIONS: The use of special sensors (a.k.a. scout channels) can be terminated by several different methods. Ceasing operations by any method means ending whatever function that channel was performing and losing all power applied to that channel. Such lost power is treated as "expended" under (D22.0).
(G24.331) If the scout channel is destroyed or blinded (G24.13), whatever function that channel was conducting is terminated at the end of the current Segment of the Impulse Procedure of the Sequence of Play (e.g. Direct-Fire Weapons Segment).

EXAMPLE: A scout is using a channel to provide ECM to another ship. At the end of the Segment that the channel is destroyed, in this case the Movement Segment (as the damage was caused by the impact of a seeking weapon), the receiving ship loses the ECM it had been receiving prior to the impact of the weapon.

(G24.332) A scout can voluntarily shut down a channel at any time, ending whatever function it is performing immediately. [Note that drones which have accepted the scout as a target under (G24.232) will continue to track the scout normally once the scout has attracted them.] The channel will remain "active" for purposes of blinding under (G24.13) until the end of the turn. Only channels that have not been activated during the current turn are immune to blinding. A scout may be forced to shut down a channel in order to perform energy balance due to damage (D22.0).
(G24.333) If a unit performing scout functions moves out of range (or the target of the function does), moves behind an object which blocks line of sight (or the target of the function does), or if the scout shuts down its fire control, the function is suspended immediately. If the target (or the scout) moves back into range, if the line of sight is no longer blocked between the scout and the target, or if the scout's fire control is active again, and the function was a continuous expenditure (such as loaning EW), the function is immediately resumed from that point to the end of the current turn. If an MRS or SWAC shuttle lands aboard a ship (or a scout PF docks), it ceases providing EW immediately.
(G24.334) In the event that a channel ceases to operate through voluntary termination of its function, any EW points currently being lent [(G24.21) and (G24.28)] by that channel are dropped (and lost) at the same time the channel ceases to function.

(G24.34) LOW-POWERED PHASERS: Using (E2.25), a scout ship can fire its phaser-1 or phaser-2 weapons as phaser-3s in order to defend itself without blinding its channels (G24.134), or simply to save power. (Note that a base could fire its phaser-4s as phaser-3s in this manner as well.) Any ship can use (E2.25), but scouts have an extra reason to.

(G24.35) BPV: The BPV of scout ships and PF-scouts is expressed on the chart as A/B, where A represents the economic value (what it costs to build) and B represents the combat value (how well it can fight). If a scout ship is used alone, it uses these values as they are stated. If it is used with other non-scout ships on the same side, the reduced combat BPV is ignored and the economic BPV is used for both purposes. This procedure does not apply to the Federation SWACS shuttle (J9.0).

(G24.36) TACTICAL INTELLIGENCE: Whenever a special sensor box performs a scout function, the owning player must identify which box on which unit is performing that function. This applies whether or not tactical intelligence (D17.0) is being used.

(G25.0) COMBAT CARGO TRANSFER *(Advanced Rule)*

The general concept of moving objects from one ship to another is covered by these rules. In Basic Set, transferring cargo from one ship to another was handled only abstractly. These rules define this in more detail. Most transfers are made in non-combat situations (not covered by scenarios), when there is time to do things carefully. The cargo transfer rules given here assume a combat situation in which only the most important items are transferred.

(G25.1) CARGO SPACES

Each cargo box on an SSD comprises 50 "spaces" of cargo (except as noted below). A "space" is a unit of volume and mass; it includes the packing/crating material and room for the cargo handling crews to move around in the hold.

(G25.11) CARGO CHART: Annex #7K lists the number of spaces occupied by various items in the game which players may, from time to time, have reason to move from one ship to another. Players should note that the "spaces" on a drone rack are equivalent to the "spaces" in the cargo holds, ergo, 50 one-space drones can be stored in a normal non-Orion cargo box.

(G25.12) PIRATES: The cargo boxes on an Orion Pirate warship are designed to carry expensive high-density items, not bulk cargo. For this reason, they are smaller than the boxes on other ships.

The cargo boxes on pirate-operated freighters, Q-ships, and free traders have the normal 50 space points. Those on all other pirate warship classes (including Slavers) hold only 25 space points. Regardless, cargo boxes on pirate ships are treated the same as any other cargo boxes for all other purposes. It has been assumed that pirates are only moving part of the contents of each cargo box, but are taking the high value items. Most of the cargo volume will be filled with ore, grain, or other bulk commodities, while the remainder will comprise electronic parts, reactor fuel, and luxury items.

Certain other ships (including non-Orion ships) in future products may be designated as having this type of cargo box.

(G25.13) SHUTTLES: Shuttles can transport cargo.
(G25.131) An administrative (or GAS, MSS, MLS) shuttle can carry 15 spaces of cargo (plus its flight crew, i.e. pilots). This is reduced to 5 spaces if a crew unit is also carried and to 0 if the shuttle is overcrowded (G9.141). An MLS can only carry 8 space points of mines when rigged to lay them; it could carry more as cargo but would be unable to lay them. An MLS can only be rigged in one fashion at a time, to carry cargo (possibly including mines as cargo) or to carry fewer mines for laying (which can be transported as cargo).
(G25.132) An MRS can carry 20 spaces of cargo including its pilots and operators. This is reduced to 5 if a crew unit is also carried and to 0 if the shuttle is overcrowded (G9.141). SWAC shuttles can carry only 5 spaces of cargo; this is reduced to zero if a crew unit or boarding party is also carried. An MRS can carry up to 20 spaces of mines (J8.2) but is under the same restrictions as an MLS (G25.131); in mine-laying mode, it is limited to 8 cargo spaces.
(G25.133) An HTS can carry 50 spaces of cargo plus its flight crew. Reduce this by 20 spaces for each crew unit carried and to 0 if the shuttle is overcrowded (G9.143).
(G25.134) While not specifically covered here, a fighter is capable of transporting individual small objects (e.g. a replacement dilithium crystal or a computer tape, but not a cloaking device). As a rule of thumb, anything you could hold in your hand, pocket, or lap while driving a car at highway speeds would be possible for a fighter pilot.

A two-seat fighter could carry four cargo spaces in the back seat, but there would be no one to operate any special systems [EW fighter (R1.F7), drone control (J4.43), etc.], and those capabilities are lost until the fighter has returned to its carrier to have a deck crew spend on action reinstalling the systems and helping the GIB (Guy In Back) get in. This is intended for special scenario rules (i.e. items such as dilithium crystals which are a victory condition in some scenarios, spare parts, etc.). It is most definitely NOT possible to place the following items in the back seat of a two-seat fighter: drones (including half-space drones), anti-drones, fighter pods, mines, warp booster packs, crew units, deck crews, or BPs. Items carried in the back seat can only be removed while in a shuttle bay.

There are no "cargo fighters," although one way to transfer drones to another ship is to have a fighter land on it with them.
(G25.135) Shuttles cannot carry other shuttles as cargo. Shuttles can only carry cargo which can be divided into units of 4 cargo points or less. HTS shuttles (R1.F5) have some exceptions defined in those rules (e.g. ground vehicles).

(G25.14) CARGO PFs: The cargo boxes on cargo PFs hold only 25 points of cargo.

(G25.2) CARGO TRANSFER

Cargo can be transferred by one of three methods:

(G25.21) TRANSPORTERS: Each transporter can transport 10 cargo spaces per operation.
(G25.211) Transporters cannot transport an item larger than 10 cargo spaces [or 2.5 spaces if explosive ordnance (G25.3)]. Thus, two transporters could not work together to transport a large mine; five could not work together to transport a shuttlecraft.

Exception: Two can transport a ground vehicle, but this is designed to be transported in two sections and requires one turn to assemble. A third transporter is required to move its crew and one BP of passengers; see (D15.82).
(G25.212) Cargo can be transferred during catastrophic damage at the higher rates (D21.224); the owner decides the priority between people and cargo.
(G25.213) Andromedan satellite ships are transported by a special system which cannot be used for cargo. The Andromedans do, however, have cargo pods [(R10.18) and (R10.19)] which can be used to hold cargo and which can be transported as a complete unit, allowing the entire pod to be transported as a means of transferring cargo.

(G25.22) SHUTTLECRAFT: Each deck crew of a ship (J4.814) can load or unload up to 16 cargo spaces per turn onto/off of a shuttlecraft.
(G25.221) One space point of cargo is loaded or unloaded every second impulse that the shuttle is on the ship. This is done during the recover/launch steps and cannot be done on the impulse during which or after which the shuttle lands or during which or before which the shuttle is launched. This applies to cargo, not to weapons available for use (such as drones on an SP).
(G25.222) Only one deck crew can load cargo on a single space shuttle on any turn. Two deck crews can load cargo onto an HTS on the same turn. Cargo cannot be loaded and unloaded during the same impulse. Shuttles in overcrowded (J1.643) or destroyed (J1.662) bays cannot have cargo loaded on them or off-loaded from them. Rule (G25.231) applies.

EXAMPLE: An administrative shuttle lands on a cruiser on impulse #16. It loads one point of cargo on each of impulses #18, #20, #22, and #24, then launches on impulse #26.

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(G25.23) DIRECT TRANSFER: This method requires that the two units be docked, as in a ship docked to a base or two ships docked to each other. This is done in the Marines Activity Stage 6B7 of the Sequence of Play. The transfer rates are:

CONDITION	Spaces per turn
Ship docked inside base	128
Ship docked outside base (or inside FRD)	64
Andro satellite ship inside mothership	32
Ship docked to ship	16
PF docked internally or to mech link	4
PF docked externally to ship or base	2

This is the total transfer rate between the two units, including cargo moving from unit A to unit B and vice versa. Various conditions, which are cumulative, affect these rates.

NOTE: See (G25.3) for explosive ordnance.

(G25.231) If boarding party combat (D7.0) is taking place on either ship [in the area or adjacent to the area in which cargo is being loaded, unloaded, or moved if using (D16.0)], the rate is reduced by 50%.

(G25.232) In the case of a cargo ship (FT, Q-ship, freighter, including Orion Free-traitors and Q-ships) docked to a base or another cargo ship in a non-combat situation, the rate is doubled. A non-combat situation is defined as one where no enemy units are within 35 hexes or are firing or guiding weapons at the base or freighter.

(G25.233) For any cargo moved through more than three areas on the BP diagram (D16.0), not counting the cargo hold on each end of the transfer, the cargo must be moved to an intermediate area (less than 3 areas away) and then moved again on the next turn.

(G25.234) Items larger than 4 space points cannot be transferred by this method from or to a non-cargo ship during a scenario.

(G25.235) By using the necessary accounting, cargo can be transferred when docked for less than a full turn (e.g. two spaces per impulse when externally docked to a base).

(G25.236) No power is required to move cargo by this method.

(G25.24) WOUNDED CREW UNITS are the equivalent of four cargo space points per crew unit.

(G25.3) EXPLOSIVE ORDNANCE

Certain items are classified as explosive ordnance and require extra care in their transfer. These items include ammunition (such as drones, plasma-D canisters, or ADD rounds) and mines. Because of the additional safeguards required, these items are moved at 1/4 of the normal rates. Transferred ordnance is placed in storage for the remainder of the turn and all of the next turn; it can be moved to or loaded in the weapon/rack from storage on the turn after that, but can't be placed there directly by the transfer procedures.

EXAMPLE: A Federation NVL is docked to a battle station. Cargo up to 64 points (two points per impulse) can be transferred between them. During impulses #1 through #6 of turn 3, the starbase transfers three fighter warp boost packs to the NVL. (Each pack is four cargo points and requires two impulses to move.) Then the starbase wishes to transfer drones to the NVL. These are explosive ordnance transferred at 1/4 of the normal rate, or 1/2 space per impulse. During impulse #7, one type-VI drone is transferred. During impulses #8 and #9, one (total) type-I drone is transferred. During impulse #5, a Federation FFG two hexes away uses a transporter to transfer one T-bomb to the NVL. Since a transporter can move 10 points per operation (2.5 points of explosive ordnance) and a T-bomb is two points, this is possible. Both the T-bomb and the three drones are placed in the NVL's storage areas and remain there for the remainder of the turn and for (at least) the entire subsequent turn. The drones could be loaded on ready racks and the T-bomb dropped or transported on turn 5 (and no sooner).

NOTE: Players do not have the option of making a faster transfer in exchange for a die roll that could result in an explosion. You might think it's worth the risk, but your crew does not agree.

(G26.0) THOLIAN WEB ANCHOR BUOY *(Advanced Rule)*

Tholian ships began carrying this device in Y173. The web anchor buoy is a specialized device (the size of a shuttlecraft) capable of acting as an anchor point for a web. The ship laying the web could use it as one end of a linear web or to hold the end of a circular web until the ship could circle back to it.

Web anchor buoys are restricted Tholian technology (U7.22).

(G26.1) ASSIGNMENT

(G26.10) CARRIAGE: The web anchor buoy is carried in the shuttle bay, where it takes up one shuttle box. Like any "shuttle," a web anchor buoy could be carried (but not powered) on a mech-link (PF or fighter), which it fully occupies.

(G26.11) STATUS: A web anchor buoy cannot carry passengers, crew, cargo, be boarded, or perform any other functions of a shuttlecraft. It can only be used to anchor a web. It remains functional, even if damaged, until it is destroyed.

(G26.111) A web anchor buoy in the shuttle bay is destroyed if the shuttle box it occupies is destroyed by damage (D4.325) or if a shuttle lands on top of it (J1.65).

(G26.112) A web anchor buoy on the map is destroyed by 16 points of damage from any source; see (G26.33).

(G26.12) AVAILABILITY: Any ship that carries more than one shuttle can replace one of its shuttles with a web anchor buoy as a Commander's Option (S3.2). Ships that only have one shuttle (such as a PC) can only carry web anchor buoys if they are designated as doing so by the scenario or are assigned to carry web anchor buoys in a player-generated campaign. The cost of the device is 10 points; see Annex #6. Note, however, the 2 points received for the removed shuttlecraft makes the net cost 8.

(G26.13) FIGHTERS: Web anchor buoys cannot replace fighters and cannot be carried in external bays. They will not explode in a chain reaction (D12.0). They could replace stored shuttles.

(G26.2) ENERGY REQUIREMENT

(G26.21) CHARGING: Before use, the web anchor buoy must be charged with two points of power (from any source) on each of two consecutive turns.

(G26.22) RESERVE POWER: A ship can begin charging a web anchor buoy with reserve power, but cannot launch the anchor buoy less than 32 impulses from the point at which charging was begun.

(G26.23) HOLDING: Once charged, it can be held ready for use at a cost of one point of power per turn. A web anchor buoy could count as a "shuttle prepared for special mission" under (S4.1).

(G26.3) OPERATION

(G26.30) LAYING: To use the web anchor buoy, the ship generates a web in that hex and (in the same impulse) launches the web anchor buoy. The ship can thereafter move away from that hex, stretching web from the anchor buoy to another point, or if globular come back to the anchor buoy. The buoy becomes active in the Ship Systems Function Stage and counts against the shuttle launch rate (J1.50).

(G26.31) TRANSFERRING ANCHOR STATUS: A ship serving as an anchor point (G10.13) which has a web anchor buoy on board can drop the anchor buoy and transfer the status as anchor point for the web to that anchor buoy, then disconnect itself from the web under the provisions of (G10.116).

(G26.32) ADDING AN ANCHOR BUOY TO A WEB: A ship could move into an existing web and drop a web anchor buoy to act as an anchor point, just as any ship could become a web anchor point (G10.116). If a shuttle (or another ship) is laying a web connected to the ship carrying an anchor buoy, the anchor buoy can be dropped and the ship can disconnect itself from the web. Web anchor buoys cannot be added to a free-standing web (E12.22).

(G26.33) ON-MAP STATUS: While on the map, the web anchor buoy does not move unless towed by a tractor beam (G7.0) or through the effects of a black hole (G10.75) and then only if not currently anchoring a web. It is destroyed by the 16th damage point and will be destroyed by (G7.54) if towed at more than 16 hexes effective speed. It is recovered by (G26.351).

(G26.331) The web anchor buoy is considered to have the effect of four points of built-in ECM operating (D6.3142); it cannot receive loaned EW points (D6.3143). This benefit is in place of any other benefits (small targets, etc.). It does receive ECM benefits from terrain (D6.3144). Note that it would benefit if the firing unit was being jammed under offensive EW (D6.3145).

(G26.332) A web anchor buoy is damaged by anti-drones and type-VI drones as a shuttle would be (FD2.54). It can be fired at while in a web just as any other unit in a web hex can be (G10.61).

(G26.34) BOARDING: Web anchor buoys cannot be boarded under (D7.6).

(G26.35) RECOVERY: The buoy cannot be recovered while it has anchor point status.

(G26.351) After the web has deteriorated to zero strength, the web anchor buoy can be recovered [shuttlecraft procedure in (J1.621)] and reused. The web anchor buoy cannot be recovered until the web has deteriorated to zero strength (G10.4). The web anchor buoy can only be recovered if there is an empty mech link or space in the shuttle bay of the recovering ship at that time; overcrowding (J1.64) cannot be used.

(G26.352) The Tholians can recover the web anchor buoy at any time after moving into the hex and assuming anchor status from the buoy (G10.116). Once this is done, it cannot pass anchor status back to the web anchor buoy, which becomes inactive. The web anchor buoy can then be recovered (G25.351) and can be recharged (G26.2) for later use.

(G26.353) Recovered web anchor buoys can be repaired by Tholians as shuttles under (D9.76), (G17.12), or (J4.818). The procedures under (D14.0) cannot be used to repair a web anchor buoy. Tholian legendary chief engineers can repair web anchor buoys under (G22.45); however, see (G22.46).

(G26.36) WEB HEXES ONLY: A charged web anchor buoy can only be laid in a web hex.

(G26.361) Charged web anchor buoys cannot be dropped in empty hexes for possible use later, and those anchor buoys recovered by (G26.351) cannot be reused unless taken aboard a ship and recharged.

(G26.362) Web anchor buoys can be dropped in any hex the ship could legally enter (if charged, they lose their charge immediately). The only reason to do this would be to allow another ship to pick up the web anchor buoy. The ship which recovers it must charge it to use it, and only Tholian ships can charge the web anchor buoy.

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(G27.0) ROMULAN CLOAKED DECOY *(Commander's Level)*

The cloaked decoy is a specialized shuttlecraft. Launched from a cloaked ship, it simulates the ship with such accuracy that the enemy forces cannot distinguish it from the real ship. The Romulans first used this device in combat in Y178. It was used only in rare and unusual cases when the mission was of critical importance. It was never a general-issue item.

Cloaked decoys are expensive, and their use is an art. You should study the rules, evaluate the ship that will carry it, and plan the use of a decoy carefully *before* sitting down to play, or you will not have time to plan the best use of the device. Remember that instructions (including the speed changes and EW fluctuations required to make the deception work) cannot be changed after launch.

(G27.1) DESCRIPTION

(G27.11) DEFINITION: The cloaked decoy is a special shuttlecraft designed to simulate the specific ship that carries it. It occupies one shuttle box. It carries no crew (J2.213), passengers (J2.211), or cargo (G25.13); cannot be boarded (D7.6); and cannot be used for any function except as a decoy. It is built on a modified MRS shuttle frame (J8.0), has a speed of 8, and is destroyed by the tenth damage point; exception: (G27.13). (The cloaked decoy uses an MRS frame, but is not under any MRS deployment restrictions.)

(G27.12) TRANSFER: If transferred to another ship (even of the same class), it cannot be used unless returned to a starbase for reconfiguration (which takes several weeks).

(G27.13) DECOYS FOR SIZE-2 SHIPS: Cloaked decoys for size class-2 ships are double-sized shuttles requiring two shuttle boxes. [This uses a modified HTS (R1.F5) frame with MRS engines. It has a speed of 8 like an MRS but is destroyed by the 12th damage point like an HTS.] This type of decoy cannot be carried or used by units smaller than size class 2.

(G27.14) BASES cannot use cloaked decoys.

(G27.15) BPV: The BPV of the cloaked decoy is equal to 15% of the economic BPV of the ship (after all modifications), with a minimum cost of 20 points. As the decoy will probably be destroyed, this will cost the Romulan player victory points. Cloaked decoys are purchased as Commander's Option Items under (S3.2). See (G27.16).

(G27.16) LIMITATIONS: No ship can carry two (or more) cloaked decoys. (Exception: Some single Romulan ships attempting to run the Tholian blockade might have two, but this can ONLY occur if the ship is by itself in the Tholian-Federation Neutral Zone.) No more than one decoy can be used in a scenario where there are 1-4 Romulan ships. No more than two decoys can be used in a scenario where there are 5 or more Romulan ships. No more than one size-2 (G27.13) decoy can be used in any scenario. See also (G27.7).

(G27.2) ACTIVATION

(G27.21) ENERGY: The device must be energized by three units of power (from any source) on each of two consecutive turns, the second of which can be the turn of launch. The cloaked decoy can be armed with reserve power under the same procedures and limitations as a wild weasel in (J3.12).

(G27.22) HOLDING: It can be held charged in the shuttle bay for up to 15 turns (after charging is complete) for three units of power each turn which must be allocated in the Energy Allocation Phase; see (H7.531). If power is not allocated after activation, the cloaked decoy loses its charge and would have to be recharged before it could be used again. If not launched within 15 turns, power cannot be applied (nor can it be launched) on the 16th turn; treat it as if power had not been applied to hold it.

(G27.3) OPERATIONS

The cloaked decoy is launched in the same manner as any other shuttlecraft, but does not expose the ship under (G13.41). It must be launched while the ship is cloaked and while no enemy unit has a lock-on to the cloaked ship, otherwise it is instantly revealed.

NOTE: None of the pre-recorded instructions below can be changed after the decoy is launched.

(G27.31) MOVEMENT PLOT: At the time of launch, the Romulan player must record the movement plot of the decoy for the following 128 impulses. The movement plot must be legal for both an MRS shuttle and the ship it is simulating. The cloaked decoy moves when a ship at its speed is scheduled to move under (C1.313), not when shuttles move, until it is detected as a decoy under (G27.5). This is a necessary part of the deception process.

(G27.32) SPEED: The speed is set at the time of launch at any speed up to 8 hexes per turn (or 16 with booster packs). This speed can be changed, but the changes must be plotted at launch. If the decoy makes a turn that exceeds the turn mode of the ship (or the ship makes an HET, which the decoy cannot do), the deception will be revealed (although the decoy will continue its programmed course).

(G27.33) SELF-DESTRUCT: Most importantly, the Romulan player must record on paper the delay on the decoy's self-destruction device, which can be set for no less than 16 impulses and no more than 128 impulses. (Record the turn and impulse of the explosion.) Unless deactivated [(G27.63), (G27.64)], the decoy will explode in the launch step of the specified impulse. This is required for security reasons; see (G27.73).

(G27.34) PRE-SCENARIO LAUNCH is not allowed (S4.14) unless specified in the scenario rules.

If specified by the scenario, the decoy can be placed within 4 hexes of the ship and is assumed to have used 8 impulses of its endurance. In this case, the opposing player will know that one is a decoy if he had (or reasonably could have had) a line of sight at the time of launch, but not which. Pre-scenario launch is only possible at WS– III.

(G27.35) OTHER CASES: In any case not defined, the rules for operation of a shuttlecraft apply to the cloaked decoy.

EXAMPLES: A regular (small) decoy would be destroyed if the shuttle box it is in is destroyed (J1.412) and crippled by the first shuttle to crash land on top of it (J1.65).

(G27.4) EFFECT OF THE DECOY

The opposing players are (at first) unable to distinguish between the decoy and the ship it is simulating.

(G27.41) DECOY, STANDARD CLOAK: If using the standard cloak rules, the Romulan player obtains a second counter for the ship class he is using. He then records, on paper, which of the counters represents the ship and which represents the decoy.

(G27.42) DECOY, HIDDEN CLOAK: If using hidden movement (G13.61), the Romulan player responds to the questions for both the ship and the decoy, referring to them as "target A" and "target B" (or whatever), having recorded previously which is the ship and which is the decoy.

(G27.43) MINES AND TERRAIN: Because of its unique status, various damage rules are applied to the decoy in special ways.
(G27.431) Mines treat the decoy as the ship it is simulating.
(G27.432) Asteroids, dust clouds, rings, and other terrain treat the decoy as a shuttlecraft. For example, the decoy would be instantly destroyed if launched inside a nebula (P6.4). The decoy does NOT receive the "nimble bonus" unless the ship it is simulating is nimble.

(G27.44) ECM: The decoy is treated as if it has the maximum possible ECM for the ship it is simulating, or a lesser amount set in the launch instructions. This ECM level can be set (in the launch instructions) to change no more than once every 8 impulses. (Care must be

taken for these changes not to exceed what the ship is capable of.) This is a special adaptation of the normal EW capabilities of an MRS shuttle in that the decoy's electronics are loaning to itself and it is all ECM. This is not possible for normal MRS shuttles which are configured to loan EW to their home ships or a fighter squadron.

(G27.45) DAMAGE FROM WEAPONS treat the decoy as a shuttlecraft. Obviously, this damage allocation must be done secretly until the deception is revealed. See (G27.61).
(G27.451) The effects of (E1.7) will only apply if the true range is great enough to cause them. The decoy player will have to account for them and keep a written record of the die rolls for hits. The player firing at the decoy who misses as a result of the small target modifier's ECM shift will be told that the weapons struck the target.
(G27.452) When the deception is revealed under (G27.5), the Romulan player and his opponent must both examine this record to ensure that all damage was accurately assessed and recorded. If damage to the decoy was not properly assessed, the decoy itself is immediately destroyed and any damage in excess to that actually applied to the decoy is immediately applied as internal damage to the ship which launched the decoy by the non-decoy player or side. The non-decoy player does not roll for this damage on the DAC, but selects which specific non-sensor, non-scanner, non-damage control, and non-excess damage boxes on the offending ship he wishes destroyed up to the limit.

(G27.5) EXPOSING THE DECOY

The deception can be exposed in several ways. Note, however, that if the deception is revealed the decoy is not removed from play until it is captured (G27.63), recovered (G27.64), or destroyed [(G27.61) or (G27.62)].

(G27.51) EXPLOSION: If either the decoy or the launching ship is destroyed, it will be obvious from the size of the explosion if it was the decoy.

(G27.52) LOCK-ON: Obtaining a lock-on (G13.333) to either the ship or the decoy will immediately reveal if the object locked-onto is the ship or the decoy. This will be revealed even if the lock-on is not retained.

(G27.53) VOIDED CLOAK: If the ship voids its cloaking device by some method, such as (G13.4) or (G13.52), or performs some act which the decoy is incapable of (such as moving 13 when warp packs are not available or performing an HET), the deception is revealed, although the decoy will continue its plotted course.

(G27.54) MONSTERS that ignore cloaking devices detect the deception instantly (G13.53).

(G27.6) THE FATE OF THE DECOY

Once launched, there are three possible fates for the decoy. It may be destroyed (by its own self-destruct device or something else), captured, or recovered.

(G27.61) DESTRUCTION: If the decoy is fired at, damage is scored as if on a shuttlecraft (G27.45), except that it cannot be crippled. (Use all of the procedures for firing at a cloaked ship, e.g. double range, add five, EW, Fire Adjustment Chart, cloak voided by various means, etc.) After accumulating the appropriate number of damage points (10, or 5 if booster packs are installed; 12 or 6 for a size-2 decoy) the decoy is destroyed. The explosion does not produce collateral damage or any significant explosive force, but does reveal that the unit was a decoy. A friendly decoy may be fired on without friendly fire (D1.5) penalties.

(G27.62) SELF-DESTRUCTION: On the designated impulse (G27.33), the self-destruct mechanism explodes. At this point, the written record is exposed to confirm the flight path and destruct time. The self-destruction of the cloaked decoy causes no damage at all unless it is inside (G27.633) or being pulled inside (G27.632) a shuttle bay at that time.

(G27.63) CAPTURE: To capture a decoy, the opposing forces must first obtain a lock-on (G13.333) to the decoy (incidentally exposing the deception), attach a tractor to the decoy (G7.991), and then pull it into a shuttle bay (J1.620), provided (J1.62) is not violated. This cannot be done if the bay will be overcrowded (J1.64) by landing the decoy unless room is made by launching one (or more) of the recovering ship's shuttles. If the decoy is crash landed (J1.65), it explodes immediately as per (G27.633). On the impulse it is pulled inside, the capturing player rolls two dice. The total result is the number of impulses that are required to deactivate the self-destruct mechanism.
(G27.631) If the decoy explodes before it is pulled inside, the Romulan player announces the fact and reveals his records for proof.
(G27.632) If the decoy explodes on the impulse it is to be pulled inside, it is treated as a fully-charged (18-point) suicide shuttle (J2.22) that struck the appropriate shield of the recovering ship.
(G27.633) If the explosion is within the period when the enemy is trying to defuse it (including the last impulse), it is treated as a fully charged suicide shuttle (J2.2211). The 18 damage points are resolved as per (J2.228). If the entire shuttle bay is not destroyed, the explosion may cause a chain reaction (D12.0).
(G27.634) If the explosion is plotted to occur after the 2-12 impulse period when the enemy is trying to defuse it, the enemy has successfully defused and captured the decoy.
(G27.635) Subtract two from the number of impulses for deactivation for a legendary captain (G22.23), engineer (G22.47), or science officer (G22.36) who is in that shuttle bay. (This could produce immediate deactivation with no chance of an explosion.) The officer must remain in the bay and will be killed if the decoy explodes. Officers are not cumulative.
(G27.636) A cloaked decoy cannot be disarmed in a destroyed shuttle box (J1.66).

(G27.64) RECOVERY: Any uncloaked Romulan ship can recover the decoy by the same procedure as in (G27.63), except that they use (J1.621) for the recovery and it takes only one impulse to defuse the self-destruct mechanism (and is assumed to have a lock-on). See (J1.64), (J1.65), and (J1.66) however.
(G27.641) Only the original Romulan ship the decoy was assigned to can charge it or gain any benefit from its use in a given scenario, see (G27.12).
(G27.642) Recovered cloaked decoys can be repaired by the Romulans as shuttles under (D9.76), (G17.12), or (J4.818). The procedures under (D14.0) cannot be used to repair a cloaked decoy. Romulan legendary chief engineers can repair cloaked decoys under (G22.45).

(G27.7) CAMPAIGN CONDITIONS

(G27.71) PRODUCTION: The Romulans can produce only one large (G17.13) and two small (G27.11) cloaked decoys in any six-month period beginning with the first half of Y177. Each decoy is recorded separately and can be used during the campaign turn after construction is completed. The decoy must be designated at the time of construction as to the specific class, type, and variant which it is designed to simulate. The devices can be stockpiled for later use; they do not have to be used immediately after construction. In such a campaign, the restrictions of (G27.16) could be waived by the Romulan commander.

(G27.72) TRANSFER: The Romulans cannot transfer the technology for this device. No other race (including Orions) can build or use it.

(G27.73) EFFECT OF CAPTURE: The capture of a cloaked decoy means that the race capturing it can instantly detect all future cloaked decoys. The capturing unit, or the unit to which the decoy was transferred to by a combination of (G7.85) and (J1.621), must either successfully disengage or survive the scenario with the decoy intact in its shuttle bay. This includes a destroyed shuttle bay with an intact cloaked decoy in it (J1.66). Intact is defined as a cloaked decoy with at least one point of damage remaining. Any race with this knowledge can give it to any other race under the conditions of (U7.125).

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(G28.0) BARRACKS AND COMMANDO SHIPS

(G28.1) SSD

Barracks are a special type of hull used to quarter troops, such as marine landing or invasion forces. This is marked BAR on the SSD of Commando ships.

(G28.2) DESTRUCTION

Barracks can be destroyed by F Hull or A Hull damage points. If all normal hull boxes of one (or both) type(s) are destroyed but undestroyed barracks boxes remain, hull hits must be scored on barracks. See Annex #7E.

(G28.3) MARINES IN BARRACKS

(G28.31) CAPACITY: Each barracks (BAR) box on the SSD can hold up to 10 boarding parties.

(G28.32) ASSIGNMENT: All boarding parties (a.k.a. marine squads) on board a ship with barracks are assumed to be in the barracks unless assigned as guards (D7.83). (Reminder: Only one BP can guard a given box.) The owning player can divide the non-guards among the barracks spaces as he sees fit, up to the limit of 10 per barracks box. Any surplus marine squads are considered to be distributed around the ship as they would be on a ship with no barracks.

(G28.33) CASUALTIES: Any boarding parties in a destroyed barracks box are destroyed. Boarding parties in a barracks box are not subject to casualties under (G9.2) and (D7.2), and hits on barracks boxes do not count for these purposes.

(G28.34) AVAILABILITY: Any of the non-guard boarding parties can be used for boarding enemy ships, defending their own ship, landing on planets, or for hit-and-run raids; this will require adjusting the records.
(G28.341) The barracks areas are generally quite close to the ship's transporters and shuttle bays making the boarding parties in the barracks immediately available for use in these missions.
(G28.342) Once they leave the barracks area to repel a boarding attempt or try to capture an enemy ship, they are killed by the normal rules in (D7.2) and (G9.2). If an enemy boarding attempt is repelled, the boarding parties must return to the barracks area if any such boxes remain, and once more any excess BPs may be deployed as general boarding parties.
(G28.343) For hit-and-run purposes, each barracks box counts as guarded (D7.83) if it is occupied by at least one boarding party.

(G29.0) POSITIONAL STABILIZERS

Bases use positional stabilizers to stabilize their position in space.

(G29.1) USE OF POSITIONAL STABILIZERS

Bases equipped with positional stabilizers always have them active; they cannot be deactivated during a scenario. Note that some special scenario rules may define that an Andromedan satellite base or a BLM does not have its stabilizers active because it has just been assembled or is in the process of being disassembled. These rules will be ignored in those cases. An abandoned base would self-destruct once its stabilizers failed (something that would take years if left to itself) and cannot appear in a scenario without them active.

(G29.11) ALWAYS PRESENT: No base can ever appear in a scenario without its stabilizers active unless the unit description specifically allows this possibility or the scenario rules specifically call for it.

(G29.12) ACTIVATION: The activation of positional stabilizers for a new base (perhaps a BLM or a small ground base) cannot be completed (or even started) during a scenario. It takes considerable time for stabilizers to be activated; if it is possible to activate them between scenarios of a campaign or mini-campaign, this will be defined in that campaign.

(G29.13) INSTALLATION: Positional stabilizers are installed only on certain units (i.e. most bases). Positional stabilizers cannot be installed on any other units. All units with positional stabilizers are listed as having them in their unit descriptions. For clarity, some units which do not have them are noted as such, but the lack of any mention of stabilizers in a ship description indicates that the unit does not have them.

(G29.14) ENERGY: Once active, positional stabilizers require no power during a scenario. (Their actual power demand is trivial.) Warp power is required to operate the stabilizers, which is why cloaked bases (which would have a lower cloak cost without it) are required to have it, but this power need not be applied during the course of a scenario (or even for a considerable time thereafter).

(G29.15) DAMAGE: Positional stabilizers are not shown on the SSD and cannot be damaged or destroyed in any manner (including by boarding parties).

(G29.2) EFFECT OF POSITIONAL STABILIZERS

(G29.21) TRACTOR BEAMS: A unit with active stabilizers cannot be moved or towed by tractor beam; see (G7.252).
(G29.211) A base with active positional stabilizers is immune from the effects of (G7.9); see (G7.254).
(G29.212) A moving ship can tractor a unit with a active stabilizers; see (G7.251) to resolve its resulting speed.

(G29.22) DISPLACEMENT: A unit with active stabilizers cannot be displaced; see (G18.72).

(G29.23) STASIS FIELDS: A unit with active stabilizers cannot be placed in stasis; see (G16.61).

(G29.24) TRANSPORTERS: A unit with active stabilizers cannot be moved by transporters (G19.41). (Within the present game, only the Andromedans could move something large enough to have stabilizers installed.)

(G29.25) MOVEMENT: Units with active stabilizers cannot move; exception, they may be in orbit (P8.0). Bases with or without active stabilizers can rotate (C3.7).

(G29.26) PHASER–IV: Only units with active stabilizers can fire phaser–4s. Phaser–4s on units without active stabilizers can be fired as phaser–1s using (E2.25).

(G29.261) This does not in any way mean that phaser–1s are phaser–4s without stabilization, or that phaser–1s could be improved to phaser–4s with stabilization. They are entirely different weapons.
(G29.262) Certain races (e.g. Orions) do not have phaser–4s. This rule does not indicate in any way that Orion bases do not have stabilizers or that there is anything that the Orions could do to obtain phaser–4s.
(G29.263) Some monsters, such as space dragons (SM7.0), and very large ships have weapons defined in their special rules that function like phaser-4s. This in no way implies that phaser-4s can be used without stabilization as monsters are always special cases.

(G29.27) BLACK HOLES: A unit with active stabilizers will not be moved by a black hole (P4.13) if the stabilizers are active. Stabilizers cannot be activated within 200 hexes of a black hole, so this can only happen if the black hole is created or appears during a scenario which started with a base (with active stabilizers) in place. This occurs in SFB only as a special rule in a very few scenarios.

(G29.28) GROUND BASES: Because they are fixed into a large mass, operational ground bases are treated in all respects as if they have active positional stabilizers. See also (G7.256). For example, they cannot be towed by a tractor beam (G29.21), displaced (P2.744) [(G29.22)], or raised from a planet (P2.441).
(G29.281) Ground bases which are not operational may or may not be treated as having active positional stabilizers, depending upon their individual descriptions (G29.13).
(G29.282) There is a partial exception to this in the case of operational ground bases (or ground bases with active positional stabilizers) deployed on moving astronomical bodies, such as the "meteor" in (SH3.0) or as suggested for large asteroids in (P3.434); in such cases (which will only be defined in specific scenarios), the bases will move with the body upon which they are fixed, but will in all other respects be treated as having active stabilizers.

(G30.0) INACTIVE SYSTEMS

In some situations, units may have certain of their systems "inactive;" that is, the systems are shut down for maintenance, calibration, or repair. In many cases, this procedure is used for an incomplete or newly built ship, and the systems in question have never been turned on or calibrated. Inactive systems are not destroyed; they simply do not work.

(G30.1) DEFINITION

Inactive systems will be designated by the scenario. Scenario (SG11.0) uses this rule.
Note that "inactive systems" in (G30.0) and "inactive ships" in (D18.0) are not the same thing.

(G30.2) STATUS

(G30.21) USE: Inactive systems cannot be used.

(G30.22) DAMAGE: Inactive systems can be destroyed in combat, by hit-and-run raids, and other sources of damage, such as pulsars and asteroid collisions, etc.

(G30.23) REPAIR: If destroyed, inactive systems can be repaired by any method of damage control. The act of repairing them also activates them (G30.3).

(G30.24) TUGS AND PODS: These rules cannot be used to activate a pod carried as cargo under (G14.13).

(G30.3) ACTIVATION OF INACTIVE SYSTEMS

Inactive systems are activated using the various repair and damage control procedures, i.e. the act of "repairing" an inactive system box makes it active. This can include repair systems (G17.0), emergency damage repair under (D14.0), and continuous damage repair under (D9.7). Inactive (undestroyed) systems being activated by the repair process do not count against the limit on systems that can be repaired by continuous damage control (D9.76). All "repairs" of inactive systems are "permanent" repairs.

END OF SECTION (G0.0) ADVANCED MISSIONS

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(M4.0) MINE TYPES AND SIZES

Mines can be grouped into categories by size (M4.1), type (M4.2), and method of control (M5.0).

(M4.1) SIZE

Mines are produced in two sizes, generally referred to as small and large. Large mines include the NSM (M2.0) type; small mines include the transporter bomb (M3.0).

If more sizes are added in new products, these will be explained at that time.

(M4.2) TYPES OF MINES

There are four basic types of mines:
explosive (which explode); see (M4.3),
captor (which fire or launch weapons); see (M4.4),
sensor (which detect an approaching target and trigger other mines); see (M4.5), and
power absorber mines; see (M10.0) in Module C3.

If more types are added in future products, these will be explained at that time.

(M4.3) EXPLOSIVE MINES

The two mines in the BASIC SET are both explosive types. A large explosive mine (M2.0) has a yield of 35 damage points; a small explosive mine, the transporter bomb (M3.0), has a yield of 10 damage points.

(M4.4) CAPTOR MINES

(M4.40) GENERAL: Captor mines are loaded with weapons, which are fired or launched when the mine is triggered. They fire automatically at the unit which triggered (M2.4) [or tried to sweep (M8.42)] them. Like all automatic mines, captors are neutral and will fire on friendly units; such fire counts as friendly fire under (FD7.47).

(M4.41) TYPES OF CAPTOR MINES: The specific subtypes of captor mines are shown on the chart below. The captor mines listed here are the only ones currently available. Other types may be added in newer products and will be described there.

Sub-Type	Large	Small	Users
A	6 type–I Drones	2 type–I Drones	Klingon, Kzinti, Federation, WYN
B	3 Plas-F	1 Plas-F	Gorn, Romulan, ISC
C	3 Disr	1 Disr	Klingon, Tholian, Lyran, Kzinti, WYN
D	3 Phas-2	1 Phas-2	All
E	2 Hellbore	1 Hellbore	Hydran
F	2 Photon	1 Photon	Federation
G	6 Plas–D	2 Plas–D	Gorn, Romulan, ISC
H	12 type–VI Drones	4 type–VI Drones	Klingon, Kzinti, Federation, WYN

(M4.411) Orion Pirates can use any of the above mines that are used by the local race in the area in which the mines will be set up.
(M4.412) Type-A, type–G, and type–H captor mines have a specific amount of ammunition available. They can fire one round (of ammunition) per turn if automatic [one per impulse if controlled by a base under (M5.212)] and, obviously, cannot fire more shots during a scenario than they have. They cannot be reloaded during a scenario but are reloaded automatically between any scenarios involving that minefield (unless otherwise directed by the campaign or scenario rules).

The drones loaded in a type-A captor mine are type-I of the appropriate General Availability speed for the year in question (no cost). Players can purchase special drones but only for captor mines controlled (M5.2) by bases. (Use the standard non-carrier percentages, based on the total number of drones on all controlled-captors, then divide the special drones as evenly as possible among the captors. Mines do not have the "Commander's Option 20%" that ships and bases do; the cost must be paid by the base or as specified in the scenario.) All drones on type–A mines are one-space. They can be launched in any order.
(M4.413) Type-B captor mines launch plasma-F torpedoes. The large type-B captor mine can fire one (and only one) of these weapons each turn. The small type-B captor mine can fire its single weapon once every third turn (or less often if not triggered again). Type-B captors must be set before the scenario to launch or bolt (FP8.0) their torpedoes; they cannot launch some and bolt others. Type-B captor mines cannot launch pseudo plasma torpedoes.
(M4.414) Type-C and -D mines have the number of weapons shown and can fire each of these weapons once per turn. See (M4.421).
(M4.415) Type-D captors are armed with phaser-2 even if the ships of the owning race are normally armed with phaser-1. Type-D captors can be set to fire at plasma torpedoes. They can distinguish the size of the warhead (in strength points) and can be set to fire on a torpedo of (or larger than, or smaller than, or between) a specific size(s). They cannot distinguish between a real and pseudo-plasma torpedo. Phaser-captor mines are the only automatic mines currently in the game that can accept a plasma torpedo as a target. See (M10.0).
(M4.416) Type-E mines have hellbore cannons. The large type-E mine, with two weapons, can fire one (and only one) of these weapons each turn. The small type-E mine can fire its single weapon once every second turn (or less often if targets or other rules prevent firing). It can be set for enveloping (E10.4) or direct-fire (E10.7) modes (all shots by a given mine must be the same); this must be recorded in the minefield set-up records and cannot be changed during the scenario. See (M4.421).
(M4.417) Type-F mines have photon torpedoes. The large type–F captor fires one photon per turn; the small type–F captor fires one photon on every second turn. See (M4.421).
(M4.418) The type-G captor mine is similar to type-A, but holds type-D plasma torpedoes (FP9.0). Type-G captors can be set (before the scenario) to launch or bolt (FP8.0) their torpedoes; they cannot launch some and bolt others. See (M4.412).
(M4.419) Type–H mines are armed with type-VI dogfight drones and were often used to ward off fighter and drone attacks. A captor mine equipped with them can be set to fire one per impulse if more size-6 or size-7 targets are present until all such targets have been engaged one time that turn.

NOTE: Defense Satellites (R1.15) are similar in some respects to captor mines.

(M4.42) LIMITATIONS: Captor mines have certain limitations:
(M4.421) No captor mine can fire overloaded weapons.
(M4.422) No captor mine has any form of improved or special fire control (e.g. proximity photon, UIM, DERFACS, narrow salvoes, etc.). This rule does not define any of the listed systems in a special category beyond the purpose stated here.
(M4.423) The 1/4-turn delay rule applies between subsequent firings on subsequent turns. Naturally, no captor mine can fire any one weapon more than once per turn. Exception: Type-A, type-G and type-H captor mines controlled by bases (see M4.412).
(M4.424) Unless otherwise noted, the maximum range of all direct-fire weapons mounted on captor mines is 15 hexes (effective range). Of course, without some form of external control that ordered it to fire, the mine would not engage targets more than 6 hexes away (M4.43). See (M4.47) for minimum range.
(M4.425) Seeking weapons fired by captor mines operate normally.
(M4.4251) Captor mines control seeking weapons as if they were fighters (F3.226). They have an assumed sensor rating of 6 (which cannot be reduced). See (M4.44) for electronic warfare restrictions.
(M4.4252) The launching mine retains control and can guide the weapon to a maximum range of 35 hexes from the target. (The target would have to be within six hexes for the weapon to be launched unless the mine was command-controlled by a base or sensor mine.)
(M4.4253) A seeking weapon which fails the lock-on die roll in (G13.334) against a cloaked target will release itself from control of the mine and, if equipped with ATG, will attempt its own die roll.
(M4.4254) No captor mine can assume control of seeking weapons fired by any other unit.

Automatic captor mines will never transfer control (F3.5) of a seeking weapon, except that they could release an ATG weapon to its own guidance under (F3.42) and/or (M4.4253).

If the mine is command-controlled by a base, that base could assume guidance of the seeking weapon from the mine and is the only unit that can do so. A base that has taken over guidance of a seeking weapon can transfer control of that weapon on a subsequent impulse after it has taken control, although it cannot transfer it back to the mine.

(M4.426) Captor mines cannot be laid during a scenario (M9.23).
(M4.427) See (G23.61) and (M5.28) for the effect of an ESG striking a captor or sensor mine.
(M4.428) Captor mines never take feedback damage from a weapon they fire or launch.

(M4.43) TRIGGERING: Captor mines fire automatically (M5.112) at any target that enters any hex within their detection zone, which has a radius of up to six hexes (this must be set by the owning player before the scenario begins). Note specifically the requirement to "enter a hex" in the detection zone. There is no die roll based on target speed. See (M5.1123).
(M4.431) They can be given programing under (M2.14) and (M2.15).
(M4.432) Command-controlled captor mines (M5.2) can be ordered to fire on targets more than six hexes distant, within the limits of (M4.424).
(M4.433) Captor mines can also be chain controlled (M5.3). They will target the nearest unit which caused the explosion(s) which triggered the chain detonator (in the case of more than one unit tying, roll a die, with the highest number determining which unit will be the target).
(M4.434) The owning player can, as part of the pre-scenario programing of his mines, limit the firing (or target tracking) arc of a captor mine. (Non-captor mines cannot be programmed in this manner.) This is usually done around bases to avoid having the mines in the belt fire inward at defending units.
(M4.4341) This can only be done as one continuous sector with increments of 60° corresponding to the standard firing arcs (e.g. LF, L, LR), assuming a "facing" of A. For example, a mine could be limited to the LF+RF+R arcs.
(M4.4342) These arcs apply to automatic mines (or command mines which are set into automatic mode). Command-controlled mines can fire (when under control of the base) in any direction regardless of programming. Command-controlled mines under control of sensor mines have the firing arcs defined in their programming.

(M4.435) Captor mines require a lock-on against a target before they will fire direct-fire or launch seeking weapons at it; see (M4.4251). They cannot use passive fire control (D19.0).

See (G13.555) if firing at a cloaked ship. (The earliest printings of Basic Set have two versions of that rule; the second is correct.) The mine will lock-on when the cloak is voided or dropped, and roll to retain lock-on at the next Sensor Lock-On Stage (6B3). If a captor mine has a lock-on, it will fire/launch when next triggered by the cloaked unit.

(M4.44) ELECTRONIC WARFARE: Captor mines have three points of built-in ECCM (D6.3142). A base can lend ECCM to a specific captor mine or sensor mine under its control as it would to any other unit (G24.21); captors do not have the ECCM of the controlling base as a seeking weapon would. See, however, (M4.57) if a sensor mine is controlling the captor. ECM cannot be lent to mines. ECCM cannot be lent to mines other than controlled-captor mines. Offensive EW (G24.219) cannot be lent to mines, but could be used to affect minesweepers (M8.13).

(M4.45) BLOCKED LINE OF FIRE: Captor mines will not fire at a target behind a planet or other obstacle (such as web) that blocks fire. (Terrain which degrades fire, such as asteroids or dust, rather than blocking it, does not count for this purpose). If triggered, it will attempt to fire at targets which may have high ECM shifts in their favor, so long as there is at least some chance of causing damage.

(M4.46) DIRECT–FIRE SEQUENCE: Captor mines armed with direct-fire weapons fire immediately when triggered (not within the normal Sequence of Play). See (M5.112). When firing at cloaked ship, they will fire immediately when triggered only if they have already achieved and retained a lock-on (M4.435). See also (M5.201).

(M4.47) NO MINIMUM RANGE: A triggered captor mine can fire at less than its minimum range; use the lowest non-overloaded range column on the chart. See (M4.428) and (M4.424).

(M4.48) SEEKING WEAPONS: Captor mines with seeking weapons do not fire them when they trigger. They commit to fire them at that point and actually launch them at the appropriate point of the Sequence of Play. If the target is no longer available (destroyed, no lock-on, behind a planet, etc.), the mine will not launch its weapons. It will reset and look for a new target. If a captor bolts a plasma torpedo, it is resolved in the Mine Direct-fire Sequence (M4.46).

(M4.49) MULTIPLE ENGAGEMENTS: In the event that one moving unit triggers more than one captor mine (M2.47), the closest captor will fire. If two or more captor mines are equally close, select the one to fire by a die roll. Any captor mine which, for whatever reason, cannot fire (out of ammunition, blocked line of fire, etc.) is ignored for this purpose. In the event that a given automatic captor mine is triggered by more than one unit, that captor mine will fire at the closest unit at which it legally can fire. If two (or more) are equally close, select a target by die roll. Use a procedure similar to (J1.413).

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(M4.5) SENSOR MINES

Sensor mines do not explode or fire weapons. However, they can detect enemy units and trigger other mines, usually captor mines. Sensor mines use an automatic control system (M5.1) to determine if they will issue instructions (unless the sensor mine is, itself, controlled).

(M4.51) PROGRAMMING: The specific action to be taken by a sensor mine when it detects an enemy ship entering its (M5.12) detection range (0-6 hexes, set by the owning player before the scenario begins) must be programmed into its computer circuits. To reflect this, these actions must be written before the scenario is begun.

EXAMPLE: Sensor mine #3 might be told "when you detect a size-class 3 ship within range, order captor mine #26 to fire at it." See (M4.54); in the example captor mine #26 is the only mine controlled by sensor mine #3.

(M4.52) SIZE: All sensor mines are classed as small mines.

(M4.53) TRIGGERING: Sensor mines can accept a target moving at any speed greater than zero. The normal die roll for triggering (M2.40) does not apply; see (M5.112).

(M4.54) SPAN OF CONTROL: A sensor mine can control up to six other mines, including captor and explosive mines. The sensor mine must be within 15 hexes of any mines it controls (M5.22).
(M4.541) These mines are assigned prior to the scenario; the list of mines controlled by a given sensor mine cannot thereafter be changed (except between scenarios).
(M4.542) Each of these mines (of the same type) would be sent the same command (M5.20) simultaneously, but each type will/could receive separate orders appropriate to its type. A sensor mine will not order an explosive mine to detonate unless it is adjacent to or in the same hex as the target which triggered the sensor mine.

(M4.55) JOINT CONTROL: A given mine can be controlled by up to three sensor mines.
(M4.551) For each jointly-controlled mine, each of the sensor mines must be given a relative priority (e.g. captor mine #26 will consider orders from sensor mine #4 as being more important than those from sensor mine #5, in the event that both sensors mines send simultaneous commands.
(M4.552) A command-controlled mine which is controlled by one or more sensor mines can also be controlled by a manned base. [It can also control itself; see (M5.28)]. The base can order (M5.20) the mine to activate/deactivate and can order it to disregard the orders of a sensor mine for the remainder of the scenario, but cannot order the dual-controlled mine to trigger. The base cannot order a command mine to resume accepting commands from a sensor mine until after the scenario.
(M4.56) CONTROLLED SENSOR MINES: A sensor mine can, itself, be command-controlled, but the limits of this control are to tell the mine to become active or inactive (M5.20). While inactive, the sensor mine cannot detect targets or give commands and cannot itself be detected. See (M5.32).

(M4.57) ELECTRONIC WARFARE: Sensor mines have 3 points of built-in ECCM (D6.3142). If they are controlled by a base, they can be lent ECCM (but not ECM) by the base as the base would lend to a specific unit (G24.21); they do not receive the ECCM of the base as a seeking weapon would. ECCM lent to a sensor mine does not apply to any captor mines it controls. The ECCM of the sensor mine (built-in, not lent) is added to the ECCM of any captor mine it controls, but each captor mine only receives ECCM from one sensor mine at a time.

(M4.58) USING SENSOR MINES AS ALARM MINES: A sensor mine can be placed and not linked to any mines, but instead given instructions to report the presence of a target to the nearest base. Such an alarm mine could be used in a remote minefield to summon the base reaction force, or it could be used to help detect cloaked ships approaching a base. The mine would report that a qualified target had caused it to trigger, but could not report the exact (i.e. hex) location of the triggering unit or any data about that target. The mine will report each time it is triggered, but not whether the same or a different target did the triggering. If such a sensor mine was destroyed, it would not be able to report that event; it would simply cease reporting. Remember that the use of hidden cloaked ships vs. hidden minefields will require the use of a neutral non-playing judge. The target will not know that the mine has transmitted a report, although a non-cloaked ship might detect the presence of a mine under (M7.34) if its fire control was active.

(M5.0) TYPES OF MINE CONTROL SYSTEMS

Mines may be controlled (ordered to trigger) in one of three ways: automatic (M5.1), command (M5.2), or chain (M5.3).

One critical difference in these types is in the difficulty in detecting them; see (M7.0). It is virtually impossible to detect chain and command-controlled mines as they emit no energy. Automatic mines emit a weak sensor field to detect potential targets.

All mines (except those controlled by bases) are neutral in all respects and will detonate/trigger against "friendly" ships.

(M5.1) AUTOMATIC MINES

This is the standard and most commonly used type of mine. Note that this mine does not detonate automatically, but must make the die roll (M2.40), except in the case of captors and sensors (M5.112).

(M5.11) TRIGGERING: The effect of an automatic detonator depends on the type of mine.

(M5.111) Automatic-explosive mines trigger when an enemy unit enters their detection range, which is one hex. (This can be voluntarily set for zero hexes, i.e. only the hex containing the mine.) The rules for triggering an automatic-explosive mine are given in (M2.4). Both types of mines in the BASIC SET, (M2.0) and (M3.0), are of this type.

(M5.112) Automatic-captor and automatic-sensor mines trigger automatically when an acceptable target enters a hex within their detection zone; the speed of the target is irrelevant in their case. This is important in laying out minefields as you could inadvertently deploy your captor mines beyond their own effective range.

(M5.1121) In the case of cloaked units, a die is rolled for the mine each time the cloaked unit enters a hex within the detection zone, and the mine will trigger only on a roll of "1." Captor mines automatically detect any cloaked unit within their detection zone (and target programming) at the instant that the cloaked unit's cloak is voided; see (M4.435) for firing instructions. Cloaked minesweepers do not get the benefits of (M2.45) or have any other abilities or benefits beyond any other cloaked ship.

(M5.1122) In the case of minesweepers, a die is rolled for the mine each time the minesweeper enters a hex within the detection zone, and the mine will trigger only on a roll of "1-4."

(M5.1123) In the case of a unit which appears within the detection zone by displacement (G18.0) or transporter (G19.4), the mine will not trigger until the unit actually moves within the detection zone.

(M5.113) A mine can be in one of several modes at any given time. These are defined in various rules, but are summarized here.

(M5.1131) ACTIVE: This is the normal state for a mine. It can be detected and will trigger against targets within its triggering instructions. The rules generally assume an active-automatic mine unless specified otherwise.

(M5.1132) PRE-ACTIVE: When laid in an active mode, mines experience a delay before they become active; see (M2.3) and (M3.223). This is the pre-active period and will end when the requirements to become active are met. A pre-active mine will not trigger on ESG contact (G23.612) or incomplete destruction (M8.425) and will be detected by (M7.34), but is otherwise treated as an inactive mine.

(M5.1133) INACTIVE: Command-controlled mines (and only those mines) can be set to inactive mode (M5.202), in which case they will simply ignore targets but are otherwise treated as active mines. A mine cannot be laid in this mode during a scenario or begin a scenario in this mode (unless allowed by a special scenario rule). An inactive mine will trigger on ESG contact (G23.612) and cannot be detected under (M7.34) [unless it is a sensor mine (M4.56)], but could be detected by (M7.2).

(M5.1134) DISABLED: Certain mines can have their automatic detonators disabled, in which case they will not accept any target, but could be commanded to trigger. These include command-controlled (M5.28) and chain mines (M5.31). A mine cannot be laid in this mode during a scenario, and the mine must be specified as enabled or disabled before the scenario begins. Disabled mines cannot be enabled during a scenario. Disabled mines are harder to detect and gain a benefit under (M7.33) and are not counted for purposes of (M7.1).

A mine with a disabled detonator will not trigger on ESG contact (G23.612).

(M5.12) DETECTION: Target detection ranges up to six hexes (radius of detection zone) can be specified, except for explosive mines which can never have a detection range more than one. Captor and sensor mines usually have detection ranges of six. Note that, as (M2.4) specifies that each hex of movement within the detection range of a mine has a possibility of causing a mine to trigger, there is a high probability of being within detection range of several such mines.

(M5.13) ACTION: When an automatic mine detects an acceptable target within its specified range, it will take the specified action. Automatic-explosive mines detonate on a die roll (M2.4); automatic-captor mines fire/launch their weapons as per (M4.4). Automatic-sensor mines give orders to other mines to detonate or fire/launch. This reaction to stimuli is known as triggering.

(M5.14) NEUTRALITY: Automatic mines are set to trigger when they detect a unit (only type-D captors can fire at plasma torpedoes) entering or moving through their detection zone. All automatic mines are neutral and will trigger on a friendly unit, should one fulfill the requirements of (M2.14) and (M2.15). They can be set to trigger only for units of certain sizes; see (M5.15) and (M5.16).

(M5.15) SIZE OF TARGET: This "trigger size" is set by the player laying out the minefield. Size is determined by size class (R0.6). The target size and other parameters must be defined before the mine is laid and cannot be changed thereafter. See (M2.14).

(M5.151) Target size can be set for any or all of the 8 sizes (R0.6), and not all mines need be set the same. This is a yes/no decision for each of the eight size classes and could be expressed as a range of sizes (or everything except a certain range of sizes, etc.).

(M5.152) An unvoided WW is accepted by a mine as a ship of the size it is simulating (J3.26).

(M5.153) Notes and Advice: Mines in minefields should not be set for drones as this is a cheap way of getting them to detonate, and your own drones fired (by ships or captors) into the minefield will detonate your own mines. (Naturally, races without drones could set some of their captors to fire at drones.) It would be wasteful for a large mine to detonate when a fighter approached, but if it did not, the fighter might penetrate the minefield and cause no end of mayhem in the defended zone. Thus, it is common for large mines to be surrounded by belts of small mines. (This is one common system of minefield design. It is not the only system.) The large mine is set to detonate only when a ship the size of a PF or larger enters its range. The small mines are set to detonate only when fighters or shuttles enter their detection range. Thus, a cruiser could not "steamroller" the small mines (by moving slowly enough that it can reinforce its front shield to resist the blast), and fighters cannot trigger mines that would "overkill" them.

(M5.16) SET FOR Nth TARGET: An automatic mine could be set to ignore a specified number of acceptable targets before accepting one. See (M2.15) for complete instructions.

(M5.2) COMMAND-CONTROLLED MINES

(M5.20) BASIC RULE: A command-controlled mine has a command communications system and can be given certain simple orders listed below. Commands (M5.202), (M5.203), and (M5.204) can only be given by bases; command (M5.201) can be given by sensor mines or bases. Ships cannot control command mines (any exceptions will be specified). See the rules below, but particularly (M5.26) and (M5.28).

(M5.201) The mine can be triggered. Explosive mines detonate at the appropriate step in the Damage During Movement Stage (6A3). Captors with direct-fire weapons fire during the Direct–Fire Weapons Stage (6D2) after being allocated in (6D1). Captors with seeking weapons launch them in the Seeking Weapon Stage (6B6). The base does not need to have a lock-on to the target of a captor mine it controls; see, however, (M4.435) which requires the captor mine to have its own lock-on. The base will have to have its fire control active to control the mine (M5.26), but need not have a lock-on to the mine. Mines ordered to trigger do not count against the limit of (M2.443).

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(M5.202) Become inactive (ignore all targets). Obviously this can only be given to a mine that is active. All command mines are assumed to begin the scenario in active mode. An inactive command mine can be *ordered* to fire.
(M5.203) Become active (accept targets within pre-established parameters). Obviously, this can only be given to mines previously ordered into inactive mode.
(M5.204) The base can order a controlled mine, which is also linked to one or more sensor mines, to cease accepting commands from a given sensor mine or mines, but in this case cannot use instruction (M5.201); see (M4.552).

(M5.21) USE AROUND BASES: Command-controlled mines are used primarily around bases (of various types). They trigger when they receive commands to do so by subspace radio.
(M5.211) Command mines (a.k.a. control mines) used around bases must be placed within 50 hexes of the controlling installation. Many starbases are surrounded by deep belts of automatic mines, while narrow corridors of command-controlled mines allow friendly shipping to enter.
(M5.212) Most starbases use large numbers of controlled captor mines for additional firepower. Controlled type–A/G/H captor mines (M4.41) can launch one round (of ammunition) per impulse while controlled by a base, but obviously cannot fire more shots during a scenario than they have.

(M5.22) USE IN MINEFIELDS: Command–controlled mines can be triggered by commands received from sensor mines. This (and chain mines, below) are the only times that command-captor mines are deployed in minefields away from bases. (They can, of course, also be used near bases.) The sensor mine must be within 15 hexes of the command-controlled mine.

EXAMPLE: A minefield could include a row of sensor mines 12 hexes apart, each set for a radius of 6 hexes. Six hexes behind this row is a row of captor mines, spaced two hexes apart. Each sensor mine controls six captor mines. A ship probing the sensor line would suddenly find six captor mines firing at it from several hexes farther away.

(M5.23) LAYING: Command-controlled mines cannot be laid or reloaded during a scenario.

(M5.24) SAME HEX: Two command-controlled mines cannot be laid in the same hex. See (M5.34).

(M5.25) MULTIPLE BASES: In the event that two friendly bases are in the same scenario, a given command-controlled mine can only be controlled by one base. The base controlling each mine is recorded in the minefield records before the scenario begins. See also (M4.55).

(M5.26) COMMAND LIMITS: The base must have active fire control (D6.6) in order to control mines. Each command mine ordered to activate, deactivate, or trigger counts as a seeking weapon against the base's control limit (F3.2) for the impulse in which the command is given and the subsequent 7 impulses (or as long as any seeking weapons controlled by that captor are in flight, whichever is longer); subsequent commands to the same mine can be made on the same channel as the original command and re-start the 7-impulse count.

(M5.27) PROHIBITED CONTROL: A unit protected by a WW or which is cloaked (or which is using passive fire control) cannot control mines because its fire control is not active (M5.26). A captured unit cannot control mines during the scenario in which it is captured and cannot later control the original owner's mines.

(M5.28) DUAL-MODE DETONATORS: A command-controlled mine also has an automatic detonator. This automatic detonator can be set like any other automatic mine (M5.1), or it can be disabled (M5.1134), in which case orders (M5.202) and (M5.203) above cannot be given and the mine would gain the (M7.33) benefit. The only possible conflict between the two detonators would be a seeking weapon programmed to fire by a captor mine (M4.425). In such case, the base (or sensor mine) could not override the command or issue a contradictory command; the command from the automatic detonator must be completed. Also note that firing rates must be observed, and firings commanded by the two detonators are counted together.

(M5.3) CHAIN CONTROLLED MINES

(M5.31) USE: Chain controlled mines are used primarily in remote border areas away from bases. Chain controlled mines trigger when they detect another mine detonating [or being destroyed (M5.35)] within a set distance. In effect, chain mines are automatics that trigger as a result of a different stimuli than a target entering their detection range. There is a disadvantage to this, in that sweeping the mines controlling the chain can render it useless.

A chain-controlled mine also has an automatic detonator. This can be set like any other automatic mine (M5.1), or it can be disabled. If the automatic detonator is disabled (M5.1134), the mine gains a benefit under (M7.33).

(M5.32) SENSOR MINES: Sensor mines may be deployed in an inactive mode (M5.1133), waiting for a chain command to order them to activate. Once active, they operate as automatic mines, except that they do not explode; they direct other mines to explode or fire/launch. For example, a minefield might have explosive mines in row xx20 (facing the enemy), sensor mines (tied to chain detonators) in row xx24, and captor mines (tied to the sensor mines) in row xx30. Friendly ships could operate safely up to row xx22, knowing that the sensor mines will not be activated until one of the explosive mines in the front row explodes.

(M5.33) EXPLOSIONS: Chain mines are set to trigger when they detect a nearby explosive mine trigger. (They cannot be chained to captor or sensor mines.) This could be a specific mine or any one of a group of up to six. The specific mines must be recorded in writing before the scenario begins as part of the minefield records. (Other types of explosions will not trigger these mines.) Note that, should a mine be "swept," it will not trigger and the chain mines will not detonate. [See (M5.35) for an exception.] The maximum range at which a chain mine will accept a stimuli is 20 hexes.

(M5.34) MULTIPLE CHAINS: Chain and deadman detonators can be connected to several mines. This can produce an exception to the general rule (M2.443), in that several mines might detonate simultaneously. Two chain or deadman mines cannot be placed in the same hex. See (M5.24).

(M5.35) DEADMAN MINES: Chain mines can also be set to trigger if a given mine (or one of several given mines) is destroyed (even if by sweeping), but this requires the specific triggering mine to broadcast a continuous signal that will reveal the existence of chain mines. This is generally known as a "deadman" switch (i.e. it only operates when it is turned off). See (M6.1) and (M7.22) for the penalty for this type of detonator.

(M5.36) CHAIN MINE EXAMPLE: A large explosive mine, such as the NSM from (M2.0), is set in hex 1010 with an automatic detonator. Additional large explosive mines (with chain detonators set to detect the explosion of mine #1010) are placed in hexes 0911, 0910, 1009, and 1011.

A ship moving into hex 0810 would not detect or be attacked by the chain mines since they emit no energy and have not detected the explosion that would trigger them. The ship enters hex 0910 and attempts to sweep the mine in hex 1010. A failure results in the mine in 1010 detonating (damaging the ship). The other mines detect this explosion and also detonate. (This is treated as a simultaneous detonation.) Thus four additional mines trigger and severely damage the ship.

To add insult to injury, a captor mine (with a chain detonator) in hex 1212 detects the explosions and fires a plasma torpedo at the ship. While a ship encountering such a minefield is going to have its problems, minefields of this strength obviously cannot be emplaced everywhere.

(M5.37) ACTIVATING/DEACTIVATING MINES: In a manner similar to activating sensor mines (M5.32), a chain-controlled mine can be set to activate or to deactivate its automatic detonator instead of triggering when a nearby mine explosion occurs. The target settings for the automatic detonator are required to have been set before the scenario begins.

(M6.0) MINEFIELDS

A properly constructed minefield can delay or completely stop the movement of enemy ships. Many campaigns have hinged upon one or more enemy ships being crippled by a mine and forced to retire to a starbase.

Minefields are primarily of two types: area and point defense. Area minefields are placed along borders to give a warning of intruding enemy ships and to slow those ships down until the friendly ships assigned to that sector are able to respond. Point defense minefields are set up around planets or bases to help defend against approaching enemy ships. Individual mines used during ship-to-ship scenarios are not included in a minefield, although they could be added to an existing one.

Minefields will normally consist of several types of mines. The main belt will consist of large automatic explosive mines, possibly surrounded by small automatic explosive mines to keep fighters and minesweeping shuttles away. A solid belt of large mines is unlikely, but most minefields include a double belt of small mines to stop fighters from penetrating.

Captor mines are usually employed outside of the main belt. Many are placed behind the belt to "defend" it against minesweepers, but some are placed outside of it (with chain controls) to fire seeking weapons back into the belt, trapping enemy ships between seeking weapons and the mines. In frontier areas, sensor mines are placed behind the minefield, controlling nearby but silent large captor mines.

The strength of a minefield is in direct proportion to the number of mines included in it, and mines are expensive. Further, minefields cannot be left in place for decades (or even months) without many individual mines suffering mechanical breakdown (or enemy snooping). Usually, the only border areas mined with any seriousness are those in the vicinity of planets visited by convoys.

(M6.1) MINEFIELD DEPLOYMENT

Minefields are deployed using hidden placement. The player controlling the minefield (known as the MFC or Mine Field Controller) records the hex number of each mine and all information about it. The specific information required is:

- Size (large or small)
- Type (explosive, captor, sensor, dummy, etc.)
- Control system (automatic, command, chain, deadman)
- If automatic, the detection range, size of target it will accept, and any Nth target delay (M5.1).
- If chain, the size and distance of explosion, or the specific mines, that will trigger it.
- If captor, the type of weapons it is carrying.
- If sensor, what it is to do when it detects a target (e.g. order a nearby captor mine to fire).
- A single number between one and six. This is the mine's individual detection number; see (M7.22). If the mine has a "deadman switch" (M5.35), and only in that case, two different numbers must be selected.

(M6.2) TYPICAL MINEFIELD

A "Standard Minefield" (used in many scenarios) consists of:

- 15 large explosive
- 40 small explosive
- 3 large captor
- 7 small captor
- 4 sensor

All must be deployed within a designated "mine belt" that is five hexes deep and the width (30 hexes) of the map, except that the sensor and captor mines may be deployed up to six hexes from the belt on either side. Note that this minefield represents only a part (conveniently the width of the map) of a much larger minefield.

The explosive mines and four of the small captors are automatics; the other six captors can be controlled by the sensor mines [or the base, if the minefield was purchased under (M6.33)]. Eleven mines can be set up as chain or deadman type mines.

A player using this type of minefield deploys it by (M6.1). All of the mines must be deployed before the scenario begins.

See (M2.9) for dummy mines.

(M6.3) MINE COSTS

The costs of mines (for purposes of setting up a player-designed scenario) is based partly on the individual cost and partly on the assumption that only a small part of any minefield will actually be used.

(M6.31) COST OF MINES PURCHASED INDIVIDUALLY: When individual mines are purchased in small numbers for specific uses, the costs are shown on the chart below:

Size	Explosive	Captor	Sensor
Small	1	3	3
Large	3	6	NA

These costs are for mines already placed on the map before the scenario begins. If the mine has a chain, deadman, or command detonator, add one point to the cost.

Mines carried on ships, including minesweepers and minelayers, are purchased under the Commander's Option Package (S3.2) and cost considerably more. Note that minesweepers (M2.78) and minelayers (M2.79) buy mines for their mine racks under the costs listed in Annex #6 but are not under the 20% limit of (S3.2); see (M9.17).

Mines cannot be placed within 11 hexes of the entry or set up hexes of the enemy force unless specifically exempted by the scenario.

(M6.32) COST OF A STANDARD MINEFIELD: A group of mines as defined in (M6.2) are available as a package at a total cost of 100 points, a considerable discount. This includes drones at the current General Availability speed at no additional cost.

(M6.33) COST OF MINES DEPLOYED AROUND BASES: In the case of a multi-map scenario in which a minefield is to be deployed entirely around the base (or planet), the player may purchase 1, 2, 3, or 6 packages, paying 1/2 of the total cost given in (M6.32). The player may buy, at the costs in (M6.31), additional individual mines, control systems, etc.

(M6.331) The mine belt is defined as a sector 5 hexes wide and encircling the base at a constant radius. (For example, a radius of 11-15 hexes could be specified.) It is divided into six segments, each covering one 60° segment of the belt. If one package was purchased, the mines can be distributed anywhere in the belt. Two packages are each distributed over three adjacent and exclusive segments. Three packages are each distributed over two adjacent and exclusive segments. Six packages are each distributed over one exclusive segment. The hex row forming the boundary between segments can have mines of either or both or neither group.

(M6.332) In addition to the above directions, each of the six segments must have at least 10% of the total number of mines. (If six packages were bought, each segment would by definition have no more or less than 16.667%.) Any additional individual mines can be placed without restriction.

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(M6.4) DEPLOYMENT OF A TYPICAL MINEFIELD

A typical package of mines (M6.2) might be deployed as a linear minefield as listed below:

Large explosive mines (set for ships):
2301, 2203, 2306, 2108, 2309,
1911, 2112, 2313, 2214, 2317,
2119, 2321, 2324, 2226, 2329.

Small explosive mines (set for fighters and PFs):
1901, 1903, 1905, 1907, 1910, 1914,
1917, 1920, 1923, 1924, 1927, 1929,
2003, 2006, 2012, 2014, 2016, 2018,
2021, 2025, 2102, 2105, 2107, 2109,
2110, 2122, 2123, 2129, 2201, 2211,
2215, 2220, 2224, 2229, 2304, 2307,
2311, 2315, 2319, 2327.

Small automatic captor (set for shuttles/fighters, and intended to pick off MSS although they will fire on any size-6 target):
2406, 2412, 2418, 2424.

Sensor mines (set for ships): 1606, 1612, 1618, 1624.

Small captors controlled by sensors:
2006 (#1-1606, #2-1612)
2015 (#1-1612, #2-1618)
2024 (#1-1618, #2-1624)

Large captors controlled by sensors:
2806 (#1-1606, #2-1612)
2815 (#1-1618, #2-1612)
2824 (#1-1624, #2-1618)

For purposes of this example, chain and deadman detonators are not defined.

(M7.0) DETECTING MINES

The real problem with minefields is that the mines cannot be detected from any significant distance (M2.6). To simply detect that a minefield is present is a time-consuming task; locating the individual mines is tedious and extremely dangerous work. Many minesweepers have detected the minefield only after entering it.

(M7.1) DETECTING A MINEFIELD

(M7.11) GENERAL: If a ship (not a PF or shuttle) is within 10 hexes of at least six automatic mines that were placed before the scenario began, the MFC must announce that a minefield has been detected. Mines with disabled detonators (M5.1134) do not count for this purpose. PF scouts using (G24.26) function as ships; other PFs will detect a minefield at a range of 5 hexes.

(M7.12) INFORMATION: The MFC must give the distance to the nearest mine and announce that a minefield has been detected under (M7.1).

(M7.13) TIMING: This announcement is made only once per turn (for each side in the scenario), during the first Final Movement Actions Stage when it applies.

(M7.2) DETECTING INDIVIDUAL MINES

(M7.21) METHOD: To detect individual mines, the ship must attempt to scan them with its sensors. (Note below that only mines in an automatic mode can be detected by this method.) This can be done once in any period of 8 consecutive impulses (during the Ship System Functions Stage of the Impulse Activity Segment) but costs one energy point (either allocated or reserve power) per attempt. It is directed at all mines in the vicinity, not at any specific mine.

Minesweepers and X-ships can roll once in any period of 4 consecutive impulses.

(M7.22) PROCEDURE: The player rolls a single die. If the result equals the individual mine detection number for any given mine (M6.1) within the detection range (M7.32), the MFC must designate the size and hex of that mine (M7.33). If more than one detected mine is in the same hex, the MFC must identify them individually. He need not designate if the mine has a "deadman switch" (M5.35); that may become apparent when a mine in a given hex is detected on two different numbers. Electronic warfare has no effect on this procedure.

(M7.23) COUNTER: Once a mine is detected, a counter for the mine should be placed on the map.

(M7.24) EXAMPLE OF DETECTING MINES: There is a minefield on the map. It includes mines which are listed below by an identifying letter, their hex number, and detection number.

A-0719-1	G-0922-1	N-1212-1	U-0504-1
B-0814-2	H-1111-2	P-0820-2	V-1206-2
C-0517-3	J-0812-3	Q-0606-3	W-0710-3
D-1011-4	K-1010-4	R-0704-4	X-0916-4
E-0616-5	L-0305-5	S-1004-5	Y-0314-5
F-0912-6	M-0411-6	T-1117-6	Z-1105-6

A ship, planning to investigate this minefield, is in hex 1510, moving at a speed of six or less as required by (M7.31). The ship makes an attempt by spending the one point of power and rolling a die. The result is "4." According to rule (M7.22), any mine within six hexes with a detection number of "4" must be revealed to the ship. Mines D and K are revealed; mines R and X are beyond the six-hex range and are not revealed.

On a later attempt from hex 1406, the ship rolls a "5." Mine S is detected, but mines E, L, and Y are beyond range.

An attempt by a ship in hex 1208 with a die roll of "3" would detect mines J, Q, and W.

(M7.25) BLIND MINE DETECTION: With the services of a non-playing judge, extra tension can be added to this rule. Have the judge study the minefield player's records and roll the die for the detecting player. The detecting player knows what he has found, but not what die rolls found it. He will not know if all six possible die rolls have been made. The minefield player does not know which mines have been detected (i.e. don't place the counters on the map). The judge will inform the detecting player if a mine is detected by two different die rolls.

(M7.3) DETECTION CONDITIONS

These conditions apply to the procedures in (M7.1) and (M7.2).

(M7.31) SPEED: To attempt to detect individual mines, the ship must be traveling at a speed of six or less.

(M7.32) RANGE: Most starships (exceptions are noted below) can detect individual mines (M7.2) at ranges of up to six hexes.
(M7.321) Minesweepers, X-ships, and ships with scout functions (G24.26) can detect mines at up to 10 hexes.
(M7.322) PFs, with more limited sensor rigs, can only detect mines three hexes away. Scout versions of PFs can detect mines six hexes away if using (G24.26).
(M7.323) Shuttles (including MRS and SWAC) and fighters cannot detect mines. An SWAC shuttle can use one of its channels for (G24.26) to detect mines.

(M7.33) UNDETECTABLE MINES: Chain (M5.3) and command-controlled (M5.2) mines with their automatic detonators disabled (M5.1134) cannot be detected by any means except (M7.4). They are too small, are not radiating any energy, and are shielded by sensor-absorbant coatings. Exception: Deadman switch mines (M5.35).

(M7.34) AUTOMATIC DETECTION: If a ship with active fire control enters the detection range (M5.12) of an active automatic mine (the mine's detection range, not the ship's detection range), it detects that mine on a die roll equal to or less than the ship's sensor rating. A mine counter is placed on the map. The ship then knows the size and location of that mine.

This is not as academic as it might appear, i.e. it is far from certain that any such mine would detonate when detected. As the ship can only trigger one mine for each hex of movement (M2.441), a ship entering a dense mine belt would quickly detect many mines that had not (yet) exploded.

(M7.341) The die roll is made whenever the ship enters a qualifying hex. See exceptions in (M7.33); the conditions of (M7.31) and (M7.32) do not apply. Electronic warfare has no effect on this procedure.

(M7.342) This procedure does not require any energy, but the ship must have active fire control (D6.623), and any sensor damage will make the chances of detection less than automatic.

(M7.343) Shuttles cannot detect mines by this procedure; exception (M7.323).

(M7.344) Ships with disrupted (D6.68) or low-powered fire control (D6.7) cannot detect minefields or individual mines.

(M7.4) SPECIAL CONDITIONS, CAPTOR MINES

(M7.41) LOCK-ON: A ship with active fire control can roll immediately for a lock-on against any captor mine (even a chain or command-controlled one with a disabled detonator) that fires a weapon during the impulse of firing. In such cases the maximum sensor rating is "4" even if the ship has a higher rating. This die roll is not affected by EW shifts. The speed of the ship and range to the captor mine have no effect.

(M7.42) RETENTION: Once achieved, the lock-on can be retained by rolling (with a maximum rating of "4") at the start of future turns. The speed of the ship has no effect on this die roll; other conditions of lock-ons (range, blocking terrain) apply.

(M7.43) RANGE: This lock-on may be at ranges beyond where minesweeping (M8.0) is possible, but if lock-on is retained, it will enable the ship to get close enough to sweep a command-controlled captor mine.

(M7.44) SHIPS ONLY: This procedure applies only to ships, not to shuttles or seeking weapons. Exception: SWACS (M7.323).

(M7.5) IDENTIFYING MINES

(M7.51) LABS can be used to determine the specific type and subtype of a mine that has been located. The procedure from labs identifying seeking weapons (G4.2) is used. Minesweepers receive a +2 bonus to this die roll.

(M7.52) OTHER MEANS: Aegis (D13.3) cannot identify mines. Scouts (including SWACS) can use (G24.25) to identify mines. Probes (G5.25) can be used to identify mines.

(M7.53) REQUIREMENT: No mine can be identified until it has been detected and located.

(M7.54) INFORMATION GAINED: Identification will indicate the size (M4.1) and type (M4.2), but not the target programming (target sizes, firing arcs, priority of sensor mines, control status, etc.) of the mine. A dummy mine will be reported as a normal mine.

(M8.0) MINESWEEPING

Minesweeping is the process of destroying mines without detonating or triggering them. Minesweeping can only be carried out on detected and located mines (M7.0). [Mines detected only by (M7.1) have not been located and cannot be swept.] There are three primary methods: phasers, seeking weapons, and minesweeping shuttlecraft/PFs. While any unit can use phasers and seeking weapons for minesweeping, specialized minesweepers have certain advantages (M2.45). Minesweepers are described as such in their ship descriptions and noted on Annex #3.

(M8.1) SWEEPING BY PHASERS

(M8.11) PROCEDURE: To sweep a mine with phasers, the ship must:

be adjacent to or in the same hex as the mine,
be at a speed of zero,
have achieved a lock-on (M8.14),
and hold the mine in one of its tractor beams (G7.271).

If all of the conditions are met, phasers can be fired at the mine under the terms of (M8.4).

(M8.12) PENALTY FOR NON-MINESWEEPERS: Non-minesweepers have a penalty of 6 ECM points, which cannot be offset by ECCM (+2 die roll modifier if not using electronic warfare) when firing at a mine. Minesweepers, which have sensors specially calibrated to fire at mines, ignore this penalty.

(M8.13) OFFENSIVE ECM: A ship can use ECCM to counter any offensive ECM (G24.219) applied to it by enemy units.

(M8.14) LOCKING-ONTO A MINE: To achieve a lock-on, the ship must detect and locate the mine and then roll for a lock-on with a maximum sensor rating of 4. Another way to achieve a lock-on is found in (M7.41).

No more than one attempt can be made to lock-onto a given mine each impulse.

(M8.2) SEEKING WEAPONS

(M8.21) PROCEDURE: Seeking weapons can be launched at mines by ships (not shuttles) if they have a lock-on (M8.14). The launching unit must be at range 1 or 0. The mine does not have to be held in a tractor beam to be engaged with a seeking weapon.

(M8.22) DAMAGE: The seeking weapon(s) must score six points of damage to destroy a large mine (four to destroy a small mine); otherwise see (M8.4).

(M8.23) TYPE-VI DRONES do normal damage against mines (FD2.54), i.e. as if the mine were a fighter.

(M8.24) NON-MINESWEEPERS have the ECM penalty of (M8.12) and (M8.13).

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(M8.3) MINESWEEPING SHUTTLECRAFT AND MINE WARFARE PFs

(M8.31) OPERATION: Modified administrative shuttlecraft known as Minesweeping Shuttles (MSS) can be used for minesweeping. See (R1.F2).
(M8.311) Because no shuttlecraft could survive a mine explosion, all shuttles used for this work are operated by remote control, as defined in (R1.F2). See (M8.32).
(M8.312) MSS are carried by all minesweepers. Two of the admin shuttles on a minesweeper or minelayer are MSS. (If there is only one shuttle, it is an MSS.)
(M8.313) Non-minesweepers do not normally carry MSS, but they could do so on occasion. MSS can be purchased under the Commander's Option Package (S3.2).

(M8.32) PROCEDURE: To destroy a mine, an MSS must move into the mine's hex under remote control (R1.F2). Once there, assuming that the mine has not detonated, roll a single die. A result of 1-4 destroys the mine but not the shuttle. A result of 5 destroys the mine (using its small self-destruct "salvage" charge) and the shuttle (and detonates an explosive mine). A result of 6 means that nothing has happened; the MSS is still trying to sweep the mine. An additional die roll is made every impulse. EW has no effect on this die roll.

(M8.33) MINE WARFARE PFs (R1.PF4) can also use the remote-control rules (R1.F2), except that the PF can probably survive the explosion of a small mine (die roll 5).

(M8.4) DESTROYING MINES

(M8.41) DAMAGE REQUIRED: Six points of damage must be scored to destroy a large mine (4 points to destroy a small mine). If this amount of damage is scored, the mine has been destroyed without triggering.

(M8.42) INCOMPLETE DESTRUCTION: If a mine is hit by phasers or seeking weapons but not destroyed, it will take the following action depending on type. See (M8.424) in the case of a disabled detonator; inactive mines are treated as active mines for this purpose.
(M8.421) EXPLOSIVE mines will detonate irrespective of other targeting data previously programmed. Dummy mines (M2.9) will not explode.
(M8.422) CAPTOR mines will fire direct-fire weapons at any unit that fired on them (including guiding a seeking weapon to the mine or hitting the mine with an ESG); they cannot explode. This weapons fire will be resolved immediately (in the same impulse), but after the damage to the mine is resolved. A captor mine armed with seeking weapons which survives being fired at will launch a seeking weapon at the next opportunity within the normal Sequence of Play. Any firing or launching of weapons must be within the mine's normal rate of fire; if the mine is not eligible to fire, the stimulus will be ignored. Damaged captor mines retain their full armament.
(M8.423) SENSOR mines are unaffected until destroyed. Sensor mines never explode, even if damaged.
(M8.4231) If a damaged sensor mine controls any explosive mines adjacent to the unit that attacked them, it will order these mines to detonate.
(M8.4232) If a damaged sensor mine controls any captor mines, the sensor mine will order them to fire on the unit that attacked the sensor mine.
(M8.4233) This action ignores any other information set in the mine for this purpose. For example, a sensor mine will order captor mines linked to it (even those programmed to engage only size class six targets) to engage a size class four minesweeper.
(M8.4234) A damaged sensor mine will order explosive mines linked to it which are in the same or an adjacent hex to the sweeper to detonate. The mines will detonate, even if they or the sensor mine controlling them were not originally set to accept the sweeping unit as a target.
(M8.424) DISABLED: Any mine with a disabled detonator (M5.1134) will ignore all of (M8.42) and will not react to incomplete destruction.
(M8.425) PRE-ACTIVE: Mines in the pre-active period (M5.1133) will ignore all of (M8.42) and will not react to incomplete destruction.
(M8.426) Incompletely destroyed mines will self-destruct harmlessly between scenarios.

(M8.5) CONDITIONS AND RESTRICTIONS

(M8.51) GATLINGS: Some minesweepers use gatling phasers because they can fire up to four times in the same impulse. The player must specify in advance how many times that phaser will fire during that impulse. All of these firings are resolved before judging incomplete destruction (M8.42). Even if the gatling phaser could fire again on the next impulse, the mine will detonate if incompletely destroyed.

(M8.52) PHASERS ONLY: Note that other direct-fire weapons (such as disruptors or photon torpedoes) cannot be used for minesweeping because they lack the pin-point accuracy of phasers or seeking weapons. While their use could be attempted in dire straits (from a range of zero or one), the probability of accidentally detonating the mine is 99.9978% (roll a "1" six consecutive times for successful sweeping).

(M8.53) EXPLOSIONS: Mines are shielded against the effects of explosions (self-destruction, other mines) and WW collateral damage. See (M2.22).

(M8.54) AEGIS: Aegis fire control (D13.0) cannot react fast enough to allow two or more attempts to destroy a mine in a single impulse.

(M8.6) EXAMPLE OF MINESWEEPING

There is a mine in hex 1010. A minesweeper enters hex 1110 and stops to begin an attempt to sweep the mine. There is a possibility that the mine will trigger (M2.4), and this must be resolved at the time the ship enters the hex.

The ship now attempts to gain a lock-on to the mine. Since its sensors are undamaged, it has a sensor rating of six. However, rule (M8.2) limits this to a rating of four. The ship rolls a "5," indicating no lock-on, and must wait for the next impulse. (It can't detonate the mine if it does not move. However, it is still in tactical danger because something else could detonate the mine and because being stopped in the middle of a battle tends to attract unwanted attention.)

On the next impulse, the die roll is "3" and a lock-on is achieved. The ship now uses (M7.5) to identify the size and type of the mine. Since the range is one and a minesweeper has a +2 bonus to the roll, the mine will automatically be identified. In this case, the minesweeper determines that it is adjacent to an NSM. The ship now uses a tractor-beam to grab the mine and is ready to fire at it. The ship can fire any number of available phasers, but if the first salvo fails to destroy the mine, it will trigger instead. For example, if the ship fired only a single phaser-1, die rolls of 3, 4, 5, or 6 would yield less than six points of damage and result in an explosion. Firing two phaser-1s would guarantee successful sweeping, and for efficiency the sweeper fires them as phaser-3s (E2.25) to save power as two phaser-3s are guaranteed to kill any single mine except a PA mine (M10.0).

(M9.0) MINELAYING

During the course of a scenario, mines may be laid by one of two methods. Small mines can be placed by transporter; see (M3.0). Large or small mines can be laid directly (in the hex occupied by the ship); see (M2.0).

While all minesweepers (M8.0) can lay mines, there are special dedicated minelayers (R1.12) which, being more efficient, do the majority of actual minelaying.

(M9.1) MINE STORAGE BOXES

(M9.11) MINE RACKS: Minesweepers and minelayers are equipped with mine storage boxes (mine racks) on their SSD sheets. Each such box holds four large mines. Two small mines can be substituted for one large one. Note that, when extensive minefields are laid, this is done by specially equipped freighters (R1.12). The mines held in mine racks do not come with free dummy mines as T-bombs (M3.224) do.

(M9.12) PURPOSE: Minesweepers, which operate extensively in border regions, carry a few mines (usually 20-30) to "patch holes" in friendly minefields. It can also be particularly effective in minefield probing scenarios to remove enemy mines and replace them (in slightly different locations) with your own. The mines carried by minesweepers are those in the mine racks. There are no "reloads" for these mine racks.

(M9.13) DAMAGE TO MINE RACKS: Cargo hits may be scored on mine storage boxes and must be scored on them if no other cargo boxes are available. Shuttle hits must be scored on shuttle or mine storage boxes if any of either type exist. See Annex #7E. The mines on a destroyed rack are also destroyed (but will not detonate).

(M9.14) NON-MINE SHIPS: Non-minelaying ships cannot carry mines except as per (M3.1) or (M2.7).

(M9.15) T-BOMBS: Minelayers can carry additional small mines as per (M3.13) and can use them as transporter bombs (M3.0) as any other ship.

(M9.16) CONVERSION: Ships modified by (S7.0) to carry mines in the shuttle bay are not considered minesweepers for any purpose.

(M9.17) BPV: The BPV of a minesweeper or minelayer does not include its mines. These are purchased as Commander's Option Items (S3.2), but mine purchases by minesweepers are not restricted to a percentage of the BPV (M6.31). Essentially, the cost of mines in mine racks is part of the overall force total, not a part of the cost of the minesweeper.

In some published scenarios, perhaps where a minesweeper or minelayer is surprised by enemy units while going about its normal business, there may be an exemption to this cost specified in the scenario.

(M9.18) SHUTTLES LAYING MINES: Certain shuttles can lay mines. These include the MRS (J8.0) and MLS (R1.F6). MLS shuttles can only be carried by certain units. Any MRS shuttles would be counted within the limit on the number of allowed MLS.
(M9.181) Minelayers can have one MLS replacing an admin shuttle, without extra cost, and may purchase up to two more under (S3.2) to replace admins if it has shuttle bay space.
(M9.182) Minesweepers can purchase one MLS (which replaces one MSS) under (S3.2).
(M9.183) Starbases can have two MLS, purchased under (S3.2).
(M9.184) Battle stations can have one MLS, purchased under (S3.2), but only if they have no MRS.

(M9.19) LOADING AND UNLOADING: Mines are difficult and dangerous to handle, and the racks were not designed to make this any easier. A ship with mine racks can load or unload one large mine from any one of its racks during one turn. (This might be done to transfer the mines to another ship or for some other reason.) The rack must be taken out of service for the entire turn for this to be done. Use the procedure in (FD2.42). Two small mines can be substituted for one large mine.

(M9.2) CONDITIONS AND RESTRICTIONS

(M9.21) RATE: Ships can lay one mine from each mine rack during each turn. Only minesweepers and minelayers use these rates to lay mines.

Other ships converted (S7.0) to carry mine racks drop mines through the shuttle hatch at the rate of one per turn per shuttle bay, regardless of the number of racks in the bay.

(M9.22) TRANSPORTERS: See (M3.22) for the procedure to lay small mines by transporter.

(M9.23) MINES WHICH CANNOT BE LAID DURING A SCENARIO: Captor and sensor mines, as well as any type of control, chain, or deadman switch mine, cannot be laid during a scenario.

(M10.0) POWER ABSORBER MINES

These are Andromedan weapons found in Module C3.

END OF SECTION (M0.0) ADVANCED MISSIONS

NOTES ON RULEBOOK ORGANIZATION

The rules superscript "N" has not been used in any SFB product to date (1991). The rules superscript "O" is not used due to possible confusion with "zero." The next section is "P" (Planets and Terrain).

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(P8.0) STANDARD ORBITS

When a base (or other unit) is designated by a scenario as being in a "standard orbit" around a planet, the base is placed (at the start of the scenario) in a hex adjacent to the planet (designated by the scenario) and revolves around the planet, moving in a circular path at a speed of one hex per turn.

The term "planets," in this context, includes moons but not asteroids, bases, or other terrain features.

(P8.1) ORBIT DEFINITION

Unless otherwise noted in the scenario (or by the player owning a unit entering orbit), the base (or other unit) is presumed to orbit in a clockwise direction. For example, if the planet was in hex 2215 (a very common location), and the base was designated as starting in 2214, then the base will enter, in subsequent turns, hexes 2315, 2316, 2216, 2116, 2115, and finally return to 2214 every sixth turn.

(P8.2) MOVEMENT

(P8.21) SEQUENCE: The actual movement from one hex to another takes place during the Movement Segment of impulse #32 of each turn (the last impulse of the turn, as any speed-1 unit). The facing of the base has no effect on movement.

(P8.22) EFFECT OF MOVEMENT: The movement of the orbiting unit can set off mines and/or cause any other event that would normally be caused by movement at a speed of one hex per turn. Exception: DefSats (R1.15G).

(P8.23) STASIS: Units with SFGs (G16.0) cannot use them while in orbit (as orbital movement is a type of movement). An orbiting unit placed in stasis stops; it resumes its orbit when released from stasis.

(P8.24) WEB: A unit in orbit which enters a web hex (presumably a newly created one) with a strength of 1 or more will stop; it will resume orbital movement if the web dissipates.

(P8.3) ROTATION

Bases in standard orbit can rotate at any rate allowed in (C3.7). The orbit has no effect on the rotation rate; the facing of the base is defined by its rotation speed and not by the direction to the planet.

(P8.4) SHIPS IN ORBIT

Ships (and some other units) can enter into standard orbit.

(P8.41) ESTABLISHING ORBIT: To do this, move the ship into a hex adjacent to the planet and stop all warp movement (by any means within the rules, but usually by ending the turn there, emergency deceleration, or a speed change).
(P8.411) The ship must turn to face the next hex in a standard orbit (path). It can do this by a free zero-energy turn of no more than 60°, which can be made on the next impulse. (Doing so will irrevocably commit the ship to enter an orbit, i.e. it must pay the orbital insertion energy and plot zero speed on the next Energy Allocation Phase.) Alternatively, the ship can use normal Tacs or HETs to attain the proper facing. The ship cannot move further on that turn after committing to go into orbit.
(P8.412) During the subsequent Energy Allocation Phase, the ship expends one point of impulse power for "orbital insertion." The ship cannot expend other engine power for movement purposes except as provided below.
(P8.413) Thereafter the ship will, on the last impulse of each turn (including the turn of insertion), enter the next hex of the orbital path without any power being used, turning 60° as necessary (which will be every turn in a six-hex orbital path around a one-hex planet). Bases rotate rather than turning.

(P8.42) LIMITATIONS: After establishing an orbit, the ship cannot use impulse or warp energy for movement, except for tactical maneuvers (P8.43). The ship does not rotate (as bases would) but can use tactical maneuvers (of either type).

(P8.43) TACTICAL MANEUVERS: An orbiting ship can use tactical maneuvers.
(P8.431) These will offset the ship's facing from the orbital direction, but the ship will continue to turn 60° as it rounds each "corner" of the orbit.
(P8.432) Each time the ship uses a tactical maneuver, the ship must also spend energy equal to the cost of one hex of movement (must be power usable for movement) to stabilize its orbit. This is an exception to the normal cost of tactical maneuvers.
(P8.433) Zero-energy turns (C5.13) can be made in orbit and do not require stabilization energy.

(P8.44) LEAVING ORBIT: The ship can break out of orbit at any time by simply allocating energy for normal movement. It could also be pulled out of orbit by a tractor beam. If the ship commits a prohibited action, the orbit movement simply stops and the ship begins normal movement.

(P8.45) ERRATIC MANEUVERING: Ships in orbit cannot use erratic maneuvering (C10.0).

(P8.46) DECAYING ORBITS: The time scale of the game is not sufficient to require rules for decaying orbits. This would never happen during a scenario. A ship left without power in a standard orbit at the end of a scenario must be able to repair an engine box during the next 50 turns (after the scenario is over) or be towed away by a friendly unit, or it will be considered to have landed on the planet several hours after the scenario is over. See (P2.4) to resolve a landing and subsequent rescue, and note that a unit unable to use the landing systems provided will crash (P2.431).

(P8.47) NON-SHIP UNITS: Some non-ship units can be placed in orbit; others cannot.
(P8.471) Defense satellites and shuttles can be placed in orbit prior to the beginning of a scenario.
(P8.472) Mines, monsters, and seeking weapons cannot be placed in orbit. Some of these units could, within the limitations of their rules, enter a hex near a planet and simply stop movement.

(P8.5) HIGHER ORBITS

Orbits can be established at a distance of two or three hexes from the planet's surface. These operate exactly as above, except that the unit in orbit requires more time to complete each orbit.

Radius is measured from the center hex of a multi-hex planet (and obviously must be greater than the radius of the planet including its atmosphere; ships cannot orbit through atmosphere hexes).

(P8.51) RADIUS 2: (Diameter 5): Planet in 2215. Orbit is 2213, 2314, 2414, 2415, 2416, 2317, 2217, 2117, 2016, 2015, 2014, 2114, 2213.

(P8.52) RADIUS 3: (Diameter 7): Planet in 2215. Orbit is 2212, 2313, 2413, 2514, 2515, 2516, 2517, 2417, 2318, 2218, 2118, 2017, 1917, 1916, 1915, 1914, 2013, 2113, 2212.

(P8.6) LARGER PLANETS

In the case of gas giants of various sizes, the ship must orbit above the atmosphere, but can do so one, two, or three hexes above it. Naturally, as the planet is several hexes across, the orbital radius will be much larger and the orbital period correspondingly so.

Ships cannot establish orbits in ring hexes (P2.223).

RADIUS 6: (Diameter 13): Surface of Saturn in 2210-2713-2718-2220-1718-1713-2210. Orbit is 2209-2812-2818-2221-1618-1612-2209 (just above cloud tops and well inside rings).

(P9.0) GRAVITY WAVES

Some large black holes (and other conditions) can produce gravity waves. These are, to some extent, like large waves (tidal, tsunami, etc.) on the ocean, i.e. a moving line of destruction.

(P9.1) DESIGNATION

(P9.11) COUNTERS: Use two counters to designate a gravity wave. These counters are moved along the map edges; the row of hexes between the counters represents the gravity wave. For example, 2201 and 2230 define a gravity wave, as do 0111 and 2101.

(P9.12) DEFINITION: In a scenario, a gravity wave is defined in this format: 20-point gravity wave in 0501-0103, moving in direction C/D. Note that this wave will do 20 points of damage to a ship, 10 points on each of two shields (P9.31).

(P9.2) MOVEMENT

The gravity wave moves at a speed of one hex per impulse. Note that in some cases, due to the edges of the hex grid, it might be necessary to move one of the markers two hexes. In the above example, the counter in 2101 would be moved to 2301.

Gravity waves advance after black hole movement and before nebula effects. Their effect is applied immediately.

(P9.3) EFFECT

When a gravity wave enters a hex occupied by a unit (or vice versa), the following effects are applied to the unit:

(P9.31) DAMAGE: Damage points equal to the strength of the wave are distributed equally to the unit's two facing shields. Assign any odd points to either shield at the owning player's option.

EXAMPLE: A ship is in 1813 facing F. The gravity wave is in 1713-1812 (extending to each side) moving C-D. Shields #1 and #2 are facing the gravity wave and take the damage.

(P9.311) Andromedans take the damage on the PA panel(s) that cover the arcs of the indicated shields. (This might be in one set of panels or divided over two, depending on facing.) Andromedans can displace over the wave and avoid receiving any damage. A satellite ship transported over a wave would not take wave damage.

(P9.312) Units without shields are damaged directly at the basic strength of the wave. Plasma torpedoes are not damaged by gravity waves, but are considered to have expended range equal to the strength of the wave at the time of impact.

(P9.313) Monsters are affected by gravity waves just as ships are. The effect on some monsters (and others, depending on the die roll determination of how to kill them) will be academic.

(P9.314) Units in stasis are unaffected (G16.41), but the SFG unit must drop its field (G16.31) when hit by the wave.

(P9.315) Gravity waves will not damage mines or DefSats.

(P9.316) Gravity waves do not affect direct-fire weapons fired into, out of, or through gravity wave hexes.

(P9.317) Docked units will remain docked while in a gravity wave. Other systems (including tractors and transporters) function normally, unless otherwise stated. See (G13.48) for cloaked units.

(P9.32) FACING: The gravity wave will turn the unit (except a base) 60° to face parallel to the wave. In the above example, the ship would be turned to face in direction E, i.e. along the length of the wave. Turn and sideslip modes are not affected.

(P9.33) TERRAIN: Gravity waves generally ignore terrain. They do not damage it, their effect is not reduced by it, and no type of terrain creates a "shadow" in the wave.

(P9.331) Units landed or built on planets (including moons, not including large asteroids) are unaffected by gravity waves.

(P9.332) Units flying in atmospheres (or using low-flight above a planet or moon without an atmosphere) are affected normally. In addition, there is a 50% chance of an immediate crash landing (P2.431) if the ship is in a hex containing a planetary surface.

(P9.333) Webs block gravity waves (G10.751).

(P9.4) GRAVITY WAVES PRODUCED BY BLACK HOLES

Some black holes (P4.0) produce gravity waves. To add this effect to a black hole, assume that a black hole generates a 100-point gravity wave every 10th turn, beginning on turn 5 of the scenario.

(P9.41) SPHERICAL WAVE: The gravity wave generated by a black hole expands spherically (an expanding ring), rather than in a straight line. Each impulse, the wave moves one hex in all directions from the black hole. (While the gravity is pulling toward the hole, the effect of the wave is moving outward.)

(P9.42) FORCE OF WAVE: The force of a wave generated by a black hole is reduced approximately 10% each impulse, according to the chart below:

Impulse	Force	Impulse	Force	Impulse	Force
1	100	12	31	23	10
2	90	13	28	24	9
3	81	14	25	25	8
4	73	15	23	26	7
5	66	16	21	27	6
6	59	17	19	28	5
7	53	18	17	29	4
8	48	19	15	30	3
9	43	20	14	31	2
10	39	21	12	32	1
11	35	22	11		

The impulse will show the radius of the wave from the hole. Remember that normal gravity waves do not lose strength.

(P9.43) CORNERS: In the case of a gravity wave generated by a black hole (P9.41), it might be possible for only one shield to be facing the gravity wave (on the "corner"). In this single case of a wave facing one shield, distribute the damage over the three facing shields as evenly as possible (any odd points distributed by owner of the ship, one per facing shield); no change in facing is caused by the wave.

(P10.0) HEAT ZONES

These are found near stars and in some nebulae. They cover the entire map, or more limited areas if defined by a scenario.

(P10.1) EFFECTS: So long as the ship has at least one box on each shield, there is no effect. However, the ship receives one damage point during each Dogfight Resolution Interface (DRI, every 8th impulse) for each shield that is down. (If three shields are down, you receive three points of damage.) General reinforcement does not count.

Armor provides no protection from heat and cannot be destroyed by heat damage. If the ship has armor, ignore it and roll normally on the DAC.

(P10.2) UNAFFECTED UNITS: Heat zones do not affect drones, plasma torpedoes, defense satellites, or mines.

(P10.3) SHUTTLES AND PFs receive damage only on the 12th and 24th impulse of each turn. Shuttles, which have no shields, receive this effect (1 point each occurrence) automatically; PFs receive it as ships, i.e. only if shields are down. An interceptor (K3.43) with a down shield would take 3 points of damage.

(P10.4) TERRAIN: Most terrain has little effect on a heat zone.

(P10.41) The effects of a heat zone cannot penetrate an atmosphere.

(P10.42) The effects of a heat zone are not blocked by webs, planets, asteroids, dust, or other terrain unless specified by those rules.

(P10.43) Units in stasis cannot be damaged (G16.41).

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(P10.5) WHITE DWARF: Players can create the effect of a White Dwarf by combining a heat zone with a black hole. In such cases, reduce the ranges in the second column of the (P4.1) chart by 50%; round fractions (of the total) up.

(P10.6) PA PANELS are affected by a heat zone. They can be operated at reinforced levels if otherwise allowed.
(P10.61) PA panels cannot dissipate energy externally in this zone.
(P10.62) An Andromedan ship takes one internal damage point in each DRI for each bank/group of panels that is full.
(P10.63) An Andromedan ship in a heat zone accumulates one point of power (from the heat) in each group of panels during each DRI if the panels are not full.

(P11.0) SUNSPOT ACTIVITY

Virtually all stars are subject to sunspots, pools of slightly cooler material on the solar surface. During periods of high sunspot activity, certain effects take place in regions within 200 million kilometers of the star. The effects cover the entire map.

(P11.1) COMMUNICATIONS are disrupted.
(P11.11) Players cannot talk to each other if they are on different ships. (Fire control and guidance is unaffected.)
(P11.12) Control of seeking weapons cannot be transferred (F3.5), but can be released (F3.4).

(P11.2) NON-FUNCTIONING EQUIPMENT: Some equipment will not operate in a sunspot area.
(P11.21) Transporters cannot be used (except inside a single object, such as a ship or two docked ships).
(P11.22) Tractor beams will not function except to hold already docked units together. Webs will continue to function [including for pinwheels (C14.0)].
(P11.23) TR beams will function as weapons but not as tractors. (Displacement devices will function.)

(P11.3) JAMMING produced by the sunspots creates the effect of eight points of natural ECM for all units. No EW can be loaned, although self-protection can be used. The ECCM of seeking weapons and the units controlling them is defined by (D6.393) and is not treated as lent EW.

(P11.4) SOLAR FLARES are often associated with sunspots. If this is specified as such by the scenario, treat the area as a radiation zone (P15.0). Shadows (P11.5) would exist in the radiation zone.

(P11.5) SHADOWS are created by planets, black holes, and moons. The star is designated as being in a certain direction. An area one-hex wide (or the width of larger planets) extends from all planets and moons in the direction away from the star. Ships in these areas are unaffected so long as the function (e.g. tractor, weapon fire) does not extend beyond the shadow. (While the shadow does, theoretically, get narrower as it gets farther from the planet, the shadow is still half the original width at 40 hexes beyond the planet and the effect can be ignored.)

Shadows are not created by webs, asteroids, rings, ships, bases, or other units and objects except as provided above.

(P12.0) NOVAS AND SUPERNOVAS

The end for many stars is as a supernova. The star has burned most of its hydrogen fuel and begins burning its helium. The result is a great increase in heat, and the star rapidly expands to several dozen (or even one hundred) times its original size.

The similar but smaller "nova" is caused when material falls into a star, causing it to become much brighter for a short period. The rules below provide for both versions.

As only a fool fights in a burning house, scenarios involving supernovas will usually involve the rescue of persons or objects on planets near the nova [as in scenario (SM5.0)], rather than simple ship-to-ship combat. Of course, two ships could fight over who will do the rescuing.

(P12.1) STAR LOCATION: The star might be on the map as in (SM5.0) or located some distance away. In either event, the scenario will designate when the star will go nova.

(P12.2) NOVA DIRECTION: If the star is on the map, the nova will expand from that point. If not, the wave front of the nova will enter the map at a point and time, and move in a direction, specified in the scenario.

(P12.3) WAVE FRONT: The nova wave front will advance across the map at a speed of one hex per turn (moving on impulse #16), as would a gravity wave (although the nova wave is slower). The wave front hexes and all hexes behind it are considered nova hexes. Mark the wave front with any convenient counters.

(P12.4) EFFECT: The effect of the nova is to immediately destroy all units which are in nova hexes (ignore the explosion of the unit). Planets in nova hexes may or may not be destroyed, but the atmosphere, population, all organic life, all soil and water, and all installations and units on them will be destroyed. There is no protection from a nova except a stasis field, which lasts as long as the generating unit.

(P12.5) OTHER EFFECTS: The following additional rules are used to represent the other effects of a nova or supernova:

EFFECT	NOVA	SUPERNOVA
Radiation (P15)	20 hexes	40 hexes
Heat (P10)	10 hexes	20 hexes
Nebula (P6)	50 hexes	75 hexes
Pulsar (P5)	40 impulses	20 impulses
Asteroids (P3)	1 per impulse	2 per impulse

(P12.51) Treat the area within the specified distance from the nova wave front as a radiation, heat, and/or nebula zone. For example, a unit 12 hexes from a nova front would be in a radiation zone and a nebula, but not in a heat zone.
(P12.52) A pulsar burst is emitted on the impulse that the nova begins and is repeated thereafter at the specified interval. Range determination is made from the front of the nova wave, not from any single point.
(P12.53) The asteroid rules (P3.0) are used to reflect chunks of stellar matter cast off into space at high speed. Each impulse one (or two) new asteroid counter(s) (representing 7-hex asteroid clusters) are placed along the wave front. These then proceed to move at speed 20 directly away from the wave front (sideslipping left, right, left, etc.). (Asteroids move as the last unit to do so; new asteroids are created after movement.) Position along the wave front must be determined randomly. Use an ordinary deck of playing cards and assign each hex of the wave front to a card (temporarily placing aside any unused cards).

For example, if a supernova wave front started in the xx01 hex row (the top row of the map), you could use a deck with two jokers (which can be identified from each other) and with all face cards removed. The jokers represent #41 and #42; the suit of the other cards indicates units of ten and the pip value, units of one: Clubs = 1-10, Hearts = 11-20, Spades = 21-30, Diamonds = 31-40. Draw two cards (one for each asteroid). If one card was joker #1 and the other card was the 5 of spades, an asteroid would be placed in hex 4101 and the other in 2501. Obviously, if the wave front was in the xx05 row (turn 5), the asteroids would have been placed in 4105 and 2505.

Asteroid damage is determined by (P3.2) within the normal rules (i.e. whenever a unit enters an asteroid hex) with a speed of 20 or the unit's speed (whichever is greater).

(P13.0) DUST CLOUDS

Dust, as opposed to the molecular hydrogen found in nebulas, consists of finite particles of solid matter. Dust clouds cover the entire map. The cumulative effect of dust clouds is similar to that of asteroids.

(P13.1) EFFECT: Dust clouds cause damage points based on the unit's speed, as shown on the chart below:

IMPULSE	SPEEDS THAT TAKE DAMAGE		
5	13-18	23-25	29+
10	19-22	26+	
15	9-12	23-29+	
20	19+		
25	13-18	26+	
30	19+		

(P13.2) DAMAGE: During impulses divisible by five, all units at speed listed in the right portion of the chart for that impulse take one point of damage on the shield facing in the direction that they are moving. (Units without shields take the damage directly, as usual.) Use the procedure in (P3.21) to determine the facing shield.

For example, a ship moving at speed 20 would take one point of damage on impulses 10, 20, and 30.

Units performing erratic maneuvers (C10.45) take the one point of damage on all six listed impulses. For ESGs, see (G23.654).

(P13.3) NON-SHIP UNITS: Dust clouds will damage drones, plasma torpedoes (as phaser damage points), PFs, and shuttles; subtract 10 from their speed when calculating damage. (This subtraction is mandatory; players cannot voluntarily forgo it.)

(P13.4) ELECTRONIC WARFARE: Dust clouds produce one point of "natural source" ECM for each unit in them. This is irrespective of the number of hexes between units (i.e. one point total, not one per hex). This applies to units inside firing out, outside firing in, and inside firing at other units inside the dust cloud.

(P13.5) INTENSE DUST CLOUDS: For more intense dust clouds, simply double the damage on each impulse in which damage is specified by the table in (P13.1).

(P13.6) CLOAKED UNITS: See (G13.48).

(P13.7) TERRAIN: Dust clouds do not extend into atmosphere hexes.

(P14.0) ION STORMS

These are the most common interstellar disturbances although their effects are more nuisance than danger. Ion storms combine the effects of many other conditions noted here; they cover the entire map. Alternately, a storm could enter as a gravity wave, with all hexes behind it considered a storm area.

(P14.1) RADIATION: Ion storms are treated as radiation zones (P15.0).

(P14.2) GRAVITY WAVES: Weak (10 point) gravity waves (P9.0) are frequently evident in ion storms. Assume that a series of gravity waves 32 hexes apart are approaching from a direction randomly determined before the scenario begins.

(P14.3) SUNSPOTS: On each turn, there is a chance that the storm will cause various effects similar to sunspots (P11.0). After energy allocation, roll one die and consult the following table:

DIE ROLL	EFFECT
1	Use (P11.1)
2	Use (P11.2)
3	Use (P11.3)
4-6	Use all three.

The effect of any given die roll ends at the end of that turn, and a new roll is made.

(P15.0) RADIATION ZONE

This type of zone will be found near some types of stars and some other areas. The entire map might be treated as a radiation zone or only the area within a set number of hexes of a specific planet or asteroid.

The WYN radiation zone is a completely different and unrelated effect; see (P7.0).

(P15.1) EFFECT: So long as the ship has at least one box on each shield, there is no effect. (General reinforcement does not count.) If there is at least one functioning PA panel (D10.0) in each bank and no bank is full, this has the same protection as shields.
(P15.11) One crew unit dies on each Dogfight Resolution Interface (DRI, every 8th impulse) if one or more shields are down.
(P15.12) Radiation can kill the last unit on the ship; the ship would then become a contaminated derelict. It could be captured by towing it out of the radiation zone (and then to a starbase for decontamination).
(P15.13) All of the legendary officers on the ship, together, constitute the "final crew unit" after all of the crew units listed on the Master Ship Chart are gone.
(P15.14) In some scenarios, the source of the radiation may be a specific point. In this case, the down shield (or panel) must be facing the source of the radiation or there is no effect. See (D3.43).

(P15.2) UNAFFECTED UNITS: Radiation zones do not affect drones, plasma torpedoes, super-computers (G11.0), or mines.

(P15.3) SHUTTLES AND PFs are unaffected by radiation zones. Their much smaller crew areas can be shielded.

(P15.4) TERRAIN: Most terrain has no effect on radiation zones and is not affected by them.
(P15.41) Radiation cannot penetrate an atmosphere.
(P15.42) Radiation effects ignore planets, webs, asteroids, and other terrain. The terrain (or web) is not damaged, and units on/in/behind such terrain are not protected.

(P15.5) NEUTRON STAR: Players can create the effect of a neutron star. Use a counter to represent the star, which is the source of a radiation zone extending 20 hexes in all directions. Units within this zone are pulled one hex toward the star on impulse #16 of each turn.

(P15.6) OTHER EFFECTS: The static on the sensor channels reduces the maximum range for weapons, fire control, tactical intelligence, disengagement by distance, etc. to 25 hexes. This range is not extended by special sensors. See (G24.18) for scouts.

(P15.7) PA PANELS cannot dissipate energy in this zone. One crew unit dies on each DRI if any panel bank is full or is down (destroyed, inactive, etc.). If the panels are not full, one point of energy is absorbed into each panel group on each DRI; this absorbed energy is treated as normal energy stored in the panels (the panels will convert the radiation to a safer form which they can absorb).

END OF (P0.0) ADVANCED MISSIONS

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(R1.0) GENERAL UNITS USED BY ALL RACES

(R1.8) ARMED PRIORITY TRANSPORT (APT): Typical of types used all across the galaxy, this specific model was built within the Federation.

SSD and counters are in Advanced Missions.

NOTE: Earlier data that APTs had warp booster packs was incorrect. They do not have these packs.

(R1.9) FREE TRADER (FT): A true freighter (as opposed to the designs in Basic Set, which are literally pods with strap-on engines and bridges), the Free Trader shown here is typical of several types operating in the known regions of the galaxy.

Many minor modifications are known. This is depicted by an optional weapons mount (similar to those on Orion ships, see Annex #8B), but it is limited to a phaser-2 or phaser-3 (360°), drone rack-A, or ADD.

This ship can use powered landings (P2.434).

SSD and counters are in Advanced Missions.

There is an Orion variant, the Free Traitor (R8.10).

(R1.10) FLEET REPAIR DOCK (FRD)

The FRD is used as a mobile drydock to repair damaged ships as close to the combat zone as possible.

A counter and a generic SSD are provided in Advanced Missions.

(R1.10A) OPERATION OF FRDs

(R1.10A1) Units dock inside FRDs by (C13.5). FRDs cannot dock to or inside of bases.

(R1.10A2) Energy to operate the repair systems on the FRD may be taken from any undestroyed power source on the FRD itself or from any ship inside the dock; but see (C13.51) for restrictions. Alternatively, a ship could dock to the outside of the FRD (one on the top and another on the bottom) by (C13.55). The transfer of power in this manner is allowed by special equipment only included on an FRD.

(R1.10A3) FRDs and the ships docked to them or inside them cannot disengage by sublight evasion or acceleration.

(R1.10A4) The FRD can dock two Base Augmentation Modules (class–A or class–B), one on each side. These were often power modules to run the FRD (or fighter/PF bays to provide local defense). Two others could be docked in the positions (top and bottom) where ships are docked, but this would block ships from docking there.

(R1.10A5) Hull or cargo hits may be scored, at the owning player's option, on repair boxes; see Annex #7E and (G17.25).

(R1.10B) TOWING AN FRD: An FRD cannot move at warp speeds (it has no warp engines), and its ability to move at sublight speeds is of little strategic use. It can, however, be towed at warp speeds by these rules. Note that an enemy FRD must be captured (by boarding parties) before it can be towed by this method. An uncaptured FRD could be towed by the normal tractor rules.

NOTE: Players of F&E will recall that tugs have an advantage in the strategic movement of FRDs, but this is not reflected at the tactical level.

(R1.10B1) One or two ships can be docked externally by (C13.55) to provide warp power for repair work or movement. If the tractors holding the ship in the docking cradles are destroyed, unpowered, or released, the ship becomes undocked immediately and the cost of towing by any remaining ship is recalculated at that point.

(R1.10B2) The assembly (FRD + one or two ships) is treated as a single unit for movement purposes; the FRD has a movement cost of "2" (two energy points per hex of movement) for purposes of these calculations; it is added to the cost of the towing ships. The assembly has turn mode "F." The (C2.112) warp limit is calculated separately for each ship. The (C2.111) impulse limit applies to the entire assembly.

(R1.10B3) If the FRD is not empty when towed, the movement cost of all ships inside it (including PFs, and counting shuttles as 1/20 and heavy shuttles as 1/10) is added to the towing cost. [Shuttles in the shuttle bays of the FRD or units docked in or to it do not count. Extra shuttles overcrowded (J1.64) in these bays do count. PFs and shuttles on mech links do count.] It cannot use its own impulse engines for movement when being towed, but can use other systems normally. The towing cost of augmentation modules (Annex #7L) is added, as is the cost of PFs (but not fighters) in such modules.

(R1.10B4) When towing an FRD, the ships are under certain restrictions. Their facing must be the same as the FRD. One is assumed to be on the top and the other on the bottom; they do not block each other's fire. They can transfer power to or from the FRD but not each other. The ships (and the ship+FRD assembly) cannot use EM, HETs, or emergency deceleration. Otherwise the ships operate normally, including disengagement.

(R1.10C) TYPES OF FRDs: Many races used FRDs; the SSD shows a generic type. The Andromedans, Tholians, WYN, and Orions do not have FRDs.

(R1.10C1) The weapons carried by each race are as follows:

RACE	W1	W2	W3	W4
Federation	Ph–1	Ph–3	Drn–G	Void
Klingon	Ph–2	Ph–3	Drn–B	Scty
Romulan	Ph–1	Ph–3	Plas–D	Void
Kzinti	Ph–1	Ph–3	Drn–B	Void
Gorn	Ph–1	Ph–3	Plas–D	Void
Hydran	Ph–2	Ph–G	Void	Void
Lyran	Ph–2	Ph–3	ESG	Void
ISC	Ph–1	Ph–3	Plas–D	Void

(R1.10C2) Plasma–D racks are one LS, one RS. Prior to Y165, the plasma–D racks were phaser–1s with the same LS/RS arcs.

OTHER GENERAL UNITS

(R1.11) FEDERATION EXPRESS (FDX): Operated by the Federation Express Company, ships of this type hurtled through space at high speeds, carrying priority cargo, personnel, letters, small packages, live lobsters, game rulebook manuscripts, diplomatic pouches, and trade representatives. More reliable than government transportation, ships of this type provided a valuable service. Federation Express operated routes across the Federation and later expanded to include Gorn and Kzinti territory. Incredibly, one route (on a closely maintained schedule and flight path) regularly served the Tholian capital starting in Y179, after the failure of Operation Nutcracker. During times of peace, ships of this type operated limited routes in Klingon and Romulan space.

These ships almost always operate alone, but could be in the company of a local convoy or warship in danger areas. In one case, an FDX returning from Klinshai during peacetime was protected from pirates by a Klingon Internal Security Forces warship and briefly traveled with a Klingon convoy.

The Federation Express ship is operated only by the Federation, but is not a part of Star Fleet. It is a civilian ship, and is nimble.

The FDX can land on planets by powered landings (P2.434).

SSD and counters are in Advanced Missions.

(R1.12A) SMALL MINE LAYING FREIGHTERS (F–MS)
(R1.12B) LARGE MINE LAYING FREIGHTERS (F–ML)

Certain freighters were modified to lay mines. In most cases, all mines were automatic-explosive types. The mines are carried ready for use, not as cargo, and are not included in the BPV. Laying rates (M9.21) do not include transporters. These have MSS (M8.312).

The ship would proceed at low speed down the middle of the planned minefield, laying small mines with the transporters and large mines directly from the ship. In this way, a standard minefield could be laid fairly efficiently. The captor mines (or other special mines) would later.

These ships can lay captor and other special mines (M9.23), but the operation requires 50 turns per mine and cannot be done in combat or during a scenario.

SSD and counters are in Advanced Missions.

(R1.13) AUXILIARY CARRIERS: These ships are in Module J. The small auxiliary carrier is also listed in Basic Set.

(R1.14) GROUND-BASED DEFENSE STATIONS

These heavy weapons are deployed on many planets for self-defense. A typical colony might have up to three such weapons, while a heavily defended world might have many more. Each GBDS is treated as a small ground base.

There are many more small ground bases covered in rule (R1.28) in Module R1; those units use these rules. See (R1.14F).

(R1.14A) There are several types. They are deployed on planets (P2.7) or large (P3.44) asteroids, operating as ground bases.
(R1.14A1) They are treated as size-class 5 units [i.e. as PFs, (K1.0)] for Energy Allocation. They do not have T–bombs.
(R1.14A2) Small ground bases do not use the DAC or PF–DAC to distribute internal damage. The owning player can distribute any internal damage at his option. They do not take crew casualties (G9.2) and cannot mutiny (G6.0).
(R1.14A3) They do not pay energy for fire control or life support. They pay only 1 point of power for all shields; they cannot use specific reinforcement, but 1 point of power allocated to general reinforcement stops one point of damage.
(R1.14A4) They are locked to the planetary surface with positional stabilizers (G29.0) and cannot move, rotate, or be deployed in space. They can be lowered to a planetary surface as inactive cargo using (P2.442) and become active 32 impulses later (although their stabilizers cannot lock until after the scenario is over). Bases without locked stabilizers can be raised by (P2.441) and become inactive cargo when lifted from the surface. See Annex #7L for towing costs of inactive ground bases.
(R1.14A5) The weapons have 180° firing arcs. Exception: Those placed on large asteroids (P3.44) can have 360° firing arcs (P2.747) or they can have 300° firing arcs (in which case they could not fire or be fired at through the blocked arc (P3.43).

(R1.14B) These bases do not have a formal sensor-scanner system. They have an assumed sensor rating of 6-0, an assumed scanner rating of 0–9. They have an assumed damage control rating of 4–2–0.

(R1.14C) Combat operations for small ground bases.
(R1.14C1) Small ground bases do not explode when destroyed.
(R1.14C2) Small ground bases cannot be hit by direct-fire weapons or targeted by seeking weapons from beyond 5 hexes (true range); see (P2.713) for ballistic targeting.
(R1.14C3) Each small ground base has two points of ECM and two points of ECCM without energy cost and can use energy (K1.73) to generate more EW points; this is used instead of the PF procedures in (K1.71) and (K1.72). The free points are within the self-generated limit and can be dropped to allow the unit to use more points of the other EW type.

(R1.14D) The effects of any atmosphere are ignored for purposes of direct-fire weapons fired by the small ground base, but not for the purposes of weapons fired at the facility. See (P2.722).

(R1.14E) Plasma-armed ground bases are not normally used on planets with an atmosphere due to the degrading effects.

(R1.14F) Each base has one heavy weapon of the type noted, as well as other systems. SSDs are provided in Advanced Missions. Counters (marked GB) are in Advanced Missions and some other products.

TYPE	WPN	BPV	RACES
GBDP	Ph–4	14	All but Orion, Andro, WYN.
GBD1	Ph–1	8	All but Andro.
GBD2	Ph–2	7	All.
GBDH	HB	14	Hydran
GBFB	Fus	8	Hydran
GBDD	Disr	10	Klingon, Kzinti, Lyran, WYN
GBDT	Plas–S	14	Gorn, Rom, ISC
GBDF	Plas–F	10	Gorn, Rom, ISC
GBPT	Phot	8	Federation

There are several additional small ground bases in (R1.28) in Module R1. Andromedan ground bases are in Module C3. Hydran GBDH and GBFB bases have two phaser–G in place of the four phaser–3s. Disruptors are range 40; see Annex #8A.

(R1.15) DEFENSE SATELLITES (DefSat)

Defense satellites are deployed to protect colony planets. They are relatively inexpensive and can be operated by remote or automatic means. They have many of the characteristics of captor mines.

Counters are provided in Advanced Missions. SSDs for all DefSats are in Advanced Missions (except the Hydrans, which are in Module C1 and Andromedans, which are in Module C3).

(R1.15A) Normally, a set of five satellites is deployed. Three are in a low (1-hex radius) orbit (R1.15G); two are in a high (2- or 3-hex radius) orbit. This provides maximum coverage.

(R1.15B) Depending on the race using it, the DefSat will have a variety of weapons shown on the chart below:

RACES	WEAPONS	PH–3s
Lyr, Thl, WYN, Kl:	2xPh–2 + 2xDisruptor	+ 2xPh–3
Federation:	2xPh–2 + 2xPhoton	+ 2xPh–3
Fed, Kzinti, Kl:	2xPh–2 + 1xDrone–B	+ 2xPh–3
Gorn, Rom, ISC:	2xPh–2 + 2xPlas–F	+ 2xPh–3
Gorn, Rom, ISC:	2xPh–2 + 2xPlas–D rack	+ 2xPh–3
Hydran:	2xPh–2 + 1xHellbore	+ 1xPh–G
Any:	2xPh–2 + 2xPh–2	+ 2xPh–3

Drone racks (and plasma racks) can't be reloaded during the scenario. All drones are type-I (no special warheads) of the historically current speed (no limited or restricted speeds). Disruptors fire every turn, hellbore and photons every second turn, plasmas every third turn. Plasma–D racks use offensive mode only.

All weapons have a 360° firing arc. The ph-3/G will only fire at seeking weapons or fighters within two hexes. No weapons can be overloaded.

(R1.15C) Each DefSat is destroyed by 25 points of damage and is fully functional until then. DefSats are considered drone-sized (i.e. size 7) targets under (E1.7) and cannot be fired at unless they have fired. Each satellite can control the seeking weapons it launches; see (F3.226). Each defense satellite has 2 points of ECM and 2 points of ECCM.

(R1.15D) If there is a player to control the DefSats, they are treated as command mines. If not (i.e. in a solitaire scenario), the following rules will apply.
(R1.15D1) If armed with seeking weapons, each DefSat will fire one per turn at the first legal opportunity if it has ammunition available and the target is within 50% of the weapon's one-turn movement range.
(R1.15D2) Each DefSat will fire its phaser-2s and heavy direct-fire weapons at any size-6 or larger target that comes within 5 hexes. The DefSat will fire at the first opportunity during each turn (target in range and firing arc, weapon able to fire within rules).
(R1.15D3) If the satellite is fired on with direct-fire weapons during the turn but the firing unit does not move within 5 hexes by the end of the turn, any unfired weapons will then fire at that unit on impulse #32. All other rules work as stated.

(R1.15E) DefSats are treated as mines for purposes of receiving damage from explosions (M8.53). DefSats cannot be boarded, towed, or held in tractors. Use the detection rules for captor mines (M7.4) for defense satellites.

(R1.15F) All DefSats have a BPV of 20 (plus drone speed adjustments, if applicable).

(R1.15G) DefSats can only be placed in standard orbit (P8.0) and only around a planet or moon. They cannot be placed in a stationary position. They cannot orbit bases, stars, or asteroids. Orbital movement of DefSats will not detonate mines (P8.22).

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

AUGMENTATION MODULES FOR BASES

These are additional augmentation modules as found in (R1.4) and (R1.32). See (G14.13) for transportation of modules.

(R1.16) PF DOCKING AUGMENTATION MODULES (PFM): This unit is in Module K.

(R1.17) POWER AUGMENTATION MODULES (PAM): These modules were used to provide increased power. (Auxiliary warp reactors can be used; adjust BPV by 1 point per reactor.) An SSD is provided. Class–A Augmentation Module. See the restrictions in (R1.1B3).

FREIGHTER VARIANTS

(R1.18) SMALL TROOP TRANSPORT FREIGHTER (F–TS): This is a variant of the small freighter. See (G28.0) Barracks.

Maneuver: Troop transports can accelerate by five movement points per turn and can disengage by acceleration.

Data: 60 BPs; 2 Cmdo; 6 HWS; 4 GCV; 2 GAS; 2 HTS.

SSD and counters are in Module M.

(R1.19) LARGE TROOP TRANSPORT FREIGHTER (F–TL): This is a variant of the large freighter. See (G28.0) Barracks.

Maneuver: Troop transports can accelerate by five movement points per turn and can disengage by acceleration.

Data: 120 BPs; 4 Cmdo; 12 HWS; 8 GCV; 4 GAS; 4 HTS.

SSD and counters are in Module M.

(R1.20) SMALL ARMED FREIGHTER (F–AS): Used in dangerous areas or as an emergency warship in desperate times. There are several types:

Phaser–armed used by all races (except Andromedan).
Drone–armed used by Federation, Kzinti, Klingon, WYN.
Plasma–armed used by Gorn, Romulan, ISC.
Disruptor–armed: Kzinti, Klingon, Lyran, WYN, Tholian, LDR.
Fusion-armed used by Hydrans.

NOTES: Orions can use any type used by the local race. Andromedans do not use any type of freighters.

Maneuver: Armed freighters can accelerate by five movement points per turn and can disengage by acceleration.

SSD and counters are in Advanced Missions. SSDs for the Hydran Armed Freighters are in Module C1.

(R1.21) LARGE ARMED FREIGHTER (F–AL): Similar to smaller version, but larger and with more weapons.

Maneuver: Armed freighters can accelerate by five movement points per turn and can disengage by acceleration.

SSD and counters are in Advanced Missions. The SSDs for the Hydran Armed Freighters are in Module C1.

(R1.22) MONITOR (MON)

(R1.22A) GENERAL: Monitors were designed as self-portable defensive bases. They have dreadnought firepower (enough to defeat any single opponent), but are very slow. Whenever a system was threatened, a starship was dispatched to provide protection. If the threat persisted, a monitor was assigned, freeing the starship for duty elsewhere. If the threat vanished or defenses were built, the monitor was reassigned.

A counter is provided in Advanced Missions.

(R1.22B) MANEUVER LIMITATIONS: Monitors cannot disengage by acceleration, nor may they use emergency deceleration. Monitors cannot be assigned by players as convoy escorts. This did happen rarely, however, and published scenario might portray such an event.

A monitor could almost never be used to attack an enemy base. It would take so long to reach the base (due to its slow speed) that the enemy would be able to move reinforcements to the base and defeat the attack.

(R1.22C) SSD: The SSD in Advanced Missions shows a generic monitor. (SSDs for each type are in Module R1.) The SSD provides a large crew unit table; determine the total number of crew units on the monitor and any pallet and adjust this table accordingly.

The weapons on the design for each race are as follows:

RACE	A	B	C/D
FED	6xPhot–FA	4xPh–1	Drone–G
KLINGON	6xDisr(40)–FX	6xPh–2	Drone–B
ROMULAN	1xPl–R–FA 2xPl–S–LP/RP	4xPh–1	Plas–F–LS/RS
KZINTI	4xDisr(40)–FA	6xDrone–A	2xPh–1–LS/RS
GORN	4xPl–S–FP	4xPh–1	Plas–F–LS/RS
THOLIAN	6xDisr(40)–FX	6xPh–1	Web generator
THOL–W	2xDisr(40)–FX 2xWC–FA	6xPh–1	Snare generator
HYDRAN	4xHellbore–FA	2xFus–LS 2xFus–RS	Ph–2–LS/RS
LYRAN LDR	6xDisr(40)–FX	6xPh–2	ESG
ISC	2xPPD–FA 2xPlas–S–FP	4xPh–1	Plas–F (ISC Arcs)

(R1.22C1) WEAPON NOTES:

B-weapons not otherwise marked are 360°.
Type–A drone racks converted to type–B in Y175 refits.

(R1.22D) RACIAL DESIGN NOTES:

Federation has AWR instead of APR.
Klingon replaces two tractor with security.
Romulan includes cloak and has only two ph-3 on each side. It cannot hold R–torps.
Gorn, Romulan, ISC before Y170: Replace PPD and plas-S with plas-G (same firing arcs); reduce BPV by 5 points per torpedo.
Gorn, Romulan after Y165: Replace plasma–F with plasma–D–rack.
Kzinti can guide drones equal to twice the sensor rating.
Tholian: See (R7.R1).
Hydran and LDR replace each 4xph-3 with 2xph-G.
WYNs: There is no WYN monitor design. The WYNs acquired one monitor each from the Klingons, Lyrans, and Kzintis. See (R12.1D).
ISC: Plas–F are standard ISC rear-firing mounts (R13.1C).
Orions, Andromedans: Never had monitors.

(R1.22E) PALLETS: Monitors normally carry one (and only one) of the four pallets shown on the SSD; the pallet does not add to their movement cost, turn mode, or other factors. Add the crew and BPs of the pallet to the monitor. It is treated as per (G14.14).

(R1.22E1) The BPV of a monitor includes one pallet (exception: add 15 to the BPV if using a SCP pallet). If used without a pallet, reduce the BPV by 15. The BPV does *not* include any fighters or PFs on the pallets.

(R1.22E2) There are four types of pallets. These include:

Support Pallet (M–SP), which adds sustainment systems.
Fighter Pallet (M–FP), which carries a squadron of fighters. These will be class–II fighters appropriate to the year, and usually not the best available.
PFT Pallet (M–PFP), which carries a flotilla of PFs. The flotilla is a standard one with one leader and one scout. The Federation pallet carries heavy fighters on the mech links (unless using conjectural PFs).
Space Control Pallet (M–SCP), which carries a squadron of fighters and a flotilla of PFs. The Federation pallet carries heavy fighters on the mech links (unless using conjectural PFs). As an alternative Federation SCP, replace 12 cargo with 12 fighter; delete mech links, has two bays with 12 (F–18) fighters in each.

(R1.22E3) Monitors cannot carry tug pods or other types of pallets. They cannot carry BLM pods (or any pod except the Monitor Pallets listed). The special pallets for monitors can be carried by tugs as cargo, i.e. they cannot be operated, they weigh as much as a standard pod, and are treated under (G14.13).

SPECIAL VERY LARGE CARGO SHIP

(R1.23) LARGE ORE CARRIER (F-OL): Used to carry bulk quantities of non-perishable raw materials. The largest (and slowest) freighter in the game.

There are no variants of this ship. No auxiliaries were built on this hull. There is no suicide freighter (R1.33) version of it.

Maneuver: Ore carriers can accelerate by three movement points per turn and cannot disengage by acceleration.

SSD and counter are in Advanced Missions.

(R1.F) SHUTTLECRAFT USED BY ALL RACES

There are several types of special shuttles used for a variety of special purposes. See tactical intelligence (D17.4) levels C (detect fighters), D (detect size), and H (detect type) for how to identify enemy shuttles in combat.

(R1.F1) ADMINISTRATIVE SHUTTLE: This unit is more fully described in the rule section on "admin shuttles" (J2.0). See (G25.131) for cargo-carrying capacity.

Counters for administrative shuttles are in many products.

(R1.F2) MINESWEEPING SHUTTLE (MSS)

(R1.F2A) An MSS is an administrative shuttle with certain additional equipment. They can be used in all ways as normal admin shuttles but are more expensive and in shorter supply. They could, for example, be used for WW or suicide uses or to carry cargo (G25.131). If an MSS is used for minesweeping, however, it must be launched from the ship without a crew and controlled by remote control.

Minesweeping shuttles are not treated as minesweeping ships and do not have the benefits of (M2.85), but have some similar functions in their own right.

See (M8.31) for allowed use and purchase.

Use Admin Shuttle counters for MSS.

(R1.F2B) MSS cannot, while on a minesweeping mission, gather scientific information or fire weapons at anything other than a mine.

(R1.F2C) MSS must remain within six hexes of the minesweeper to be controlled. If farther than six hexes, it is uncontrolled. An uncontrolled MSS ceases to move immediately. It does not move or perform any other action until control is re-established.

(R1.F2D) An MSS counts against a ship's limit of seeking weapons it can control; controlling an MSS requires active fire control and a lock-on to the MSS. A minesweeper could control more than one MSS at a time; a non-minesweeper that had minesweeping shuttles for some special purpose can only control one of them at any given time (using a seeking weapon channel). A cloaked ship cannot control an MSS. Scouts cannot attract (G24.23) or break control (G24.22) of an MSS.

(R1.F2E) An MSS sweeps mines as defined in (M8.3). The restrictions in (J1.34) apply to an MSS; specifically see (J1.343).

(R1.F3) ADVANCED MULTI-ROLE SHUTTLE (MRS): This is an advanced type of shuttlecraft capable of various missions, such as drone control, electronic warfare, tactical intelligence, etc. This unit is fully described in rule (J8.0) in Module J. See (G25.132) for cargo ability.

Counters for MRS shuttles are in Module J and some of the R modules.

(R1.F4) GROUND ASSAULT SHUTTLES (GAS): These shuttles are used in support of ground combat operations. These shuttles are sometimes used on scientific missions to deliver armed teams into areas with very hazardous wildlife. See (G25.131) for information on its cargo capacity.

Counters for GAS shuttles are in Module M. If you do not have Module M, you can substitute other shuttle counters.

(R1.F4A) GAS shuttles are normally carried only by troop transport ships, such as the Klingon Troop Transport Pod (for their tug) or the Romulan SparrowHawk-G, but any ship assigned to carry out a ground raid might be issued one or more such shuttles. Exception: Gorns have GAS shuttles on standard warships; see (R6.R3).

NOTE: If a ship's description specifies GAS shuttles, they are included in the BPV. If not, they can be purchased under (S3.2).

(R1.F4B) Each GAS shuttle can carry two boarding parties into a combat situation or four into a non-combat situation.

(R1.F4C) Each GAS has a single phaser-3 (360°) for combat in space. In addition, it has weapons to support ground operations; these cannot be used in space.

(R1.F4) GAS shuttles cannot be used for SP, minesweeping, or suicide missions. They can be used for WW or scientific missions.

(R1.F5) HEAVY TRANSPORT SHUTTLE (HTS): These shuttles are also used in support of ground combat operations and are often carried by troop transport ships. They are also carried by some tugs, survey ships, cargo ships, and other vessels with a specific need for them. They are often based at colonies for use in local transportation and in moving cargoes to and from orbiting freighters.

Counters for HTS shuttles are in the R modules. If you do not have these modules, use shuttle counters.

(R1.F5A) Each HTS shuttle can carry four boarding parties into a combat situation (G8.31) or eight into a non-combat situation (G8.32). Alternatively, they can carry a ground vehicle and one boarding party (in the GCV) into a combat or non-combat situation. They can also carry cargo (G25.133) and passengers (G9.143).

(R1.F5B) HTS shuttles are completely unarmed. They cannot be voluntarily used to satisfy ground combat casualties; they can only be destroyed (in ground combat) by specific allocation. They cannot be used for SP, MSS, suicide, or scientific missions. They can be used as WWs.

(R1.F5C) HTS shuttles are very large and occupy two adjacent shuttle bay positions; exception (J1.646). If one of those is destroyed, the shuttle receives eight damage points.

(R1.F6) MINELAYING SHUTTLE (MLS): Carried only by minesweepers and minelayers (and some bases), the MLS is capable of carrying and laying two large mines (two small mines can replace one large one). The MLS is otherwise a slightly modified admin shuttle and can carry cargo (G25.131) and passengers (G9.143). The mines are not included in the BPV. See (M9.18).

For allose use and purchases, see (M8.31).

There are generic counters for MLS shuttles in Module R1, or you can use admin shuttle counters.

(R1.F6A) It takes the ship 32 impulses to load one large mine on the shuttle (16 impulses for a small one). These are the rates defined by (G25.3). This loading is accomplished by a special MLS deck crew which is always present with the shuttle and can perform no other function (including repairs). No more than one deck crew can load mines on a given MLS at a time. Other types of deck crews, including (J4.814), can perform this function if the special crew is not available for some reason.

(R1.F6B) The MLS cannot lay its mine(s) until 1/4 turn after launch, and there must be 1/4-turn between the laying of any two mines. The MLS does not use "racks" as per (M9.21) and is not under those rates.

(R1.F6C) An MLS cannot function as an MSS.

(R1.F6D) The MLS can be robot-controlled, using the rules from (R1.F2).

(R1.F7) EW FIGHTERS: These fighters are in Module J.

(R1.F8) C-REFITS FOR FIGHTERS: This rule is in Module J.

END OF (R1.0) ADVANCED MISSIONS

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(R2.0) THE UNITED FEDERATION OF PLANETS

(R2.12) POLICE CUTTER (POL): The police cutter (sometimes referred to as a police cruiser) is intended for customs regulation, space rescue, and law enforcement. It is not intended to stand up in combat to warships. Its design predates the Orion CR, which clearly outmatches it. With some assistance (such as from the freighters of a convoy), it is a good match against an Orion LR. When heavy pirate units are expected, these ships operate in groups of three or call for the nearest Star Fleet cruiser. SSD and counters are in Advanced Missions. Variants include the Police Carrier (R2.24). Nimble.

FEDERATION CARRIERS AND ESCORTS

(R2.13) HEAVY CARRIER (CVA): This ship is in Module J.
(R2.14) DESTROYER ESCORT (DE): This ship is in Module J.
(R2.15) ESCORT CRUISER (ECL): This ship is in Module J.

(R2.16) GALACTIC SURVEY CRUISER (GSC): The Galactic Survey Cruiser is intended for long-range research and reconnaissance missions into uncharted regions. Note the larger number of lab and shuttle boxes and the addition of cargo spaces.

In peacetime, the shuttles are usually admin types, although most carried one HTS. The ship might replace two admin shuttles with ground assault shuttles in special circumstances (S3.2), such as a planet with particularly vicious wildlife. Some carried one MRS shuttle (not in BPV), although supplies were limited and GSCs did not have a high priority. During wartime, the Galactic Survey Cruisers are used as scouts, CVLs (R2.16A), or are converted into Commando Carriers (R2.51). Those GSCs not on duty as CVLs will (after fighters were deployed) usually have two fighters (replacing admins) on board to fly escort for the research shuttles (these are not included in its BPV; treat it as a casual carrier). The ships carried F–8s initially and later had F–18s. They never carried other fighter types. SSD and counter are in Advanced Missions.

(R2.16A) LIGHT CARRIER (CVL): This ship is in Module J.

NOTE: The following ship is presented out of the normal numerical sequence so that it can be included in this product for use as an escort for the carriers in this product. The F–18 is one of several Federation fighters found in Module J and is included here for use with the various Federation carriers.

(R2.41) ESCORT FRIGATE (FFE): Conceived at the same time as the DE as a light escort for the CVS, this frigate variant served in a variety of carrier groups. Each shuttle box has a ready rack and deck crew to support the fighters of its carrier group. It can control a number of seeking weapons equal to double its sensor rating and has limited aegis.

SSD and counters are in Advanced Missions.

(R2.F5) F-18 "HORNET" FIGHTER: The F–18 was the standard and most numerous Federation naval fighter, drastically outnumbering the better known F–14s and F–15s. The fighter groups of virtually all bases and most carriers were F–18s after the pre-war F–4s and F–8s were used up in combat or relegated to training units.

Counters for the F–18s are in Advanced Missions.

FEDERATION DREADNOUGHT

(R2.17) IMPROVED DREADNOUGHT (DN+): Having the first dreadnought to be operational in known space was both a boon and a curse to the Federation, who found themselves at the start of the General War with a ship weaker than those opposing it. During the course of the war, most of the existing DNs were modified to this improved class, which brought the DNs up to the standard of pre-refit DNs in service with other races (i.e. it was still inferior). The Federation did not have a dreadnought equivalent to those used by other races until the appearance of the DNG (R2.61).

SSD and counter are in Advanced Missions.

FEDERATION NEW LIGHT (WAR) CRUISER AND INITIAL VARIANTS

(R2.18) NEW LIGHT CRUISER (NCL): As the General War began to loom on the horizon, the Federation took a serious look at their ship-building program. It was noted that the excellent command cruiser design took too long to build and that the class-I destroyer design had serious limits on its combat capability. The result was the "new" light cruiser, which entered production in Y170.

The NCL used the primary hull section of the destroyer (including modifications planned for the DD), but instead of the single engine, it used a pair of smaller engines of a new and more efficient design. The NCL replaced destroyers in the production program on a one for one basis. The NCL was designed by *Ray Olesen*. SSD and counters are in Advanced Missions.

Variants include the New Scout Cruiser (R2.19), New Escort Cruiser (R2.20), New Minesweeper (R2.30), New Light Carrier (R2.35), New Drone Cruiser (R2.36), Light Command Cruiser (R2.37), Light Tactical Transport (R2.38), Heavy Fighter Transport (R2.56), conjectural PF tender (R2.56A), New Aegis Cruiser (R2.59), and New Strike Carrier (R2.60).

(R2.19) NEW SCOUT CRUISER (NSC): Casualties among pre-war DD-hull scouts mounted. With the DD out of production, the Federation needed a source of new scouts and, like other races, turned to its NCL (war cruiser) design. While it had fewer channels than the SC, the NSC had more power to use them and was slightly more maneuverable. SSD and counter are in Advanced Missions.

(R2.20) NEW ESCORT CRUISER (NEC): Casualties among ECLs and DEs, and the demands of new carrier groups being formed, created a demand for new escort cruisers that the dwindling supply of CLs and DDs could not fill. The NCL hull was modified for escort duty as the NEC. The NEC mounted gatlings and drone racks for defense against fighter attacks.

The NEC (and the NVL) were designed during a time when the Federation believed that many carriers would never come within weapons range of other carriers, but would only exchange fighter strikes. As such, the NEC is armed only to kill fighters. The lack of photon torpedoes was found to be a major handicap once the Federation "distant strike" theory proved inaccurate, and the NEC was replaced with the NAC (R2.59). The surviving NECs and NVLs were relegated to duty in less dangerous areas; some NECs escorted carrier tugs or CVLs.

The NEC can control a number of seeking weapons equal to double its sensor rating and has limited aegis. As a carrier escort, the NEC has two deck crews and two ready racks to support the fighters of its carrier group, but had no fighters of its own.

SSD and counter are in Advanced Missions.

(R2.20A) NEW AEGIS ESCORT (NEA): The full aegis system was installed on surviving NECs in Y175; the resulting ships are designated NEA. Use the NEC counter.

FEDERATION WARSHIPS AND VARIANTS

(R2.21) MINESWEEPER (MS): Faced with the rapid deployment of mines along the Klingon and Romulan borders prior to the General War, the Federation felt a need for a specialist class of minesweeper/minelayer. Once again, it fell to the ancient workhorses, the old CL class, to provide ships for conversion. Eight were converted between Y158 and Y172. These have MSS (M8.312).

As can be noted from the SSD, the front shield was strengthened to resist the explosion of a large explosive mine, while (almost unique to minesweepers) shields #2 and #6 were increased enough to limit damage from a mine to an acceptable level, a sensible feature seldom seen in other minesweepers. The science labs were reduced, and mine storage racks were added. Drone racks were installed due to the use of drones in anti-mine work and to provide defense from enemy fighters. One shuttle is an MSS (included in BPV).

The MS was designed by *Ray Olesen.*

SSD and counters are in Advanced Missions.

FEDERATION CARRIERS AND ESCORTS

(R2.22) CVA POD (P-CVA): Constructed as a back-up for the carriers, the carrier pod was designed to turn a tug into a CVA. Several were constructed, but the operational use was limited. Compared with the CVA, the CVT (tug with carrier pod) was under-defended and under-armed.

The pod can control seeking weapons equal to its sensor rating. When combined with a refitted tug, the combination can control a number of seeking weapons equal to double the sensor rating. (With an unrefitted tug, the combination could control seeking weapons equal to its sensor rating; the tug's "minimal" control ability would be shut down in favor of the pod's superior system.)

The pod has two separate hangars; each bay holds twelve fighters. There are no balconies. The two hangars are tunnels (J1.58) able to launch or land fighters from either end, with the service bays arranged along one side for the length of the flight deck. (A second pod would block one set of doors from each bay.) Interbay transfers are possible under (J1.592), one fighter at a time.

It is a "double-weight" pod. Carrier pods normally carry F-18 fighters. The pod is capable of independent operations as a sublight ship. If an MRS is available (J8.51), it is carried in the tug's hangar. A carrier tug would almost never have a SWAC.

The CVA Pod was designed by *Steven Wilcox*.

The SSD in Advanced Missions shows this pod attached to a Federation tug; a counter is provided. An SSD for the pod itself is on the Federation pods sheet in Module R2.

When operating as a CVT, the tug was usually assigned escorts and fighters similar to those of a CVA. Due to shortages, a CVT could have smaller escorts (all frigates for example) and will usually be assigned the least advanced escort ships available unless it picks up the complete escort group of a carrier lost in combat. In emergencies, some escorts were "standard" warships (e.g. FFG instead of FFE).

Year	Escorts	Fighters
Y172–74	ECL/NEC, 2xDE/FFE	24xF–8
Y173–75	ECL/NEC, 2xDE/FFE	24xF–18†
Y176–89	NAC, 2xDEA/FFA	24xF–18†
Y183+	NAC, 2xDEA/FFA	24xF–18C†

If you do not have Module J, use the NEC. † When available (i.e. when a CVA has been lost), F–14s replaced 12 F–18s.

(R2.23) AEGIS DESTROYER (DEA): This ship is in Module J.

(R2.24) POLICE CARRIER (PV): This ship is in Module J.

FEDERATION WARSHIPS AND VARIANTS

(R2.25) FRIGATE (FF): A contemporary of the cruiser and destroyer designs, the frigate has good forward firepower but has (like most Federation ships) poor weapons arcs to the rear. The unique long-range ability of the photon meant that Federation frigates (unlike most of those of other races) could support long-range bombardments.

The frigate was useful in many patrol and escort roles, but the design was quickly upgraded to the FFG (R2.26) for wartime use.

SSD is in Advanced Missions. The FF counters are used for the FF and FFG. Many variants of the FF/FFG are listed in (R2.41) through (R2.50).

(R2.26) FFG FRIGATE (FFG): This is an improved version of the frigate with the plus refit (R2.R1). The drones improved its firepower and combat flexibility and improved protection from rear attack. SSD is in Advanced Missions. The FF counters are used for the FF and FFG.

(R2.27) DESTROYER LEADER (DDL): A pre-war effort to improve the performance of the DD, this DD variant utilized Gorn plasma technology which was made available under a clause of the Treaty of Algeron (Y157). Two plasma-F launchers replaced two of the photon torpedo tubes. This ship was one of the few cases where the problems with the original design outweighed the problems most navies had in employing foreign technology. It was thought that by using stasis-held plasma-Fs, the power requirements could be reduced.

Note that the Federation used the "L" suffix, which usually indicates leader, for plasma-armed variants. Why the Federation picked that letter for this purpose is unknown. The ship does not have improved command abilities.

SSD and counters are in Advanced Missions.

(R2.28) GUIDED WEAPONS DESTROYER (DDG): Inspired by encounters with the Kzinti, the Federation deployed the first DDG as a test bed for drone technology in Y155, but abandoned the experiment because the drones available did not make up for the lost combat power of the two photons. The one DDG, *Czar Alexander IV*, remained in service for special scientific missions using probe drones and to fire drones for target practice by other Federation units.

In Y167, the availability of medium-speed drones made the exchange of photons for drones worthwhile and more DDs were converted to DDGs. With effective drones, the DDG became even more effective than the original destroyer and most DDs that remained in service as line warships were converted to this design. A few DDs were kept for bombardment missions, and many DDs were converted to SCs or DEs.

SSD and counters are in Advanced Missions.

(R2.29) STRIKE CARRIER (CVS): A forerunner of the *Napoleon*-class CVA, the strike carrier was basically a command cruiser with a modified secondary hull. It was built for the same mission as the Kzinti CV: a heavy cruiser that could carry a squadron of fighters.

Nimitz was converted from an existing command cruiser, as were *Farragut* and *Raeder*. Most others were new construction. This ship can control a number of seeking weapons equal to double its current sensor rating.

The shuttle bay has doors at the front and rear; each door operates independently, effectively doubling the launch/land capacity of the single bay (J1.58). There is no balcony.

Each ship carries 12 fighters, 1 MRS (not in BPV), and 3 Admin shuttles. When first built, the ships carried F–4 fighters. However, *Nimitz* and *Yamamoto* were switched to F–18s; the new ships built or converted during the war also carried that fighter. *Nelson, Houston,* and *Gorshkov* carried F–15s. (As these ships never operated F–14s, even after two of the heavy carriers were gone, it is presumed there was some design limitation that prevented this.) During later stages of the war (after two CVAs were out of action), some of these ships carried a single SWAC shuttle in place of the MRS.

Year	Escorts	Fighters
Y168–73	DE, 1 or 2 FFE	12xF–4
Y173–75	DE or NEC, FFE	12xF–18
Y175–85	DEA or NAC, FFA	12xF–18
Y183+	NAC, FFA	12xF–18C

Some carriers retained three escorts throughout the war. Use the NEC if you do not have Module J.

SSD and counter are in Advanced Missions.

(R2.29A) STRIKE CARRIER (CVB): Those CVSs which carried F–15s were referred to by the designation CVB. All data is the same as the CVS except for the fighters embarked (F–15s from Y172, F–15Cs from Y183). CVBs always had the (R2.R1) refit. An SSD and counter for this ship (and counters for the F–15s) are in Module R2.

(R2.30) NEW MINESWEEPER (NMS): As with other war cruiser variants, this class was constructed as replacements for destroyed pre-war minesweepers, using the most readily available hull (i.e. NCL) in production. The NMS carries three MSS (included in BPV) and one Admin shuttle. SSD and counter are in Advanced Missions.

(R2.31) COMMANDO CRUISER (CMC): Several old *Texas*-class CLs were modified for use as assault transports for ground troops. While they could make a powered landing (P2.434) on planets (other CLs cannot), they could not take off again without considerable work (i.e. several weeks later, not during the same scenario). See scenario (SH7.0) for an example of a commando operation.

Data: 32 BPs include 2 Commando, 3 HWS; 3 GCV; 3 GAS; 1 HTS (in BPV). SSD and counters are in Advanced Missions.

END OF SECTION (R2.0) ADVANCED MISSIONS

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(R3.0) THE KLINGON EMPIRE

(R3.1A) ADDITIONAL KLINGON BACKGROUND

There are two primary Klingon social classes: warriors and civilians. Virtually all Klingons that would be encountered in Star Fleet Battles (starship crews, base crews, ground crews, marines, ground forces, etc.) are from the warrior class. Klingon youths must take special training and pass a series of tests to become warriors. While there are no formal barriers to the sons of civilians becoming warriors, few who grew up in a civilian environment showed such interest. While the sons of warriors most often became warriors, they were not actually required to do so, nor were they guaranteed to pass the tests.

Klingons use a military rank structure similar to the Federation (a Klingon K6 Captain is equivalent to the Federation O6 Captain). All Klingon officers hold ranks in both the ground forces and the Deep Space Fleet, but they usually abandon one career path in favor of the other (voluntarily or otherwise). Many admirals hold the rank of lieutenant in the marines.

The Klingon rank structure is complicated by what is called the "minor military nobility." (The term "minor" indicates that these nobles do not hold feudal estates rather than anything about their importance or stature.) This nobility has a series of ranks (translated loosely as Knight, Lord, Baron, Count, Duke) which are awarded by the Empire in recognition of service and leadership. Military and Noble ranks are independently earned, held, and awarded; an admiral without any title of nobility could have any number of knights and lords under his command. The requirements for the higher noble ranks made it extremely unlikely that anyone not of flag rank could hold one. This is further complicated by the actual nobility which governs some Klingon provinces and planets. For example, one officer (Commander Kron, last captain of the *Vandal*) was the son of a colonial duke and was formally addressed as "Lord" even by officers who far outranked him.

Klingon warriors were expected to father (or bear) children, and special colonies existed for this purpose. Ships would be given "shore leave" on such colonies, where Klingon women did their duty for the empire by bearing the sons of warriors. Klingon warriors generally preferred to stay in active service until they died, but many did retire after full careers, mostly to such colonies. This program, which began long before the General War, resulted in a social distinction among Klingons. Those born on the capital of Klinshai considered themselves the social betters of the "colonials." The colonials resented the distinction and tended to become clannish based on which colony they were born on. There were a few Klingons born to women of subject races, and these "half-Klingons" held the lowest social positions, although some commanded starships.

Klingons lead short but intense lives (a Klingon of 50 is an old man), and Klingons graduate from their Academy at roughly the same age that Federation cadets enter theirs.

Klingon women have, in theory, the same opportunities as men for warrior status and military careers. In practice, while a portion of every starship crew is female, few reach command grades.

The Klingons do not have a religion per se, but the warriors have any number of rituals, oaths, and ceremonies. Humans tend to mistake the use of various pain-causing devices in these rituals as evidence of sadomasochism. This is not the case. Klingon warriors strive to develop and maintain "presence of mind," the ability to continue doing what needs to be done regardless of injury or discomfort.

Those warriors who die in battle (including combat veterans who die of natural causes) are thought to go to the "Black Fleet," a sort of Valhalla where they fight all day, are healed magically, and then celebrate their deeds of valor all night. Legend has it that, when the Empire is threatened, the Black Fleet will arrive as reinforcements to save the nation.

Klingon warriors hold "valor" as their most noble virtue. Recognition of this valor is not important (Klingon military decorations are mostly for leadership) because "the all-seeing stars" where the Black Fleet operates will know of the deeds. Either a Klingon is a warrior (in which case bravery is an accepted fact), or he is not. Klingons would say that "a battle fought with valor is its own reward" as easily as humans would say "a job well done is its own reward."

KLINGON STASIS WARSHIP

(R3.8) D7A STASIS BATTLECRUISER: In Y165, the D7A *Spellbinder* became the first ship to field the stasis field generator (G16.0). A bulky device which was developed in great secrecy, its installation required the removal of all of phasers in the boom, forcing this ship to operate primarily as a fleet support vessel.

The *Spellbinder* was one of the oldest and most famous D7s. It had been heavily damaged in combat and was rebuilt almost from scratch. It was selected for the conversion because of the extensive work in progress.

While there has been considerable debate about the overall effectiveness of the SFG, there is no doubt that the initial shock resulting from its appearance left a lasting impression upon the enemies of the Empire.

See (G16.52) for damage to the SFG.

Refits: followed same schedule as the basic D7.

UIM: Available for purchase under (S3.2) Y165 and after.

SSD and counters are in Advanced Missions.

KLINGON TUG AND PODS

(R3.9) TUG-A (TGA): This is the standard fleet (i.e. combat) tug used in the Klingon fleet. The actual Klingon designation (T7) is not used in SFB. All carrier-tugs and most battle-tugs are based on this type. The Klingons, like the Kzintis, built both fleet (combat) and transport (rear area) tugs.

The tug can carry one or two pods, which need not be of the same type but which must be of the same weight. The Tug–A used side-by-side pods (G14.43).

As in most Klingon ships, the boom can be separated. This ship can control a number of seeking weapons equal to its sensor rating. (Some pods include additional seeking weapon control abilities; if so, these are listed in the pod descriptions.) The tug is shown in its Y165+ configuration, in which it can fire one drone from each rack each turn. Prior to Y165, it can fire one drone from each pair of racks each turn and the BPV is reduced by 6 points.

UIM: Available for purchase under (S3.2) Y165 and after.

SSD and counter are in Advanced Missions.

(R3.10) TUG-B (TGB): This version of the tug is less powerfully armed (having only one disruptor in each engine pod and only two drone racks) and was used for transport in less dangerous areas. It is a "half-sister" of the Tug–A rather than a variant. The actual Klingon designation (T6) is not used in SFB.

The Tug-B can only control a number of seeking weapons equal to half of its sensor rating and can only fire one drone per turn. (Drone racks in any pods carried function at their normal firing rates.) This was never improved, partly because, by the time the system would have been available to such a low-priority unit, most Tug–Bs has been lost or converted to Tug–As. Players may experiment with the "B–refit" (control six seeking weapons, launch one drone per rack, extend disruptors to 30-hex range with DERFACS; no ADD or shield increase) which would increase the BPV by 5 points.

The tug can carry one or two pods, which need not be of the same type but which must be of the same weight. The Tug–B used side-by-side pods (G14.43).

The Romulan KRT (R4.33) is a variant of the Tug–B.

UIM: Available for purchase under (S3.2) Y165 and after, but no Tug–B used the system (although any of them could have).

SSD is in Advanced Missions. Use the TGA counter. There is a TGB counter in Module R3.

(R3.11) CARGO POD (P-C1): This is the standard cargo carrying pod used by Klingon tugs. As with all races, there are a variety of different types (liquids, bulk, break-bulk, etc.), but within the game there are no functional differences. Cargo pods are used for priority naval shipments that cannot await slower or less-well protected freighters.

The SSD is on the Klingon Pod sheet in Advanced Missions.

(R3.12) POWER BOOST POD (P-P2): This type of pod is used on tugs operating in dangerous areas (and hence in need of extra protection) or tugs on special missions requiring it. Cargo space is traded for extra power and defensive weapons.

The SSD is on the Klingon Pod sheet in Advanced Missions.

(R3.13) TROOP TRANSPORT POD (P-T3): The troop transport pod (which can transport any personnel, not just ground troops) is the only Klingon pod in Advanced Missions capable of independent operations (i.e. when detached from the tug, it can operate as a sub-light ship in its own right). When attached to a tug, the shield, sensor, scanner (etc.) boxes are combined with those of the tug.

Data: 40 BPs include 2 Commando, 4 HWS; 4 GCV (in BPV).

This pod can land by (P2.432).

The SSD is on the Klingon Pod sheet in Advanced Missions.

(R3.14) BATTLE POD (P-B4): As in the case of the Federation, battle pods are available to turn a tug into a temporary warship.

The pod itself can control a number of seeking weapons up to one-half of the tug's sensor rating. The control ratings of the pods can be combined with the tug's control rating.

UIM: Each Battle Pod includes one UIM (from Y165) which can control the disruptors on the pod, the tug, and a second pod. Backups available for purchase under (S3.2).

The SSD is on the Klingon Pod sheet in Advanced Missions. There is also an SSD and counter for a Tug-A carrying two Battle Pods.

(R3.15) CARRIER POD (P-H5): This type of pod could be used to convert a tug into a carrier, or it could be used to carry ground assault shuttles for a planetary assault. Each pod normally carries five fighters (or other shuttles). Each pod has one bay with one launch door.

The pod itself can control a number of seeking weapons up to one-half of the tug's sensor rating. The control ratings of the pods can be combined with the tug's control rating.

The SSD is on the Klingon Pod sheet in Advanced Missions. Also see the CVT (R3.16).

(R3.16) CARRIER-TUG (CVT): The Klingons were short of carriers as the General War began and converted several Tug-A ships into carriers; the conversion was more or less permanent. The Klingons had hangar pods available prior to Y168 to use in supporting ground assaults (carrying GAS shuttles); these were quickly modified to carry fighters when the Klingons realized their need for carriers.

Most CVTs were permanent conversions (in the sense that the Klingons needed them as carriers, not that they could not be converted back to tugs at will) with formal escort groups. One or two tugs served as CVTs only temporarily, and these would (as with other temporary-CVTs) have whatever escorts were available.

The original Klingon carriers (CVT and D6V) carried only 10 fighters, putting them at some disadvantage against the largest Kzinti carriers of the time, which had 12. During those early war years the various races had not yet settled on 12 as the optimum size of a fighter squadron.

The 10 fighters are in the pods (5 in each); the two admin shuttles are in the main hull. If the tug carries two types of fighters, they are usually operated from different pods. While the conversion is more or less permanent, the pods can be dropped or changed like any other tug. There is no means of direct transfer (J1.59) of fighters between the pods.

Fighter groups varied widely, but the most common was one flight (5 fighters) of Z–2 (or Z–V or Z–Y) superiority fighters and one flight of assault fighters (Z–1 or Z–D); after a few years most CVTs carried only superiority fighters. The CVT can guide seeking weapons equal to double its sensor rating.

Year	Escorts	Fighters
Y168-72	2xE3E	5xZ–1, 5xZ–2
Y168-75	2xE4E	5xZ–1, 5xZ–2
Y169-75	2xE4E	10xZ–2
Y175-80	2xE4A	10xZ–V
Y179+	AF5, E4A	10xZ–Y

During Y168-75, some CVTs replaced their Z–1s with Z–2s. During later years, some replaced half of their superiority fighters with Z–Ps, but this was rare. Fighters with C-refits could be operated in later years, but any CVTs still in service during that time period would be far down the priority list to receive them.

UIM: Available for purchase under (S3.2) Y165 and after.

SSD and counter are in Advanced Missions.

NOTE: Additional pods will be found at (R3.66) through (R3.69) in Module R3. Also, see the D5H light tug in (R3.54) and the D5G (R3.53).

KLINGON BATTLESHIP

(R3.17) B10 BATTLESHIP: In Y169 the Klingons began construction of the largest ship ever built. While it was originally estimated that it would take four to five years to complete, the Klingons had not finished it by the end of the General War in Y185. This was largely because of the tremendous expense (in resources, money, and yard capacity) of the ship, which suffered from the most massive cost overruns in the history of naval architecture.

Four B10s were actually begun. These include:

- B10-1 *Invincible* was not completed during the General War, and the shipyard often ripped out work that had taken months in order to incorporate design changes. (Tests were conducted on mounting hellbores and plasma torpedoes, but these were never actually installed.) *Invincible* was finally completed in Y195 and served against the Andromedans, destroying a Dominator in its most notable battle.
- B10-2 *Insatiable* was converted during construction to a B10V carrier (in this form, it might have been ready for service in Y184) and, when almost complete, was partially disassembled and converted into a B10S space control ship. It was completed in Y189 and used against the Andromedans. These "variants" are included in Module R5.
- B10-3 *Inviolable* was only partially complete when sent into action against the Alliance offensive of Y184. It was so heavily damaged that construction was never completed.
- B10-4 *Invulnerable* was never completed, but the boom section was completed and assigned to local defense of the Klinshai system. It was destroyed by the Andromedans in Y188, but was the key to defeating the Andromedan attack on Klinshai.

The ships, which had been started in secret, effectively placed an upper limit on the size of starships. No other race dared to start construction of a ship of comparable size because the Klingons (even though it meant risking bankruptcy) could complete their ships long before newly begun "battleships" could be ready for service. No other race ever began construction of a comparable ship.

The B10 has a large shuttle bay holding eight fighters. These were Z–2, Z–V, or Z–Y superiority fighters. There is a four-position balcony for the shuttle bay; if all positions are occupied, no shuttles can be launched or landed. There were provisions for four admin shuttles. There was a small shuttle bay in the boom with two additional admin shuttles. (One admin shuttle in each bay was in fact replaced by an MRS; this is not included in the BPV.)

The B10's boom is huge and includes the two center warp engines; it is designated B-Boom on the MASTER SHIP CHART. These two engines are considered "center" when the boom is attached and "left/right" when the boom is detached.

The disruptor arcs shown were those the ship was completed with; players may wish to experiment with the more restrictive FA arcs of the original design. The K-refit on the B10 included an increase in ADD ammunition to 12 rounds and the installation of a limited (D-5 type) aegis system to control the ADDs and phaser–3s.

Phaser firing arcs have some limitations: The FX phaser-1s cannot fire directly to the rear because they are not low enough to fire under the main hull. The wing phasers can fire directly to the rear [(D2.33) rear arcs].

Refits: The B10 was designed and begun before the B- and K-refits, and it is assumed that any B10 completed would have had them if available. Even so, these are shown separately on the SSD so that players can experiment. The B10 can fire one drone from each pair of racks each turn (one drone per rack after the B-refit). The ship can control seeking weapons equal to double its sensor rating.

UIM: The B10 had one UIM module as standard equipment. The B10B refit added a spare UIM module; the B10K refit added a second spare. Additional spares are available for purchase under (S3.2).

SSD and counter are in Advanced Missions.

Variants include the B10V, B10S, and (unbuilt) KB10R, all of which are found in Module R5 along with battleships for other races.

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(R3.17A) B10A: The Klingons considered installing two stasis field generators on the B10, and the *Invincible* and *Insatiable* actually carried them during the Andromedan War. These are shown on the SSD but are not included in the basic BPV. (If not installed, nothing replaces them.) Each SFG is destroyed by the second phaser hit scored on it (G16.52).

ADDITIONAL KLINGON WARSHIPS

(R3.18) E3 ESCORT: When the ISF asked for a police gunboat (R3.19), the DSF cooperated in the design, which was essentially a smaller version of the E4. The E3 and G2 use the same hull with different weapons. The E3 cannot separate its boom section.

The E3 was barely adequate for missions in low-intensity theaters when first deployed, and became increasingly inadequate as time went by. Production was actually halted about Y160, although G2 production continued for two decades thereafter. The DSF refitted its remaining E3s as E3E carrier escorts about the time that the General War began and found them just as inadequate in that role as they were in combat. They were replaced with E4s as fast as the production rate and wartime losses allowed. The last E3s served as convoy escorts and were finally turned over to the ISF in Y173.

SSD and counters are in Advanced Missions.

This ship is nimble.

UIM: Not available.

Variants include the E3E (R3.26), E3A (R3.26A), and the E3D (R3.81). The G2 is a "half-sister" with variants of its own.

(R3.19) G2 POLICE GUNBOAT: This small ship is used exclusively by the Klingon ISF. These ships had no disruptors and used drones as their primary armament. The G2 cannot separate its boom.

The ships were barely adequate to engage Orion Pirates, and by Y160 a convoy was only considered adequately protected by an entire squadron of three (or more) G2 gunboats. (The ISF was, by that time, receiving its first E3s and E4Is for convoy duty.) The G2s are manned by crews from the Internal Security Forces, not the regular Deep Space Fleet. They seldom operated in conjunction with regular forces. Despite its designation as a "gunboat," the G2 does not operate as a PF.

UIM: Not available.

This ship is nimble.

SSD and counters are in Advanced Missions.

Variants include the G2C (R3.82) and the WYN G2 (R12.5). The E3 (R3.18) uses the same basic hull.

(R3.20) F5S SCOUT: Designed to provide long range detection of enemy fleet elements and short-range electronic warfare support, this ship was a relatively simple modification to the F5. As the General War developed, frigate-scouts were found to be inadequate in fleet battles (the concentrated long-range fire of the entire enemy fleet would easily wreck any frigate) and the F5S was supplanted by the larger D5S.

UIM: Not available.

SSD and counter are in Advanced Missions.

(R3.21) D6V CARRIER: Dissatisfied with the carrier versions of the tug, the Klingons converted several D6 ships into carriers. The ships carried 10 fighters, usually five each of two different types, something of a handicap against the true fleet carriers that had 12. The armament normally carried in the engineering hull was reduced as shown. The ship can control seeking weapons equal to double its sensor rating.

The Klingons remained unsatisfied with this design. The most serious tactical limitation was the low number of tractor beams, preventing the ship from recovering all of its fighters in a single game turn.

There are two bays, each with five fighters, one admin shuttle, and one launch hatch. (MRS shuttles were rare in this class; no more than one would be carried.) There is an elevator (J1.59) to move fighters between the two bays. There is no balcony.

Fighter groups varied widely, but the most common was one flight (5 fighters) of Z-2 (or Z-V or Z-Y) superiority fighters and one flight of Z-1 or Z-D/P assault fighters. Later, many D6Vs carried pure superiority fighter groups. Fighters with C–refits could be operated, but D6Vs would be far down the priority list.

Year	Escorts	Fighters†
Y167-70	2xE3E	5xZ–1, 5xZ–2
Y168-75	2xE4E	10xZ–2
Y175-80	2xE4A	10xZ–V
Y179+	AF5, E4A	10xZ–Y

† Some continued to have 5 assault fighters after the dates shown here.

Refits: The ship incorporated the B–refit in the original design. The few D6Vs still in service when the K–refit became available generally received it after the D7Vs and D5Vs did.

UIM: Available for purchase under (S3.2) Y165 and after.

SSD and counter are in Advanced Missions.

(R3.22) D6 PF TENDER (D6P): This ship is in Module K.

(R3.23) D5 WAR CRUISER: The Klingon Deep Space Fleet commissioned a special study in Y160 to determine if the D7 class could be made more efficient by the introduction of new technology, such as anti-drones. Of the various proposals, the one from the Kozenko Design Bureau (known by their designation KDB-1104) was the most interesting and the most radical.

Smaller and easier to build than the D7, the KDB-1104 was ingenious in the manner of the changes made. Frontal armament was reduced by one phaser, but the improved ph-1s were used. The disruptor bolts were given a wider arc. The Ubitron Interface Module was a standard feature. The "waist" ph–2s were declared superfluous (as far as the defensive purposes originally envisioned) and reduced to ph–3s for drone defense only. This ship did not receive the B-refit; equivalent improvements were a part of the original design. A limited aegis rig (D13.4) was installed to control the ADDs and ph–3s. The anti-drones held 12 rounds each. The D5 can fire one drone from each rack each turn. As D6- and D7-class ships would remain in service for some time, the "Marine Landing Force" and most of the transporters carried by that class were dispensed with. As a cost-saving move, the sensor-scanner suite was reduced, eliminating the redundant functions. While this meant the loss of fire control after damage, study of prior engagements indicated that ships sustaining that amount of damage either disengaged or were destroyed anyway.

At the beginning of the General War, the Klingon High Command ordered production of the D5 radically increased. (It was not possible to increase production of the larger D6 and D7 classes.) After the first few months (needed to change over the yards), D5s were being produced in only 62% of the time needed to build a D7.

UIM: One UIM standard; backups available for purchase under (S3.2) Y165 and after.

SSD and counters are in Advanced Missions.

Most D5 variants are in Module R3 (R3.49) through (R3.62). Others include the D5A Stasis Cruiser (R3.24), AD5 escort (R3.29), and the MD5 War Mauler (R3.75).

(R3.24) D5A STASIS CRUISER: A relative few D5 class ships were equipped with a stasis field generator (G16.0), which replaced the two forward phasers. The K-refit was relatively rare. The disruptors were replaced with drone racks to make the ship more effective by allowing more power to be used for the SFG. The drone/SFG combination was also regarded as more tactically sound. See (G16.52) for SFG damage.

UIM: None (no disruptors).

SSD and counter are in Advanced Missions.

(R3.25) E4E and E4A ESCORT: These ships are in Module J.

(R3.26) E3E ESCORT: As the G2 became increasingly inadequate against the more frequent appearances of Orion Pirates, the ISF began (about Y160) to acquire standard E3s for convoy duty, mixing them with G2s in squadrons. When Kzinti fighters began raiding Klingon convoys in Y163, the ISF modified some of the G2s and E3s into a drone-armed variant known as the E3D (R3.81).

When the first Klingon experimental carriers began to operate in Y166, they did not have escorts. One of these early carriers, *Devastation,* was operating near a convoy when a Kzinti fighter squadron attacked. The Kzintis went for the carrier (which had sent its fighters to attack a Kzinti convoy), but the two ISF E3Ds from the convoy escort group provided an effective defense. This is often said

to have been the first "carrier duel" in space. The DSF noted the value of dedicated carrier escorts and modified some of its own E3s for this purpose in Y167, resulting in the E3E. These escorts had proven too small by Y169 and were quickly replaced with E4Es (R3.25).

The E3E has limited aegis and is nimble.

UIM: Not available.

SSD and counters are in Advanced Missions. Use the E3A counters for the E3E.

(R3.26A) E3A AEGIS ESCORT: The handful of E3Es still in service in Y175 (mostly as escorts for auxiliary carriers and ISF E4Vs) received full aegis fire control and became E3As.

SSD combined with E3E; use the E3E counters.

(R3.27) F5M MINEHUNTER: Faced with a dramatic increase in mine warfare, the Klingons converted F5 frigates into F5M minehunters. These proved adequate during the early war years but were eventually replaced by the larger D5Ms. These have MSS (M8.312).

UIM: Not available.

SSD and counter are in Advanced Missions.

(R3.28) C8V HEAVY CARRIER: This ship is in Module J.

(R3.29) AD5 CARRIER ESCORT: This ship is in Module J.

(R3.30) F5V LIGHT CARRIER: This ship is in Module J.

(R3.31) D7C COMMAND CRUISER: These excellent ships represented the command version of the basic D7 design. Shields and weapons were improved. DERFACS was added in Y165. The ship shown on the SSD is the design as it was in service after Y178, with two tractor beams (with mech-links for PFs) under the rear hull. Prior to that time these tractors should be deleted and the BPV is reduced as shown on the SSD.

These ships never received the B-refits; equivalent improvements were incorporated in the original design (e.g. they can fire one drone per rack per turn). The drone racks are not subject to chain reactions (D12.3).

UIM: There is one UIM module as standard equipment; prior to Y165 this was not available and the BPV is reduced by 5 points. Backups available for purchase under (S3.2).

SSD and counters are in Advanced Missions.

(R3.31A) D7L: This is a D7C with a K-refit (R3.R2).

(R3.32) D6D DRONE CRUISER: The D6D (and the D6M below) were conversions of the D6 designed to provide fleet fire support. The D6D was capable of direct combat, but was designed for long-range fire support. Ships of these classes never patrol alone; they operate only as part of a fleet.

All six drone racks are type-B (6 space); the ship can fire one drone from each rack on each turn. These drone racks will not explode in a chain reaction (D12.0).

There are 200 spaces of drones in the cargo boxes (FD2.445) in addition to the normal rack reloads.

The special sensors can be used for all (G24.0) scout functions; D6Ds often substituted for fleet scouts.

UIM: Not available.

SSD and counter are in Advanced Missions.

(R3.33) D6M MAULER CRUISER: Using Romulan technology, the Klingons modified several D6-class ships to D6M maulers.

The engines, batteries, and APRs are all tied into the maulers. The left warp engine and the two-box battery in the left pod can only be used by the left mauler; the right warp engine and the two-box battery in the right pod can only be used by the right mauler. (In point of fact, the two maulers are fired as a single weapon and the left/right differentiation is effectively meaningless.) The other 30 batteries, the impulse engines, and the APR, are tied into both maulers and can be used by either.

No power systems in the boom are connected to the mauler weapons. The standard mauler rules (E8.0) are used.

Klingon D6M must roll for shock when firing the mauler; see (D23.24).

UIM: Not available (no disruptors).

SSD and counter are in Advanced Missions.

The similar D7M (R3.74) is in Module R3.

(R3.34) F5C FRIGATE LEADER: Often called a destroyer, the F5C is used by the Klingons as the flagship of three-ship frigate squadrons. Most, but not all, of these ships were built originally as F5Cs; while the ship is similar to a standard F5, the modifications are extensive. The ship can fire one drone from each of its racks each turn. The F5L never received the B-refit; equivalent improvements were part of the original design.

UIM: There is one UIM module as standard equipment; prior to Y165 this was not available and the BPV is reduced by 5 points. Backups available for purchase under (S3.2).

SSD and counters are in Advanced Missions.

(R3.34A) F5L: This is an F5C with a K-refit (R3.R2).

(R3.35) F5D DRONE FRIGATE: Designed to operate in direct combat as part of a three-ship squadron (including an F5L and a standard F5), this is a modification of the F5. None of the racks will explode in a chain reaction (D12.0). The ship can fire one drone from each rack each turn.

The ship can control seeking weapons equal to double its sensor rating. This ship has double drone reloads (triple after Y175 refit).

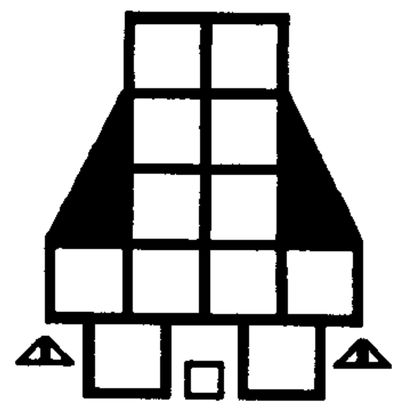
UIM: Not available.

SSD and counters are in Advanced Missions.

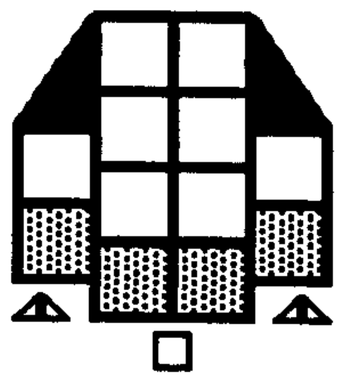
(R3.F) KLINGON FIGHTERS

Most Klingon fighters are in Module J, as is the case with other races. The two fighters presented here are the earliest Klingon fighters, which were used with the two Klingon carriers found in this product. Counters are in Advanced Missions and other products.

(R3.F1) Z-1 FIGHTER is an "assault" fighter designed primarily for attacks on ships. It relies on firepower to counter enemy fighters rather than maneuver. The Z-1 usually served in mixed squadrons with the Z-2 and later with the Z-Y, and was eventually retired to local defense and training units and replaced by the Z-P and Z-D. Since deployment of the Z-D never approached that of the Z-1, it is assumed that the entire assault fighter idea was found less workable than was first thought.



(R3.F2) Z-2 FIGHTER was the first mainline Klingon fighter. It is the equivalent of the Kzinti AAS. It served as the standard superiority fighter from Y168-Y175. All Klingon carriers have the SSD for the Z-Y fighter (Module J); to modify a Z-Y into a Z-2, delete the surplus drones and the second chaff pod, then shade (i.e. delete) four of the boxes to show the correct number of damage points.



END OF SECTION (R3.0) ADVANCED MISSIONS

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(R4.0) ROMULAN STAR EMPIRE

ROMULAN WARSHIPS

(R4.6) CONDOR DREADNOUGHT (CON): The Condor class represents the largest of the third generation Romulan ships. Klingon technology and design influence is obvious. The Condor is one of the most powerful dreadnoughts in the game.

The Condors were refitted in several stages (as seen on their SSDs) over the course of the General War.

- Y176: Condors refitted to add plasma-F and ph-3 as shown on the SSD; BPV +12; designation CON+.
- Y183: Condor refitted as ROC (R4.44).

The Condor was designed by *G D Olson.*

SSD and counter are in Advanced Missions.

Variants include the Condor–V heavy carrier (R4.45), ROC space control ship (R4.44), and Phoenix space control ship (R4.49).

(R4.7) WARHAWK LIGHT CARRIER (WH): This ship is in Module J. It is a variant of the Hawk series.

(R4.8) PELICAN MINESWEEPER (PEL): Another conversion of the older Hawk series ships, the Pelican served as the Empire's first warp-powered minesweeper. While its shielding was superior for a minesweeper of its size, its lack of phasers or space for more minesweeping shuttles was a major drawback. Like most minesweepers it can also lay mines from its mine racks.

This ship has one nuclear space mine in its BPV (M2.72); mines for the mine racks must be purchased at additional cost.

These have MSS (M8.312).

The Pelican was designed by *Todd Travis.*

SSD and counters are in Advanced Missions.

(R4.9) FALCON MAULER (FAL): The Falcon is an anomaly in the history of Romulan ship construction. It was built after the Klingons began providing warp technology, but before the New series ships began entering service.

The reason for this is its weapon: the mauler. The ship is literally wrapped around the huge mauler weapon and is filled with batteries to power it. The Romulans built Falcons at a shipyard which had previously built Hawk-class ships while the Warbird shipyards were being converted. Some Falcons were converted from War Eagles.

The Klingons were not impressed with the weapon initially, but after technical improvements (some by Klingon engineers) permitted a more compact design, they co-developed (with the Romulans) the D6M and KRM maulers.

The Falcon is considered a fleet fire support ship. It will almost never operate alone as it would be severely limited in its ability to fight. In a fleet action, it tries to maneuver into a position from which it can cripple a key enemy ship. Maulers were often used in base attacks because their targets could not evade the hard-to-aim weapon.

The Falcon must roll for shock when firing the mauler; see (D23.24).

This ship has one nuclear space mine in its BPV (M2.72).

The Falcon was designed by *Todd Travis.*

SSD and counters are in Advanced Missions.

(R4.10) K4R BATTLE ESCORT: In Y168, as the General War began to develop, the Romulans urgently requested new ships from the Klingons with which to expand their limited fleet of warp-capable ships. The Klingons were unwilling, however, to part with any D6 or F5 class ships at this time. After renewed appeals by the Romulans, the Klingons offered a group of E4 escorts which the Romulans accepted and converted to this design. (The Romulans thought that they were to get relatively new ships from mothball storage, but the Klingons sold them ships worn out from decades of patrols and used the mothball ships in their own fleet. This forced the Romulans to spend extra effort refitting the ships, but the modifications were extensive in any case.)

Most of the surviving K4Rs were eventually converted to K4Ds (R4.67) for use as escorts.

Alternate designation: KE4R.

SSD and counters are in Advanced Missions.

(R4.11) K5S SCOUT: This was a conversion of the KF5R, following the design of the F5S. (No actual F5Ss were sold to the Romulans). Only three were converted, primarily to support those fleets equipped with KR-series ships, but others could have been. (The KR-Series ships were concentrated in specific operational fleets to make maintenance support more efficient.)

Alternate designation: KF5RS.

SSD is in Advanced Missions. Use a K5 counter. A K5S counter is provided in Module R4.

(R4.12) SCOUT EAGLE (SE): A scout version of the War Eagle was in service in limited numbers.This ship can carry the cargo sled while in the Pioneer Eagle (R4.53) configuration, but not while in normal service; see (R4.53).

This ship has one nuclear space mine in its BPV (M2.72).

SSD and counters are in Advanced Missions.

(R4.13) CHICKENHAWK PF TENDER (CH): This ship is in Module K. It is a variant of the Hawk.

(R4.N1) SPARROWHAWK MODULAR CRUISER

In Y165, the Romulan Imperial High Command received a report from the Bureau of Starships (Romulan Imperial Navy) that had been three years in preparation. The report concluded that a radical (and tremendously expensive) new construction program was urgently needed. Their reasoning for this was:

1-A major, galaxy-wide war could be expected before Y170.

2-The Romulan Star Empire needed a strong fleet if it was to survive, let alone benefit from, such a war.

3-The aging War Eagle and WarHawk classes were too old and outdated to be depended on for mainline combat.

4-The KR–Series ships available were too few to serve as the backbone of the fleet, and supplies of them might not be available in wartime. While the Romulans could have simply copied the designs, they were not specifically designed to use plasma torpedoes, creating some construction problems. And in particular, their designs did not work well with the cloaking device (except for the K5R), requiring excessive amounts of power while cloaked and providing tactical limits.

In deciding on such a building program, the Romulans faced a major problem in that they would be building an entire new fleet while other races were simply modifying and building more of their existing ships. While there was an advantage in that the Romulans could benefit from the research and designs already done by other races (and discoveries of rich mineral deposits on unexplored planets within their territory gave their treasury a boost), the Romulans knew that only by using maximum efficiency could enough ships be ready in time.

The solution to the problem was the SparrowHawk-class cruiser. A new design, the SparrowHawk incorporated modularization, a feature that was, at once, novel and brilliant.

The ship was constructed in sections in small yards. The engines were made on the assembly lines that originally turned out War Eagle engines. The booms and wing sections were made in yards that could service War Eagles.

But the most novel (and brilliant) part of the design was the "modules." While not detachable (outside of a major shipyard and overhaul), the various modules were the only difference between the major classes of SparrowHawk. Over 80% of the ship was common between all classes, making construction 18% more efficient. Since ships could be converted from one class to another in a few weeks, fewer of the specialist ships were needed. (For example, fleet commanders considered three minesweepers to be necessary, which would normally mean the construction of five to insure availability. Since cruisers could be turned into minesweepers in a few weeks, only three minesweepers were built and the number of cruisers increased by two.) Exploration ships, with a long-term mission that the future of the Empire depended on, could be built in large numbers and converted to military cruisers at the outbreak of war.

The central (standard) section included plasma-F torpedoes to provide a "ready use" weapon. As it could be rearmed, it provided a considerable increase in firepower and flexibility. These torpedoes are carried on swivel (LP/RP) mounts. The center torpedo is type-G and is fixed to fire directly forward (with an FA target-tracking arc); this was quickly upgraded to a type-S with better arcs (R4.R2).

The rear-firing phasers were considered to be necessary for defense against the new Federation fighters that were expected to be in service by the time SparrowHawks reached operational squadrons.

Using the modular design concept meant that the specialist types (particular minesweepers and scouts) were considerably larger (and more expensive) than corresponding ships in other fleets. This disadvantage was accepted, however, due to increased efficiency. It was later noted that the decreased need for escorts made up for their expense.

The SparrowHawk was generally regarded as the "Romulan War Cruiser," but this description was not entirely accurate. The SparrowHawks suffered from some of the restrictions of a typical war cruiser design, but not from others. Both modules MUST be of the same type for dynamic balance purposes, and the ship cannot operate without modules.

The SparrowHawk was designed by *Kenneth L Kaufman.*

The original variants are listed below; additional variants include the SparrowHawk-M escort (R4.70), SparrowHawk–H transport (R4.31), SparrowHawk–J Assault Cruiser (R4.51), SparrowHawk–R repair ship (R4.52), SparrowHawk–L Light Command Cruiser (R4.71), and the Klingon RKL (R3.63).

(R4.14) SPARROWHAWK-A CRUISER (SPA): The basic and most common version of the SparrowHawk, the SpH-A, was a balanced cruiser design and arguably one of the best light cruisers in service anywhere. It lacked, however, the staying power of the true heavy cruiser.

Alternate designation: SpH–A.

SSD and counters are in Advanced Missions.

(R4.15) SPARROWHAWK-B CARRIER (SPB): This ship is in Module J. Alternate designation: SpH–B.

(R4.16) SPARROWHAWK-C "OWL" SCOUT (SPC): Serving the same function as the Federation (and other) scouts, the "Owl" was larger than most and a powerful warship in its own right. It also had a more far-sighted mission.

The Romulans were desperately searching star systems in their territory (and elsewhere) for worlds that could be terraformed into a livable environment. They were able to afford a total of eight ships of this class only because they could be converted (in a few weeks) into SparrowHawk-A cruisers. As such, six of the eight were deemed to replace cruisers in the construction budget. This ship is classed as a "survey cruiser" for exploration purposes.

Alternate designation: SpH–C.

SSD and counters are in Advanced Missions.

(R4.17) SPARROWHAWK-D MINESWEEPER (SPD): Known to its crews as "the only self-escorting minesweeper," the extra expense of this ship was more than worthwhile when they were required to operate on contested borders. This ship could lay mines while cloaked (though at a lower rate because transporters could not be used). These have MSS (M8.312).

Alternate designation: SpH–D.

SSD and counter are in Advanced Missions.

(R4.18) SPARROWHAWK-E PFT (SPE): This ship is in Module K. Alternate designation: SpH–E.

(R4.19) SPARROWHAWK-F MAULER (SPF): A streamlined version of the mauler weapon was possible due to technological breakthroughs.

The maulers can only draw power from the batteries or engines in their specific pods; the batteries and engine in the left pod cannot be used to fire the right mauler. Note that, due to the arrangement of the power conduits, the type-F plasmas are deleted in this version of the SparrowHawk. Like all other maulers, the batteries can be used for other purposes. They are not restricted to the mauler.

SpH–F must roll for shock when firing the mauler; see (D23.24).

The SpH–F is a permanent conversion; it lost the modular ability and would have to be completely rebuilt in a shipyard to regain it.

Alternate designation: SpH–F.

SSD and counter are in Advanced Missions.

(R4.20) SPARROWHAWK-G TROOP TRANSPORT (SPG): Carrying the 240 fighting men of an imperial marine battalion, the SpH-G was to prove itself, again and again, capable of fighting its way to its destination.

Data: 48 BPs include 2 Commando, 4 HWS; 3 GCV; 3 GAS; 1 HTS (in BPV).

Alternate designation: SpH–G.

SSD and counter are in Module M.

(R4.N2) SKYHAWK MODULAR DESTROYER

A destroyer-class ship, the SkyHawk was designed to be the consort to the SparrowHawks. Using a slightly modified F5 boom (which the Romulans could build) and the same engines as the SparrowHawk, construction was highly simplified. A module could be inserted into the rear of the basic hull to change the ship into any of a number of variants. These modules could be changed in a matter of a few days at a shipyard, starbase, or FRD.

The SkyHawk was designed by *Kenneth L Kaufman.*

The original variants are listed below. Additional variants include the SkyHawk–L destroyer leader (R4.74).

(R4.21) SKYHAWK-A DESTROYER (SKA): This was the most basic type of SkyHawk and a more than adequate war destroyer. The SkyHawk-A was very maneuverable and capable of performing aggressive tractor auctions, and it could operate at high tactical speeds while cloaked.

Alternate designation: SkH–A.

SSD and counters are in Advanced Missions.

(R4.22) SKYHAWK-B LIGHT CARRIER (SKB): This ship is in Module J. Alternate designation: SkH–B.

(R4.23) SKYHAWK-C PF TENDER (SKC): This ship is in Module K. Alternate designation: SkH–C.

(R4.24) SKYHAWK-D MINESWEEPER (SKD): The minesweeper variant of the series, it was used primarily for minelaying as the inadequate front shields (which could not be increased due to the modular design) made minesweeping very risky.

These have MSS (M8.312).

Alternate designation: SkH–D.

SSD and counters (SKD) are in Advanced Missions.

(R4.25) SKYHAWK-E ESCORT (SKE): This ship is in Module J. Alternate designation: SkH–E.

(R4.26) SKYHAWK-F SCOUT (SKF): Like all war destroyer scouts, it was barely adequate for fleet combat. This ship cannot be used as a survey cruiser; it lacks the range and facilities for that duty.

Alternate designation: SkH–F.

SSD and counter are in Advanced Missions.

(R4.27) SKYHAWK-G TROOP TRANSPORT (SKG): Intended for raids rather than deliberate ground assaults, the SkH–G was often included in fleets when the mission was to capture enemy ships.

Data: 24 BPs include 2 Commando, 2 HWS; 1 GCV; 3 GAS; (in BPV). (As an alternative, one HTS could replace two GAS.)

Alternate designation: SkH–G.

SSD and counter (SKG) are in Module M.

(R4.28) SKYHAWK-H CARGO TRANS (SKH): Minimal internal cargo made its use as a priority transport extremely limited, but it was often used to carry cargo packs (R4.28A).

Alternate designation: SkH–H.

SSD and counter (SKH) are in Advanced Missions.

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(R4.28A) SKYHAWK CARGO PACK (SKP): The SkyHawk–H (and no other SkyHawk) could carry an 18-box cargo pack, providing an improved transport capability. This cargo pack has a BPV of 11, increases the movement cost to 2/3, and changes the turn mode to B. The system is treated as a tug-pod combination. Players cannot purchase packs of this type in a patrol scenario unless the mission specifically includes cargo delivery. This is not the same cargo pack as the sled pallet (R4.30A) carried by the FE; the two are not interchangeable.

Alternate designation: SkH–Pk.

ROMULAN WARSHIPS AND VARIANTS

(R4.29) SUPERHAWK-B (SUB): This ship is in Module J.

(R4.30) FREIGHT EAGLE (FE): The construction of large numbers of warships put a strain on the Romulan economy and shipyard capacity that did not allow a formal fleet tug design to enter production. The solution was to use surplus War Eagles and Warbirds as cargo carriers.

The Freight Eagle can carry a 16-box cargo sled pallet (R4.30A).

This ship has one nuclear space mine in its BPV (M2.72).

SSD and counters are in Advanced Missions.

(R4.30A) CARGO SLED PALLET (F-Pal): This is the 16-box cargo pallet carried by the Freight Eagle. This pallet cannot be carried by other Eagle-class ships, with the partial exception of the Scout Eagle (R4.12), which in that configuration becomes the Pioneer Eagle (R4.53). While technically this pallet could be carried by the Commando Eagle (R4.54), it was rarely carried by this ship because doing so was not a part of its mission profile.

Carrying this pallet increases the movement cost of the ship from 1.0 to 1.333.

The pallet can be dropped (but not re-attached) during a scenario. Reattachment requires considerable time and effort and would be done after the scenario if the area had been secured.

There are no variants to this pallet. This pallet is NOT interchangeable with the SkyHawk Cargo Pack (R4.28A).

An SSD for this pallet is on the Freight Eagle SSD.

(R4.31) SPARROWHAWK-H CARGO TRANSPORT (SPH): The SparrowHawk–H was the only Romulan-built "tug" and was primarily tasked with building and repairing bases and other facilities. It could be used for cargo transport, but the shortage of Romulan tugs limited this aspect to only the most critical and urgent priorities.

It can transport mobile base pods (one on each side attached to the H modules, which collapse to allow this purpose, their cargo boxes being deleted during this period; can only carry pairs of these pods), allowing it to construct mobile bases. In this case, cargo damage would be scored on any box of the mobile base pod, and the H-module would be ignored.

Alternate designation: SpH–H.

SSD and counter (SPH) are in Advanced Missions.

(R4.32) KRC COMMAND CRUISER: This is a conversion of the Klingon D7C command cruiser, three of which were purchased by the Romulans. This ship entered service as the KRC with swivel-G torps in Y165, then was refitted in Y170 with the swivel-S-torps as the KRL. As in the case of the D7C, the two mech-tractors are a later addition; after they are added, the BPV is increased as shown on the SSD.

SSD and counters are in Advanced Missions.

(R4.33) KRT TRANSPORT: A converted Klingon transport tug (Tug-B), the KRT was used for priority cargo transports. The pods are carried side-by-side (G14.43). The KRT can carry BLM pods.

SSD and counters are in Advanced Missions.

(R4.33A) CARGO PODS: The Romulans used Klingon cargo pods. These were the only pods available for the KRT (although it could carry mobile base components); no other pods were ever available.

(R4.34) SUPERHAWK COMMAND CRUISER (SUP): This ship is in Module J. Alternate designation: SupH.

(R4.35) K7R BATTLECRUISER: Among the ships transferred by the Klingons were three D7 battlecruisers. These were converted to Romulan technology and deployed as a single squadron on the Federation border. KRs cannot be converted to K7Rs.

SSD and counters are in Advanced Missions.

Variants include the K7V strike carrier (R4.65) and the KRC command cruiser (R4.32).

(R4.36) KRM MAULER CRUISER: As part of the exchange program between the Klingons and the Romulans, mauler technology was added to several D6 battlecruisers, some of which were then returned to the Klingons as D6Ms. (The Klingons quickly copied the design and produced it domestically.) The others were retained as KRM-class ships in the Romulan Fleet.

The KRM must roll for shock when firing the mauler; see (D23.24).

SSD and counters are in Advanced Missions.

(R4.37) KILLERHAWK SUPER-HEAVY CRUISER (KH): The ultimate extension of the Heavy-Hawk design series, this is essentially an attempt to build a pocket dreadnought. Only two such ships were built (as replacements for lost dreadnoughts), the *Ravager* and the *Rampager*. The design was not considered successful as it put too many weapons on a small hull. (In player-generated campaigns, this ship can only be converted from existing SuperHawks to replace Condors destroyed in combat.) These ships were built with K-modules. (They could carry A-modules but would have little reason to do so.) The ship cannot carry any other type of module.

KH must roll for shock (D23.0) if it fires the plasma–R torpedo. Add four points to the die roll if the torpedo is an EPT or shotgun (ignore this if the torpedo, loaded in that manner, is bolted). Subtract 2 points if fired as a plasma–S, 3 if fired as a plasma–G, 4 if fired as a plasma–F. Ignore any result that is less than zero. If fired as an EPT–S, add 4 *and* subtract 2.

SSD and counters are in Advanced Missions.

(R4.N3) NOTES ON HEAVY HAWK SERIES: The FireHawk (R4.38) was the basis for the Heavy Hawk series (basically four-engined versions of the SparrowHawk).

This series included the SuperHawk (R4.34), SuperHawk–B (R4.29), the KillerHawk (R4.37), the ThunderHawk (R4.50), the NovaHawk (R4.72), the RoyalHawk (R4.73), and the FlameHawk (R4.75).

For dynamic balance purposes, all ships of this series must have two modules installed before they can operate as independent units and both modules must be of the same type.

Due to the different dynamic balance of these larger ships, the use of easily changeable modules became impossible. The modules had to be "hard-welded" to the hull, requiring a major shipyard overhaul for conversion rather than the relatively simple plug-in system used in the SparrowHawk.

Moreover, the additional bracing and refitting required meant that the ship would cost an excessive amount to build. This is represented by a 25% surcharge on the campaign construction cost (never applied to combat BPV) for a heavy cruiser with modules other than those listed for each class. For this reason, such variants are extremely rare.

No Heavy Hawk can carry J-, L-, or M-modules.

(R4.38) FIREHAWK HEAVY CRUISER (FH): The FireHawk was the heavy cruiser version of the SparrowHawk light cruiser. This ship is not modular. It carried only A-, K-, and F-modules, any given ship being built with one type and retaining it for its entire service. (Damaged FH–As were usually rebuilt as FH–Ks during repair after Y174.) The SSD shows the FH–K. For the FH–A, simply mark an H in one of the ph-1 boxes on each side and treat it as a forward hull box. The FireHawk–F is the FlameHawk (R4.75).

SSD and counters are in Advanced Missions.

(R4.39) KING EAGLE COMMAND CRUISER (KE): As new Klingon technology was assimilated, the Romulans found that their War Eagle design could be further improved to this class. However, as the New Series ships were beginning to appear, it was considered a waste of resources to convert WEs to an improved class. When war became inevitable, and the operational problems of integrating different generations into the same tactical formation became clear, the Romulans reversed their decision and converted a number of War Eagles to King Eagles for use as squadron leaders. They were then found to be extremely useful (due to the intimidation value of their type-R torpedoes), and more were produced for general combat purposes.

This ship has one nuclear space mine in its BPV (M2.72).

SSD and counters are in Advanced Missions.

(R4.40) K9R DREADNOUGHT: When Klingon Ambassador Count Vak Kaleen convinced the Romulans to attack the Federation, part of the agreement included the delivery of a new C9 dreadnought. The Romulans named the ship *Behemoth* and converted it to their technology. It was the most powerful single unit in the Romulan Fleet until the advent of the ROC (R4.44), which was superior because of its PFs.

The *Behemoth* had the B-refit at the time of its conversion; the pre-refit data is for use in the event of earlier Klingon delivery in player-controlled campaigns.

Alternate designation: KC9R.

SSD and counter are in Advanced Missions.

SNIPE-CLASS FRIGATES

(R4.N4) SNIPE BACKGROUND: At the time the Warbird was the standard cruiser of the Romulan fleet, the Snipe was the corresponding frigate. Just as the Warbirds were updated to a variety of uses, the Snipes were also upgraded. The ships had their limitations (the torpedo cannot be upgraded or swiveled), but served throughout the war. Numerous attempts were made to utilize Snipes as scouts, minehunters, cargo ships, or commando ships, but the small size of the hull (and the availability of New Series modular ships) made such conversions unsatisfactory and unnecessary; none ever entered service.

SSD and counters are in Advanced Missions.

(R4.41) SNIPE-S SUBLIGHT FRIGATE (SNS): This class is similar in concept to the Warbird+, i.e. a sublight ship with some advanced technology. It is, of course, at a significant disadvantage against warp-capable ships and was used only for local defense while the ship was awaiting warp conversion.

This ship is nimble.

This ship has one nuclear space mine in its BPV (M2.72).

SSD is in Advanced Missions. Use the SNA counters.

(R4.42) SNIPE-A FRIGATE (SNA): This ship provided needed depth to the Romulan fleet in the early warp period. It was used as a police frigate and convoy escort in addition to its fleet role. The basic variants are listed here. There is also the Snipe–E escort (R4.68).

This ship is nimble.

This ship has one nuclear space mine in its BPV (M2.72).

SSD and counters are in Advanced Missions.

(R4.42A) SNIPE-P (SNP): The Romulans used many Snipe-As, without cloaking devices, as police ships, designating them Snipe-P. The cloak was deleted as unnecessary, expensive, and too valuable to risk on a small ship patrolling the borders alone. Most of these ships were converted to Snipe-As when the General War started.

This ship is nimble.

This ship has one nuclear space mine in its BPV (M2.72).

SSD is combined with the SNA SSD; use the SNA counters.

(R4.43) SNIPE-B BATTLE FRIGATE (SNB): Like the King Eagle, the Snipe-B was the ultimate development of the Snipe design. These ships, being capable of fleet speed, served alongside newer ships. Some were added to SkyHawk squadrons to provide heavier torpedoes.

This ship is nimble.

This ship has one nuclear space mine in its BPV (M2.72).

SSD and counters are in Advanced Missions.

(R4.N5) NOMENCLATURE OF KR-SERIES SHIPS

As part of the Doomsday Project, we have redesignated all KR-series ships with a standard three-digit nomenclature and standardized these designations throughout the rules.

The first digit is always K.

The second defines the basic hull type:

4 = E4
5 = F5
F = F6
D = D5
R = D6
7 = D7
9 = C9)

Third digit defines the mission or variant:

C = command
D = escort
E = exploration
G = commando
L = leader
M = minesweeper or mauler
P = PF tender
R = basic type
S = scout
V = carrier)

A "B" in the final (third or fourth) digit indicates the refit.

There are two minor exceptions.

The KRC is a conversion of the D7C.

The KRT is a conversion of the Tug–B.

(R4.F) ROMULAN SHUTTLES

(R4.F0) OLD SUB-LIGHT SHUTTLE: The Romulans, who continued using sub-light ships far longer than any other race, retained some of their old sub-light shuttles for many years. These were carried by the Old Series ships before the Klingons provided warp technology and by many of these ships during the transition. The sub-light shuttle moves at a speed of one hex per turn, has no weapons, cannot be used as a suicide or scatter-pack shuttle, but otherwise operates as a standard administrative shuttle. A sublight ship (Snipe–S, Warbird, Hawk–S, etc.) is assumed to be carrying sub-light shuttles; it costs one point per shuttle to switch to standard administrative types. All other Romulan ships are assumed to have administrative shuttles.

END OF SECTION (R4.0) ADVANCED MISSIONS

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

R5.0 KZINTI HEGEMONY

KZINTI CARRIERS

(R5.9) LIGHT CARRIER (CVL): This is simply a smaller version of the CV, operating 9 fighters. It is a variant of the BC hull. CVL groups frequently operated in support of a CS/BC squadron. Both before and after the refits, the CVL was one of the fastest Kzinti warships when arming weapons.

Because the CVL could be converted from existing BCs (while CVSs were new construction), CVLs played a key role in the survival of the Kzinti Hegemony during the early years of the General War.

The bay has a forward hatch on the face of the lower hull and a rear hatch on the belly. Shuttles can launch from or land in either hatch, but the normal procedure is to launch from the forward hatch and land in the rear one.

Year	Escorts	Fighters
Y166-67	None	9xAAS
Y168-71	CL, EFF	9xAAS
Y170-73	MEC, EFF	9xAAS
Y173-74	MEC, EFF	9xHAAS
Y173-74	MEC, DWE	9xHAAS
Y175-76	MAC, AFF	9xHAAS
Y175-78	MAC, DWA	9xHAAS
Y177-82	MAC, DWA	9xTAAS
Y180+	MAC, DWA	9xTADS

Design by John W Drye.

SSD and counters are in Advanced Missions. Some of the fighters listed above are in Module J. If you do not have Module J, use the AAS or HAAS fighter. Some of the above escorts are in Module R2, but the MEC and EFF are in Advanced Missions.

(R5.10) ESCORT CARRIER (CVE): This is an even smaller version of the CV, operating only 6 fighters. It is a variant of the CL hull.

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

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

The bay has a forward hatch on the face of the lower hull and a rear hatch on the belly. Shuttles can launch from or land in either hatch, but the normal procedure is to launch from the forward hatch and land in the rear one.

Year	Escorts	Fighters
Y166-67	None	6xAAS
Y168-71	EFF	6xAAS
Y170-74	EFF	6xAAS
Y173-74	EFF	6xHAAS
Y173-74	DWE	6xHAAS
Y175-76	AFF	6xHAAS
Y175+†	DWA	6xHAAS
Y177+	DWA	6xTAAS
Y180+	DWA	6xTADS

† It is unclear if any CVEs survived past Y178.

Design by John W Drye.

SSD and counters for the CVE are in Advanced Missions.

Some of the fighters listed above are in Module J. If you do not have Module J, use the AAS or HAAS fighter. Some of the above escorts are in Module R2, but the MEC and EFF are in Advanced Missions.

(R5.11) SPACE CONTROL SHIP (SCS): This ship is in Module K.

KZINTI TUG AND PODS

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

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

Design by Richard Kerr and John Gyori.

This tug has side-by-side mounting for its pods (G14.43).

Variants include the Combat Tug (R5.53).

SSD and counters are in Advanced Missions.

(R5.13) CARGO POD (P-C1): A standard cargo pod used to transport a variety of cargos.

The SSD is on the Kzinti Pods sheet in Advanced Missions. Counters for separate pods are provided in Advanced Missions.

(R5.14) HANGAR POD (P-V2): Used to convert a tug into a temporary carrier (a role that was unpopular with Kzinti tugs), the pod carries six fighters. The pods were usually carried in pairs so that a full squadron could be embarked.

When operated as a CVT (with tug), the escorts and fighters would be the same as a CVS, although it might have to accept the substitution of standard frigates for the dedicated escort variants. If only one pod was carried, it might have the escorts and (6) fighters of a CVS or a CVE.

An MTT (R5.34) with a Hangar Pod is classified as an MVE and has the same fighters and escort as a CVE.

The SSD is on the Kzinti Pods sheet in Advanced Missions. Counters are provided in Advanced Missions for separate pods. A counter for a CVT is provided in Module J.

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

Each pod can control three drones independent of the tug's sensor rating, so long as one drone box is undestroyed. (A TGT or TGC can control 6, for a total of 12 if two pods are carried. An MTT would control 9 when carrying one pod.) The drone firing rates of the battle pod cannot be improved. The Y175 refit does not change the drone racks (or provide any reloads, D-racks already having them), but does increase the ADD to 12 rounds.

The SSD is on the Kzinti Pods sheet in Advanced Missions. Counters are provided in Advanced Missions for separate pods. A counter for a Battle Tug is provided in Module R2.

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

The pod cannot operate independently.

The SSD is on the Kzinti Pods sheet in Advanced Missions. Counters are provided in Advanced Missions for separate pods.

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

The 40 BPs include 2 commando, 4 HWS, 2 GCV.

The pod has one GAS shuttle. The tug might carry an HTS in place of its two admin shuttles, but that was relatively rare. More commonly, the tug would carry one troop pod and one hangar pod (with GAS and HTS shuttles rather than fighters), a tactic the Kzintis learned from the Klingons.

The pod can land by the gravity landing system (P2.432).

The SSD is on the Kzinti Pods sheet in Advanced Missions. Counters are provided in Advanced Missions for separate pods.

KZINTI WARSHIPS AND VARIANTS

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

SSD and counters are in Advanced Missions.

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

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

Design by C Michael Thompson.

Several variants are listed in (R5.26) through (R5.34). Other variants include the Ground Assault Cruiser (R5.54).

SSD and counters are in Advanced Missions.

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

The EFF has limited aegis (D13.4) and, as a carrier escort, has a ready rack for fighters in its single shuttle box. It has no fighters of its own; this is to support the fighters on the carrier (J4.621).

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

This is an expansion of the listing in Basic Set.

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

The SSDs are combined; use the EFF counters.

(R5.21) MINESWEEPER (MS): With the increasing use of mines, the Kzintis, like other races, felt the need for a minesweeper/minelayer. The Kzinti MS is a conversion of the frigate. Like all small minesweepers it was found to be inadequate for wartime service and was replaced by the minesweeper variant of the CM. Surviving MS ships were relegated to minefield maintenance, training, and less active sectors. These have one MSS (M8.312).

Design by C Michael Thompson.

SSD and counters are in Advanced Missions.

(R5.22) NEEDLE TENDER (PFT): This ship is in Module K.

(R5.23) DRONE FRIGATE (DF): The Kzintis built a modified frigate class ship for use in a long-range drone-firing mode. All drone racks are sometimes loaded with III-XX drones (which are not included in the BPV). DFs have 100 space points of spare drones stored (in addition to the normally assumed reloads) in the cargo boxes. The DF can control a number of seeking weapons equal to double its sensor rating.

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

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

SSD and counters are in Advanced Missions.

See the similar Scout Drone Frigate (R5.55).

(R5.24) SUPER SPACE CONTROL SHIP (SSCS): This ship is in Module K.

(R5.25) HEAVY CARRIER (CVA): This ship is in Module J.

(R5.26) MEDIUM COMMAND CRUISER (MCC): This ship is in Module R2.

(R5.27) MEDIUM CARRIER (MCV): This ship is in Module R2.

(R5.28) MEDIUM ESCORT CRUISER (MEC): Designed to escort the heavy CVA and SCS ships as well as the CVS, MCV, and CVL classes. The MEC has limited aegis (D13.4) and, as a carrier escort, has ready racks for fighters in two of its shuttle boxes. It has no fighters of its own; these racks are to support the fighters on the carrier (J4.621).

SSD and counters are in Advanced Missions.

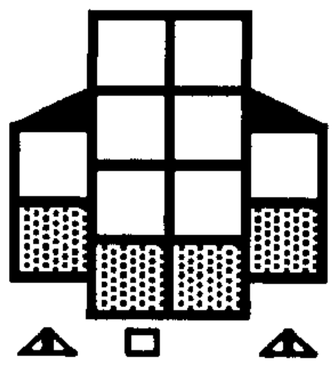
(R5.29) MEDIUM AEGIS CRUISER (MAC): The MEC was refitted with full aegis in Y175 and redesignated MAC. The SSD is combined with the MEC; use the MEC counters.

(R5.F) KZINTI FIGHTERS

Most Kzinti fighters are listed in Module J. Some are summarized here for use by those who do not have that product. Counters for Kzinti fighters are in Basic Set, Advanced Missions, and Module R2. See Annex #3 Master Fighter Chart for more data on these fighters.

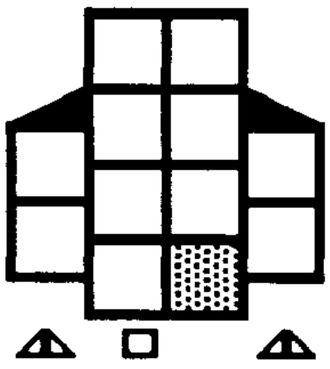
(R5.F1) AS FIGHTER: Data on this fighter is in Module J.

(R5.F2) AAS FIGHTER: The Advanced Attack Shuttle was the result of a Kzinti research program to build a fighter that could control its own drones. Kzinti scientists were able to build a smaller (albeit less capable) version of the drone control system from the MRS and deploy the AAS in Y164. (This development saved fighters from being relegated to base and planetary defense work.) Virtually all Kzinti SSDs show the later TAAS Fighter. To convert the TAAS to the AAS, delete the type-VI drones and one chaff pack and reduce the number of damage points to 8.

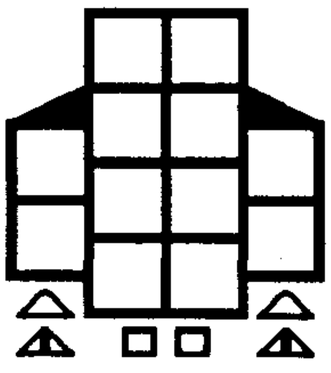


(R5.F3) STREAK FIGHTER (SAS): Data on this fighter is in Module J.

(R5.F4) HAAS FIGHTER: The Highly Advanced Attack Shuttle replaced the AAS as the standard fighter beginning in Y173. Data for the HAAS is on the Master Fighter Chart (Annex #4). Virtually all Kzinti SSDs show the later TAAS Fighter. To convert the TAAS to the HAAS, delete the type-VI drones and one chaff pack and reduce the number of damage points to 11.



(R5.F5) TAAS FIGHTER: The Tactically Advanced Attack Shuttle began replacing the HAAS as the standard fighter in Y177. The Kzinti equivalent of the Z-Y and F-18, the Tactically Advanced Attack Shuttle was also intended for superiority missions. This fighter can fire two drones per turn; if they are fired in different impulses, they can be fired at different targets. Construction switched to the very similar TADS shuttle in Y180. This is the SSD which appears on almost all Kzinti carrier SSDs. See (J4.24).



END OF SECTION (R5.0) ADVANCED MISSIONS

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(R6.0) THE GORN CONFEDERATION

GORN TUG AND PODS

(R6.5) FLEET TUG: The Gorn fleet tug is like most others, based loosely on the respective heavy cruiser and designed to fulfill a variety of transport missions in hostile situations.

The tugs later received the F-refit, but since it did not have a type-G plasma torpedo, it never received the + refit. Some tugs assigned to rear-area missions did not receive refits for several years.

It can carry one or two pods as "side-by-side" pods (G14.433). If one of the pods is a double-weight pod, the tug will maneuver as if carrying three pods.

Federation reporting name: *Brontosaurus.* (By the 23rd century, the proper name of the dinosaur also known as *Apatosaurus* had been restored. The same scientist , O. C. Marsh of Yale, coined both names, and *he* always called it *Brontosaurus.*)

Balcony positions: 2 left + 2 right.

SSD and counters are in Advanced Missions.

(R6.6) CARGO POD (P-C): As with all races, there are a variety of different types of pods (liquid, dry bulk, etc.), but within the game there are no functional differences. Cargo pods are used for priority naval shipments that cannot await slower or less-well protected freighters.

Federation Reporting Name: *Dinosaur Egg C.*

SSD is on the Gorn Pod sheet in Advanced Missions.

(R6.7) TROOP TRANSPORT POD (P-T): Used to transport large groups of people (not necessarily troops), the troop transport pod can operate independently of the tug as a sublight ship.

The pod has 32 boarding parties, including 2 commando teams and 6 Heavy Weapon Squads. (The Gorns, with their renowned penchant for ground combat, had more heavy weapons in their landing forces.) Both shuttles are GAS types. There are three GCVs stored aboard. (This is included in the BPV of the ship.) Tugs carrying Troop pods often had one HTS aboard (replacing two admin shuttles); this would cost extra.

Can land on planets by gravity landing system (P2.432).

Federation Reporting Name: *Dinosaur Egg T.*

SSD is on the Gorn Pod sheet in Advanced Missions.

(R6.8) HEAVY BATTLE POD (P-HB): As with most races, the Gorns built limited numbers of pods designed to turn tugs into serviceable warships. Unlike the battle pods of other races, however, it was not designed to create a balanced warship but is instead a heavy firepower platform for use in fleet actions.

This pod carries three plasma-G torpedoes, fixed firing in direction 6 (can track targets in LF+L), direction 2 (RF+R), and direction 4 (RA).

It can be converted to the Heavy Battle Pod+, which has plasma-S torpedoes in swivel mounts firing LPR, RPR, and AP.

This is a double-weight pod; it counts as two pods for the movement cost and turn mode of the tug. A tug cannot carry both a Heavy Battle Pod and a Light Battle Pod (R6.41).

Federation Reporting Name: *Dinosaur Egg H.*

Federation reporting name when on Tug: *Triceratops.*

SSD for the pod is on the Gorn Pod sheet in Advanced Missions. There is an SSD and counter for the Battle Tug in Advanced Missions.

Former Designation: *Monitor Pod.*

(R6.9) STARLINER POD (P-SL): This is a personnel transport pod designed to provide a higher standard of comfort than the troop transport pod. It was often used for VIPs, diplomats, or senior officers. Like the troop transport pod, it is capable of independent operations as a sublight ship.

If used for troop transport, it has 32 BP of which 2 are commando and 6 are heavy weapons. It can load three GCVs in the cargo bays, and the tug+pod combination can have up to 2 GAS and 1 HTS shuttle replacing admin shuttles. These marines and their equipment would have to be purchased as additional items not within the BPV of the pod.

Can land on planets by gravity landing system (P2.432).

Federation Reporting Name: *Dinosaur Egg S.*

SSD is on the Gorn Pod sheet in Advanced Missions.

NOTE: More pods are found in Module R4, including:
(R6.34) PFT Pod. (R6.35) Repair Pod. (R6.41) Light Battle Pod.
Also see (R6.28) Heavy Destroyer Transport (LTT) in Module R4.

ADDITIONAL GORN WARSHIPS

(R6.10) LARGE SCOUT (LSC): Designed as a replacement for the smaller scout when the new Romulan SparrowHawks established an electronic superiority over the Gorns, the LSC is a conversion of the light cruiser.

Federation reporting name: *Megalosaurus–S.*

Balcony positions: 2 left + 2 right.

SSD and counter are in Advanced Missions.

(R6.11) DREADNOUGHT (DN): Constructed in response to the Romulan Condor, the Gorn DN is one of the most powerful ships ever launched. Like the Condor, its central plasma torpedo is a type-R (fixed FA) while the others are type-S on swivel (LP/RP) mounts.

Note the rear-firing restrictions on the 360° phasers.

The DN was designed with type–G torpedoes, but type–S torpedoes had become available before the first ship was finished and were installed in all DNs as original equipment. (In effect, all were refitted when built. To use the ship without the refit, downgrade the S–torps to G–torps and reduce the BPV by 10 points.)

While the DN obviously uses many common components from the BC/CL series, it is not easily converted from one of those lesser ships. The fact that all DNs were built as new construction may indicate that conversion from BCs was not possible.

Federation reporting name: *Tyrannosaurus Rex.*

Balcony positions: 4 left + 4 right.

SSD and counter is in Advanced Missions.

(R6.12) HEAVY DESTROYER (HDD): The Gorn version of the ubiquitous "war cruiser," this ship (designated a "heavy destroyer" to disguise its true power from the Romulans and its true cost from the budget-minded members of the Gorn government) is often considered the epitome of the lean-and-mean design concept. Using type-F plasma torpedoes and a very well-arranged phaser battery in addition to the single type-S plasma torpedo, the HDD is a formidable opponent. (The original design of the HDD envisioned the type–G torpedo, but all ships were built with type–S, which is included in the BPV.)

As with the CL and DD, the HDD was designed for later enlargement by the addition of a second disk. The resulting ship was the CM (R6.39).

Note the rear-firing restrictions on the 360° phasers.

Federation reporting name: *Stegosaurus.*

Balcony positions: 2 left + 2 right.

Ship designed by *C H Graeme Cree.*

There were many variants of the HDD, including the Heavy Command Destroyer (R6.21), Heavy Minesweeper (R6.22), Heavy Destroyer Scout (R6.23), Heavy Destroyer Escort (R6.24), Heavy Destroyer Aegis Escort (R6.25), Heavy PF Tender (R6.26), HDV Carrier (R6.27), Heavy Destroyer Transport (R6.28), and Heavy Commando Destroyer (R6.44).

The Gorns designed the ship for later conversion to the Medium Cruiser; see (R6.39).

SSD and counters are in Advanced Missions.

DESTROYER VARIANTS

(R6.13) SCOUT (SC): One of several conversions of the old destroyer class, the scout served the same purposes as those in other fleets. There is an F-refit for this type, but no + refit.

Federation reporting name: *Carnosaurus–S.*
Balcony positions: 2 left + 2 right.
Ship designed by *C H Graeme Cree.*
SSD and Counter is in Advanced Missions.

(R6.14) PF TENDER (PFT): This ship is in Module K.

(R6.15) MINESWEEPER (MS): Yet another conversion of the destroyer, the minesweeper came into service with the increase in mine warfare. There is an F–refit for this type, but not a + refit.

Federation reporting name: *Carnosaurus–M.*
Balcony positions: none.
These have MSS (M8.312).
SSD and Counter is in Advanced Missions.

OTHER GORN WARSHIPS AND VARIANTS

(R6.16) CARRIER (CV): This ship is in Module J.

(R6.17) BATTLE DESTROYER (BDD): The Gorns produced two primary "wartime construction" classes, of which this was the smaller "war destroyer."

The Gorns were able to save money and time by converting existing destroyers to battle destroyers and by using destroyer production facilities for BDDs. (While the process is more than just "sticking on another disk," it is simpler than many conversions. The Gorns used this technique repeatedly, converting CLs to CAs, DDs to BDDs, and HDDs to CMs.)

The BDD was based on the fully refitted DD armament suite, but the attachment of the rear disk required the removal of some of the additional systems added during intervening refits. As with the DD, the type-G torpedo cannot be upgraded as the hull could not stand the shock of firing a type-S.

Variants include the Battle Destroyer Leader (R6.31), Battle Destroyer Escort (R6.36), and Battle Scout (R6.45).

Federation reporting name: *Ceratosaurus.*
Balcony positions: 2 left + 2 right.
SSD and counters are in Advanced Missions.

(R6.18) COMMAND CRUISER (CC): This is a modification of the CA/BC with command facilities. Unlike the command cruisers of other races, there was no increase in combat power over the standard battlecruiser.

This ship was in service by Y140, before the refits. The only difference between the CC and the corresponding heavy cruiser refits is the addition of the flag bridge and the position of the batteries.

Federation reporting name: *Allosaurus Rex.*
Balcony positions: 3 left + 3 right.
SSD and Counter is in Advanced Missions.

(R6.19) BATTLECRUISER (BC): This is a standard CA with the "plus" and "F" refits.

Federation reporting name: *Allosaurus Buck.*
Balcony positions: 3 left + 3 right.
SSD is in Basic Set. Counters are in Advanced Missions.

END OF SECTION (R6.0) ADVANCED MISSIONS

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(R7.0) THOLIAN HOLDFAST

ADDITIONAL THOLIAN WARSHIPS

(R7.4) DESTROYER (DD): With considerable difficulty (and perhaps with clandestine Federation technical support and certainly with captured Klingon disruptors that they have been able to copy), the Tholians succeeded in modifying a few of their PC-class ships to this drastically improved model. This ship has incredibly heavy shielding for a unit so small, but it was the only Tholian "heavy unit" in service for many years.

This ship is nimble (C11.0).
This ship can use the gravity landing system (P2.432).
SSD and counters are in Advanced Missions.

(R7.5) TARANTULA-CLASS DREADNOUGHT (D): The Tholian dreadnought is built using three PC-hulls. It is an impressive ship although not the equal of its opponents.

Designed by the Reverend Ron Wheeler.
Variants include the DPW (R7.69) and DP (R7.31).
SSD and counters are in Advanced Missions.

(R7.6) CRUISER (C): The cruiser is built on two PC-class hulls. Like the DN it relies on captured Klingon technology (disruptors) that the Tholians have been able to copy.

Designed by the Reverend Ron Wheeler.
Variants include the CVA (R7.9), CC (R7.15), CA (R7.20), CAP (R7.32), CCP (R7.33), CCW (R7.67), and CAW (R7.68).
SSD and counters are in Advanced Missions.

(R7.7) BLACK WIDOW CARRIER (BW): This ship is in Module J.

(R7.8) PF TENDER (PFT): This ship is in Module K.

(R7.9) HEAVY CARRIER (CVA): This ship is in Module J.

(R7.10) WEB TENDER (WT): As can be seen from the SSD, this is a converted small freighter, initially built on hulls provided by the Federation. Its primary use was to provide power for webs. Its ability to transfer power to bases was severely limited (C13.41). These ships never operated far from bases, and certainly never outside of Tholian territory. The fairly large crews represent the technicians required; these crews actually lived on the bases and stayed in the ships only when the ships were deployed for action.

SSD and counters are in Advanced Missions.

(R7.11) CARGO PATROL CORVETTE (CPC): This is a modified version of the PC. This ship (or any PC-based design) can carry an 8-box cargo pack (R7.14), but this increases the movement cost from 1/3 to 1/2. These ships were the closest thing the Tholians had to tugs until well into the General War, when the LTT (R7.22) appeared.

The cargo patrol corvette can carry one pod (instead of the pack) as cargo only (not a functioning pod). This can be a Federation-type or civilian-type cargo pod, or a BLM pod (or base augmentation modules, etc.). The ship cannot disengage by acceleration while carrying a pod. The movement cost increases as per Annex #7L, e.g. towing a Federation single-weight pod would increase the move cost to 2/3. This could result in an odd fractional movement cost for which no chart is provided. Players can round the cost up to the next available chart or do their own fractional accounting.

This ship is nimble (C11.0).
CPCs carrying pods or packs lose their nimble status.
This ship can use the gravity landing system (P2.432).
SSD and counters are in Advanced Missions.

(R7.12) SCOUT (SC): This is a modified version of the PC, with special sensors replacing some of the weapons. The scout was small and almost inadequate for combat use, but its nimbleness gave it an edge in survival. While most of the Tholian fleet's more serious battles were fought near bases, these ships provided some electronic warfare support for Tholian patrols and local counterattack forces. Any Tholian ideas of offensive operations had to await the arrival of larger scouts based on war cruiser hulls.

This ship is nimble (C11.0).
This ship can use the gravity landing system (P2.432).
SSD and counters are in Advanced Missions.

(R7.13) MINESWEEPER (MS): This is a modified version of the PC. While a relatively small minesweeper, it was adequate to the essentially defensive tasks required. While the Tholians eventually built a larger minesweeper on their war cruiser hull, the MS remained the most common Tholian minesweeper through the end of the General War.

This ship is nimble (C11.0).
These have MSS (M8.312).
This ship can use the gravity landing system (P2.432).
SSD and counters are in Advanced Missions.

(R7.14) CARGO PACK (C-P): The Tholians produced an 8-box cargo pack which could be added to virtually any of their ships to provide utility cargo transportation. These packs can be carried by the following ships:

PC-Class: PC-based ships (PC+, BW, PFT, CPC, SC, MS, PC-variants, etc. not otherwise exempted); carry one pack below the ship; increases movement cost from 1/3 to 1/2 and the ship loses nimble status; the pack does not block weapons. Only the CPC normally carried cargo packs.

DD–Class: DD-based ships can carry one pack below the ship. This increases the movement cost from 1/2 to 2/3 and the ship loses nimble status.

CW-Class: All CW variants can carry one cargo pack. This increases the movement cost from 2/3 to 5/6. Only the LTT normally carried cargo packs. The other ships can carry them only when specified in a scenario.

C-Class: C, CA, CC, CVA (and variants); can carry two packs, one on each side (cannot carry one pack); increases movement cost from 2/3 to 1; blocks side disruptors from firing (but not FA disruptors). Photons replacing side disruptors (on designated variants in Module R4) are also blocked.

D-Class: Dreadnought (and variants); can carry one pack under center, increases movement cost from 1 to 7/6, does not block weapons;

OR can carry two packs, one on each side, increases movement cost from 1 to 8/6, blocks disruptors;
OR can carry three packs (combination of above), increases movement cost from 1 to 1+1/2, blocks disruptors.

Others: Freighters, Web Tenders, Q-ships, monitors, and Neo-Tholians; cannot carry cargo packs.

(R7.N1) RULES FOR CARGO PACKS:
(R7.N1A) The Tholians neither needed nor produced any "combat" versions of these cargo packs. The ships did not have power or control connections for such packs, so they could not be developed in any case.
(R7.N1B) Cargo packs cannot be routinely added to Tholian ships as "armor," but can only be carried if the scenario involves delivery of cargo to a destination. There are no "pseudo cargo packs."
(R7.N1C) Cargo packs can be detached (as pods) in combat to gain increased speed. They could also be used (as pods) to serve as wild weasels (J3.144).
(R7.N1D) Any new Tholian ships added in future products will be designated as to their pack-carrying capacity.
(R7.N1E) Ships with two cargo packs must drop them simultaneously. Ships with three cargo packs can drop the center one independently from the two side packs, but the side packs must be dropped simultaneously.
(R7.N1F) Weapons that replace disruptors are blocked if the disruptors are blocked.
(R7.N1G) Ships which have lost their nimble status because they were carrying packs regain it if all of the packs are dropped. Such a ship would have its bonus on the second HET if the pack(s) had been dropped before the second HET was made. A nimble ship with pack which makes two HETs would have the standard bonus on the first and no bonus on the second; if it dropped the pack after making the second HET, it would not get a bonus on a subsequent HET (all in the same scenario, of course).
(R7.N1H) Moving a cargo pack between various positions requires dropping and reattaching it. A dreadnought with one pack that wanted to pick up a second one would have to drop the first (center) pack and then pick up the two packs on its side stations. This is essentially the (G14.43) procedure.
(R7.N1J) The various non-cargo packs in (R7.25) can be carried in the same manner as cargo packs, but these other packs are treated as cargo when carried by any unit not specifically able to carry them in their active mode. Only the LTT and CPC can carry these packs in active mode, and the CPC cannot carry some in that mode.

FRACTIONAL MOVEMENT COST CHART FOR THOLIAN+PACK COMBINATIONS

	1	2	3	4	5	6	7	8
5/6	0.83	1.67	2.50	3.33	4.17	5.00	5.83	6.67
7/6	1.17	2.33	3.50	4.67	5.83	7.00	8.17	9.33
8/6	1.33	2.67	4.00	5.33	6.67	8.00	9.33	10.67
	9	**10**	**11**	**12**	**13**	**14**	**15**	**16**
5/6	7.50	8.33	9.17	10.00	10.83	11.67	12.50	13.33
7/6	10.50	11.67	12.83	14.00	15.17	16.33	17.50	18.67
8/6	12.00	13.33	14.67	16.00	17.33	18.67	20.00	21.33
	17	**18**	**19**	**20**	**21**	**22**	**23**	**24**
5/6	14.17	15.00	15.83	16.67	17.50	18.33	19.17	20.00
7/6	19.83	21.00	22.17	23.33	24.50	25.67	26.83	28.00
8/6	22.67	24.00	25.33	26.67	28.00	29.33	30.67	32.00
	25	**26**	**27**	**28**	**29**	**30**		
5/6	20.83	21.67	22.50	23.33	24.17	25.00		
7/6	29.17	30.33	31.50	32.67	33.83	35.00		
8/6	33.33	34.67	36.00	37.33	38.67	40.00		

ADDITIONAL THOLIAN SHIPS AND VARIANTS

(R7.15) COMMAND CRUISER (CC): Produced before the dreadnought design, the Command Cruiser was the most heavily armed ship that could be built on a dual hull.
Design by Robert McClure.
SSD and counters are in Advanced Missions.

(R7.16) DISRUPTOR-ARMED PATROL CORVETTE (DPC): At least two PCs were modified with a single disruptor replacing two of the forward phasers. This was apparently for experimental purposes, simply to test the firing mechanism, but the ships were not re-converted and may have been used for firepower support.
Design by Ray Olesen.
This ship is nimble (C11.0).
This ship can use the gravity landing system (P2.432).
SSD and counters are in Advanced Missions.

(R7.17) TK5 DESTROYER: This ship is a unique design combining a PC-class hull with the captured rear hull of the Klingon F-5 frigate *Blackguard*. This ship is not added to the OB; it can only be built in a campaign with a captured F5 rear hull. Snare arcs (if installed) are L and R.
This ship cannot pinwheel, separate, or land; it is not nimble. It does have the normal Tholian web abilities (move and fire phasers through web, anchor web, power web, etc.).
The lone Tholian TK5 was named *Exile.*
Design by Jim Elliot.
SSD and counters are in Advanced Missions.

(R7.18) REPAIR SHIP (PR): A modified CPC used to provide a very minimal field repair capability. The normal strategic defensive posture of the Tholians did not overtax the capabilities of the PRs, but as with other PC-based support ships, the small size of these hulls made true offensive operations almost impossible.
The PR can carry pods using the CPC rules (R7.11).
This ship is nimble (C11.0).
This ship can use the gravity landing system (P2.432).
SSD and counters are in Advanced Missions.

(R7.19) THOLIAN WAR CRUISER (CW): During the first eight years of the General War, there was relatively little pressure on the Tholians. The Coalition did not need another enemy, and the Romulans and Klingons maintained communication through captured Federation territory. As the Federation began retaking lost territory (and whipped the Orions back into line), Coalition pressure on the Tholians increased dramatically as the Klingons and Romulans tried to maintain direct contact. A major assault was halted only by the arrival of the Neo-Tholians. Thereafter the pressure of constant attrition battles began to take an alarming toll of the Tholian heavy units.
As a solution to the problem, the Tholians produced their war cruiser design in Y179. Neo-Tholian technology made the design practical; before that time the Tholians had been unable to join the odd hull sections with sufficient strength to withstand the stress of warp travel.
As with other welded-hull Tholian ships, the CW is not nimble and cannot land on planets.
Variants include: War Scout (R7.21), Light Tactical Transport (R7.22), Photon War Cruiser (R7.23), War Minesweeper (R7.24), Commando Transport (R7.27), War Carrier (R7.36), Aegis War Escort (R7.37).
SSD and counters are in Advanced Missions.

(R7.20) THOLIAN HEAVY CRUISER (CA): An improved version of the Cruiser. This design has the two extra disruptors of the CC but none of the other CC improvements.
SSD and counters are in Advanced Missions.

END OF SECTION (R7.0) ADVANCED MISSIONS

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(R8.0) ORION PIRATES

(R8.3) HEAVY CRUISER (CA): Each Orion cartel operates at least one heavy unit as an "enforcer." These ships, being much more powerful than the Raider, can outrun and outfight any other pirate ship. This gives each cartel overlord the capability to deal with rebellious ship captains (usually those of independent ships). The captains of these "enforcer" ships are very carefully chosen for their loyalty.

Heavy cruisers are also used for specific pirate missions where a ship of their considerable firepower is necessary.

As the General War began, the CA received a shield refit as did the other pre-war ships. With the advent of the new BR and DW classes of working pirate ships, the CA was quickly outclassed (as there was no effective way to add weapons to the design) and the cartels began production of the larger heavy battlecruisers (R8.17).

The two forward mounts are considered to be "adjacent-centerline" for purposes of optional weapons.

Federation codename: *Marauder.*
Cost of OAKDISC: 15.
Cargo boxes: 25 spaces (G25.12).
Landing (P2.43): gravity, aerodynamic, or powered; bonus.
SSD and counters are in Advanced Missions.

(R8.4) SALVAGE CRUISER (SAL): The Salvage cruiser was the largest (though not the most powerful) ship operated by the pirates before the General War. Its primary purpose is to serve as a mobile support base for ships operating in an area without formal pirate bases. The ship repairs and maintains other ships, tows captured ships, acts as a base for a raider group, salvages and loots captured ships, and periodically undertakes transport contracts for somewhat irregular cargoes. It has more storage capability than other Orion ships (space that is often used to convert the ship into a light carrier or PF tender; see below).

Before the cartel structure of the Orion Pirates was fully understood, the appearance of this ship provided the first hard evidence that the pirates operated in regularly organized groups. As the General War began, the SAL received a shield refit as did the other pre-war ships.

There are two adjacent centerline option mounts in the bow. Variants include the CVL (R8.6) and PFT (R8.9).

NOTE: Information in earlier editions indicating that this class could carry LRs on mech links was found to be incorrect.

Federation codename: *Corsair–A.*
Cost of OAKDISC: 15.
Cargo boxes: 25 spaces (G25.12).
Landing (P2.43): gravity, aerodynamic, or powered; bonus.
SSD and counters are in Advanced Missions.

(R8.5) SLAVER FREIGHTER (SLV): The term "Slaver" is confusing. The ship is the standard clandestine freighter class of the Orions and carries all manner of cargo, including (occasionally) slaves. It is also used to transport bulk cargos.

The ship is gull-winged and capable of an aerodynamic landing in an atmosphere.

The Slaver can accelerate by 10 movement points per turn or to double its current speed, whichever is greater (i.e. the same as a warship).

There are two option mounts; these are neither adjacent nor on the vessel's centerline and cannot hold some weapons.

Variants include the Viking Commando Ship (R8.8).
Federation codename: *Slaver.*
Cost of OAKDISC: 5.
Cargo boxes: 25 spaces (G25.12).
Landing (P2.43): gravity, aerodynamic, or powered; bonus.
This ship is nimble (C11.0).
SSD and counters are in Advanced Missions.

(R8.6) LIGHT CARRIER (CVL): This ship is in Module J.

(R8.7) LIGHT RAIDER (LR): The Orion Light Raider was the standard pirate ship for commerce raiding before the General War. There are three option mounts, one in the bow and one in each wing. A shield refit as the General War began failed to keep the Light Raider as a viable warship, even though it continued in production for some time. It was replaced by the DW (R8.18).

Federation codename: *Privateer.*
Cost of OAKDISC: 5.
Cargo boxes: 25 spaces (G25.12).
Landing (P2.43): gravity, aerodynamic, or powered; bonus.
This ship is nimble (C11.0).
SSD and counters are in Advanced Missions.

(R8.8) VIKING (VIK): This ship is a variant of the Slaver. It is used for raids on isolated outposts or other places where making off with the loot required actually picking it up.

The 24 boarding parties include 2 commando and 2 heavy weapon squads, but there are no ground combat vehicles.

Federation codename: *Viking.*
Cost of OAKDISC: 5.
Cargo boxes: 25 spaces (G25.12).
Landing (P2.43): gravity, aerodynamic, or powered; bonus.
This ship is nimble (C11.0).
Shuttles: 4 Ground Assault Shuttles, one Admin.
SSD and counters are in Module M.

NOTE: The ship class "Drug Runner" which had this number in the Commander's Edition was identical to the LR and was deleted as redundant.

(R8.9) PF TENDER (PFT): This ship is in Module K.

(R8.10) FREE TRAITOR (FT): This is a variant of the standard Free Trader (R1.9). The pirate version has two option mounts (FA) which are not considered to be adjacent centerline mounts.

Federation codename: *Free Traitor.*
Cost of OAKDISC: 5.
Cargo boxes: 50 spaces (G25.12).
Landing (P2.43): powered; bonus.
SSD and counters are in Advanced Missions.

(R8.11) FREIGHTERS: The Orions are known to operate various freighters similar or identical to the civilian ships in (R1.5), (R1.6), and (R1.8). Often, these ships are operated on purely legitimate assignments in order to keep them profitable until they are needed and to establish covers that would allow them to move more freely within the trade routes.

Orion freighters cannot use engine doubling and have no stealth bonus or suicide bombs.

Cargo boxes: 50 spaces (G25.12).
Landing (P2.43): none.

Auxiliaries: Orions can operate Q-ships, armed freighters, and repair freighters. They cannot operate exploration freighters, troop transports, or minelaying freighters.

(R8.12) Q-SHIPS: The Orions are known to use Q-ships identical to those of the local race (R1.7) and (extremely rarely) to use Q-ships identical to those of other races.

Cargo boxes: 50 spaces (G25.12).
Landing (P2.43): none.

(R8.13) BATTLE RAIDER (BR): During the General War, the large numbers of warships operating and the pre-emption of civilian convoys by the military resulted in the disruption of normal pirate activities and heavy losses among the raiders. The Battle Raider (Viking-class) was designed to replace the standard Pirate Raider as the heavy raiding vessel of choice. It was substantially larger than the CR and could, if necessary, stand in combat with a warship, providing cover for the ever-present light raiders.

There are five option mounts; the forward three are considered to be centerline mounts.

Federation codename: *Assassin.*
Cost of OAKDISC: 12.
Cargo boxes: 25 spaces (G25.12).
Landing (P2.43): gravity, aerodynamic, or powered; bonus.
Variants include the Strike Carrier (R8.16) and others.
SSD and counter are in Advanced Missions.

END OF SECTION (R8.0) ADVANCED MISSIONS

ORION ENERGY ALLOCATION FORM

Copyright © 1991 Amarillo Design Bureau

SHIP / COUNTER		1	2	3	4	5	6	7	8	9	10
1. WARP ENGINE POWER											
POWER FROM DOUBLED WARP ENGINES											
2. IMPULSE ENGINE POWER											
POWER FROM DOUBLED IMP ENGINES											
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											
10. HEAVY WEAPONS	A										
OR SENSOR CHANNELS	B										
OR OTHER EQUIPMENT	C										
	D										
	E										
	F										
11. ACTIVATE SHIELDS											
12. GENERAL REINFORCEMENT											
13. SPECIFIC REINFORCEMENT	1										
	2										
	3										
	4										
	5										
	6										
14. ENERGY FOR MOVEMENT											
HET											
EM / BRAKING ENERGY											
15. DAMAGE CONTROL											
16. RECHARGE BATTERIES / RESERVE WARP											
17. TRACTOR / NEGATIVE TRACTOR											
18. TRANSPORTERS											
19. ECM											
ECCM											
LABS											
CHARGE WILD WEASEL / SUICIDE SHUTTLE											
CLOAKING DEVICE											
20. TOTAL POWER USED											
21. BATTERY POWER USED											
PHASER CAPACITORS CHARGED											
PHASER CAPACITORS USED											
MOVEMENT PLOT / NOTES											
Page 120 — Advanced Missions											

(S8.0) PATROL SCENARIOS CONDITIONS AND RESTRICTIONS

The majority of scenarios played by experienced SFB players are "patrol" scenarios, where one takes a given number of points and buys an appropriate fleet or squadron to use. Sometimes the players will bid (S3.4) for a certain position and buy their force with the points they bid. Patrol scenarios come under a variety of restrictions and conditions, many of which are expressed (some clearly, others more subjectively) in various rules.

Patrol scenarios are also known as BPV battles, Buy Your Fleet battles, and Pick Up Games.

The rules below are a partial compilation of the various rules found elsewhere and some additional restrictions and conditions. Players can, of course, modify or ignore any of these rules by mutual consent, but may find that play balance suffers.

A common feature of "patrol scenarios" is that they have no future and no past. There is no previous battle to affect what ships are available and what condition they are in; there is no future battle to preserve ships for. If playing in a campaign situation, these Patrol scenario restrictions will provide some guidelines, but available ships may force involuntary violations of some provisions. For example, a carrier must have escorts, but if the escorts were lost in a previous battle, they simply are not available.

Some published scenarios violate some of these conditions. This is done only when various circumstances make it possible, and those circumstances are impossible to define in general terms. Hence, no published scenario can be considered as a precedent for changing any of the rules and restrictions of this section. Such precedents may be used when trying to secure mutual consent from opponents, but the opponents need not agree.

(S8.1) GENERAL CONDITIONS

(S8.11) BASIC POINT VALUE: Units are purchased for their combat BPV. See the Master Ship Chart, Fighter Chart, and PF Chart. Exception (G24.35).

(S8.12) COMMANDER'S OPTIONS: Players can purchase extra equipment for their ships under (S3.2). MRS shuttles are purchased as Commander's Options within the limits given in (J8.5) and (S3.2). Other special shuttles are defined by various rules.

(S8.13) SCENARIO DATE: Players should select the scenario date with some care as it will define several things:
(S8.131) What ships, fighters, and other units will be available.
(S8.132) What refits those ships must have (and pay for) as well as other refits that could be purchased under (S3.2). Generally, a player must buy and pay for the refits appropriate to the date of the scenario. It could be presumed that one or two ships did not receive their refits for up to five years after the normal refit date. Some refits indicate that they took place over a period of years, and players may use such refits (or not) as they choose.
(S8.133) The drone speed that must be used (and paid for).
(S8.134) Weapon status (S4.0) may be defined by die roll or by mutual agreement.
(S8.135) The size of the map and whether it is floating or fixed must be decided (by mutual agreement) before the battle forces are selected.

(S8.14) RACES: Generally speaking, the players can use any races. You may prefer to limit your battle to adjacent races; see the map in (T0.0). Races should be selected before either side selects its forces.
(S8.141) WYN ships normally do not operate outside of the cluster and (except for a few types) will be very unsuccessful in any attempt to do so. Note the restrictions on WYN option mount selections in (G15.442).
(S8.142) Andromedan ships are notoriously hard to balance and virtually require a different force level against each potential opponent to be balanced. No mothership can have more than one energy module. Note that various general restrictions (cargo, maulers, etc.) also apply to Andromedans.
(S8.143) Orion ships seldom operate in fleet strength on purely military missions. Severe balance problems may result when attempting to do so. Don't forget to assign the home cartel of the pirates to limit their option mount selections. See the next rule.
(S8.144) Orion mercenaries may appear under these conditions:
Mutual agreement and cartel assignment beforehand.
No more than 1/3 of the total force. (Optional, entire force consists of mercenaries.)
Any crippled Orion ship disengages automatically (C7.4).
(S8.145) Experienced players recommend against using too many different types of technology in one battle as this confuses the rules and can have interesting effects on play balance.

(S8.15) TERRAIN: Players can use any type of terrain (including open space) suited to their interests. They can use local conditions (S5.0) to define terrain, create something mutually acceptable, or use one of the special maps in Module B. Some playing groups design a favorite area of space and use it over and over in campaigns.

Players should select the terrain BEFORE purchasing their units. While it can be interesting to be surprised by the terrain, it is also possible that the selection of terrain may be the sole deciding factor in the battle and could make actually playing the scenario pointless (e.g. A Neo-Tholian force will win if the terrain die roll produces asteroids; a carrier force will lose if the terrain die roll produces a nebulae).

One compromise is to select six types of terrain, then buy the fleets, then roll to see which type of terrain will be used. Care must be taken, however, to select terrain with uniform results. For example, some terrain types (nebulae, heat zones, gravity waves, dust clouds, pulsars) are very tough on fighters, and if one of those types was selected by die roll, any force that invested in fighters will be placed at a severe disadvantage. So you should select six terrain types that are all hard on fighters or six types of which none are.

(S8.16) RULES: Players should decide what rules (Advanced, Commander's, Optional) they will and will not use before buying their fleets.

(S8.17) SHIPS PER PLAYER: To avoid slowing down the game, players should not try to control too many ships. As a guideline, three ships per player is a good limit, but some players can efficiently handle more and some cannot handle three (at least not without other players complaining of delays). Less experienced players handling more than one ship should be given identical ships (or at least variants of the same hull type) to reduce the work load.

(S8.18) SHIP MODIFICATIONS under (S7.0) cannot be used unless the specific ship and modification has been approved by the opposing team in advance.

(S8.2) COMMAND LIMITS

(S8.21) GENERAL: Each fleet must have a flagship, which will usually (but not always) be the largest ship. In addition to this flagship, the fleet can include a number of ships equal to the "F&E Command Rating" of the selected flagship. These command ratings (from the strategic game Federation & Empire, which is based on the same background) are listed on the Master Ship Chart.

(S8.22) SPECIAL CASES: There are some special cases regarding command limits:
(S8.221) Andromedan ships do not use Command Limits, but instead use the restriction in (D10.8) which allows two ships with DisDevs plus whatever satellite ships they have on board.
(S8.222) WYN ships operating inside the WYN Cluster add five to their command rating. This addition cannot produce a command rating higher than 9 and never reduces a command rating. This represents the excellent WYN internal communications, monitoring, and surveillance system. WYN ships outside of the cluster have the command ratings on the Master Ship Chart.
(S8.223) LDR and Tholian ships operating inside their own territory have a command rating one point higher than shown on the Master Ship Chart; exception, ships with a command rating of 10 are not increased. This represents the small area (and small fleet) involved and is used in lieu of command points.
(S8.224) Some rules override command limits for certain ship types; see (E11.17) and (E12.16).

(S8.23) FIGHTERS AND PFs: Fighters and PFs do not count against the command limit if their carrier/PFT is in the battle. If operating independently, each squadron or flotilla counts as one "ship" for command purposes.

(S8.24) COMMAND POINTS: The F&E game system gives each race a very limited number of "command points" which temporarily increase the command rating of some flagships. These are seldom used except in assaults on fixed positions (starbases, capitals, etc.). Players of patrol scenarios may give one (or both) sides a command point (i.e. allow them to have an extra ship beyond the command limits) to balance forces or simply to allow more ships to be used. LDR and Tholian forces never use command points; see (S8.233).

(S8.25) SCOUTS: One scout does not count against the command limits. If this one scout is also a carrier or PFT, its fighters and/or PFs will count against the command limit as independent squadrons (S8.23).

(S8.26) OFF-MAP DRONE BOMBARDMENT as seen in F&E is not accounted for in SFB. Assume that whatever off-map bombardment ships are available are operating in "general support" and harassing enemy off-map forces. Rules to allow this form of support may be added later.

(S8.3) DEPLOYMENT PATTERNS

(S8.31) CARRIERS must have the escorts and fighters specified in their ship descriptions for the scenario date. If more than one escort/fighter group is available for that date, the player may use either of them. If the number of fighters is voluntarily reduced, remove a pro-rata portion of the stored supplies (drones, chaff, etc.). Carrier escorts cannot be used except as part of a carrier group; carrier groups cannot include more escorts than are provided in the ship description. Fighters cannot be installed on non-carriers without mutual consent.

(S8.32) FIGHTER AND PF LIMIT: No more than three fighter squadrons and/or PF flotillas may be in the fleet, whether they are with their carrier/tender or operating independently. Hydran hybrid-ships (non-true-carriers) are exempt from this restriction.

(S8.33) HEAVY SHIPS are under special restrictions.
(S8.331) There can be no more than one size class 2 ship (dreadnoughts, most CVAs) in the fleet. Dreadnoughts never appear with less than three other ships.
(S8.332) Battleships can be substituted for DNs if mutually agreed.
(S8.333) There can be no more than one BCH (or variant) in the fleet. This may be in addition to the dreadnought in (S8.32).

(S8.34) PF TENDERS do not require escorts as carriers do. See (S8.39) for a limit on PFs. PFTs cannot be used without PFs.

(S8.35) SCOUTS: There can be no more than one scout. One PFT or a survey ship may be used in addition to that one scout. See (S8.25).

(S8.36) LEADERS, COMMAND SHIPS: Leader variants (CWL, DWL, CC, DDL, etc.) are designed to lead squadrons of similar ships; there will never be a squadron consisting entirely of leader variants because this would mean that other squadrons had no leaders.
(S8.361) A second (third, fourth, etc.) leader ship of any given type cannot be included unless each such leader is accompanied by two "combat variants" of the same basic hull type. For example, you may have one D5L if you wish, but if you want two of them, there must be four other D5s in the fleet.
(S8.362) No leader ship can be included unless all larger leaders have their supporting ships. For example, an F5L cannot be included in a fleet with a D7C and a D5L unless the D7C is accompanied by two other D7/6 combat ships and the D5L is accompanied by two combat D5 hulls.
(S8.363) Dreadnoughts are not "leader" ships; however, see (S8.32). Carrier groups (S8.31) are separate from the leader/led provisions of (S8.36). The fleet flagship is exempt from the leader/led provisions of (S8.36); the Klingon force in (S8.362) could have a D7L as a flagship.
(S8.364) The Federation uses the "L" designator for plasma-armed ships. These are not "leaders" within the context of this rule.

(S8.4) SPECIAL SHIP TYPES

(S8.41) CONJECTURAL SHIPS cannot be used unless agreed otherwise. This is generally a rather straightforward decision except in one case: Federation PFs. Some groups insist that the Federation cannot be competitive without them; some insist that, since they were not historically built, the Federation player must somehow discern the secret of being successful without them. Each group will have to decide this for itself, but the Federation PF decision should be made separately from the overall conjectural ships decision.

(S8.42) STASIS FIELD SHIPS: If more than one SFG ship is included in the fleet, each additional SFG ship after the first incurs a 100-point penalty (assessed against the BPV limit for buying the fleet; this is not added to the BPV of the ship for subsequent victory conditions). SFG ships never appear alone. See (G16.53).

(S8.43) MAULERS: No more than one mauler can be included in the fleet. Maulers never appear alone.

(S8.44) LIMITED PRODUCTION, UNIQUE SHIPS: These cannot be used unless mutually agreed beforehand. This is actually a series of decisions, rather than only one. Each such ship must be considered separately, although such a decision is made only when one player asks to use that ship. Further, how many such ships (or flotillas) can be used must be decided. This could be one ship, as many as you want, or as many as were built.

(S8.45) MINESWEEPERS cannot be used unless there is a pre-established minefield in the scenario.

(S8.46) TUGS: No more than one tug (including LTTs) can be included. This does not count tugs carrying cargo pods (or self-defense pods, but no other type) in a scenario where the mission is to deliver cargo. This does not count tugs carrying troop transport pods (or self-defense pods, or hangar pods with GAS shuttles instead of fighters, but no other type) in a scenario where the objective is to deliver troops.

(S8.47) DRONE SHIPS: Drone bombardment ships are available in limited numbers. No more than one drone variant can be included in each group of three ships. (For this purpose, any bombardment ship with a "DB" note, as well as any variant which replaces heavy weapons with drone racks, is a drone ship.)

(S8.48) X-SHIPS cannot be used unless mutually agreed otherwise. If used, there will be a maximum of 1 in a fleet of 4-7 ships, 2 (of different size classes) in a fleet of 8 or more ships. Alternatively, the entire battle force may consist of X-ships.

(S8.5) LIMITED DUTY SHIPS

These are ships which, due to their slow speed or special characteristics, simply never appear in patrol type battles.

(S8.51) NAVAL AUXILIARIES, such as Auxiliary carriers, cruisers, PFTs, and troopships, cannot be used. These ships are too slow to take part in actions where the objective is not specifically assigned ahead of time.

(S8.52) SEPARATED SECTIONS (e.g. detached booms and saucers) cannot be used.

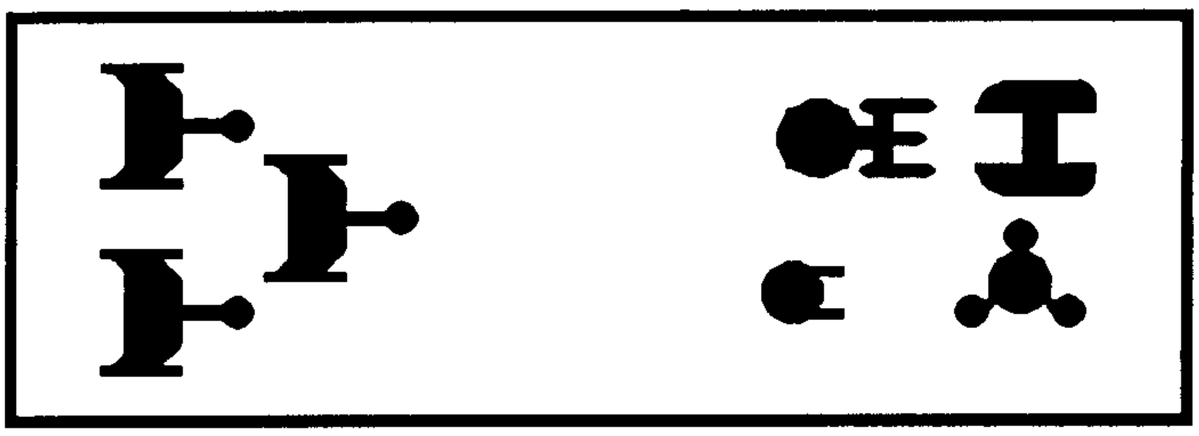
(S8.53) MONITORS cannot be used unless the force is defending a planet. No more than one monitor can be used in any given force. The scenario date will determine what pallets are available.

(S8.54) CARGO SHIPS (including freighters, cargo ships, cargo pods, cargo packs, cargo pallets, and cargo PFs) cannot be included unless the mission of the scenario is to deliver cargo (or is a convoy, etc.). Players may, when designing the scenario, choose to allow the fleet assigned to deliver cargo an extra allowance for such ships, or may require him to spend a part of the normal allowance for them.

END OF (S0.0) ADVANCED MISSIONS

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(SG11.0) THE FIRST OF ITS KIND



by Stephen V. Cole, Texas

When the first new Federation DN-class starship was fitting out in a Fleet Repair Dock (FRD), it was feared that a surprise attack might be mounted by hostile starships slipping through deep space to destroy the ship before it could be completed. While such an attack never materialized, this scenario represents the various training exercises conducted during this period. It has been learned that other races have also conducted such training maneuvers.

(SG11.1) NUMBER OF PLAYERS: 2; the defending player and the attacking player.

(SG11.2) INITIAL SET UP
TERRAIN: Class M planet (P2.21) in hex 2215.
DEFENDING FORCES: FRD in hex 2116, speed 0, heading C, WS–I, DN in the FRD, speed 0, WS–0.
Base Station in hex 2014, standard clockwise orbit (P8.0), WS–I, initial facing and rotation rate at defending player's option.
Frigate anywhere within 6 hexes of planet, speed 4, heading optional, WS–I.
ATTACKING FORCES: Three size class 3 ships, totalling no more than 400 BPV [not including any items purchased under (SG11.431), but including the cost of drone speed (SG11.432)], enter the map on turn 1 from any edge (they may come from one edge or three different sides at the attacker's option), speed 4, heading toward planet, WS–III. The attacking forces must secretly select their entry hexes in writing before the frigate is deployed.
YEAR: Players should select a year before setting up the scenario. This will define the availability of ships, refits, fighters, drone speeds, and other items.

(SG11.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged. The attackers must leave the map before the end of turn 10; any attacking units that fail to do so are considered destroyed.

(SG11.4) SPECIAL RULES
(SG11.41) MAP: Use a floating map.
(SG11.42) SHUTTLES AND PFs: No shuttles have warp booster packs. If playing a variant where PFs are present, both shuttles and PFs can have warp booster packs .
(SG11.421) MRS shuttles may be used if the players agree to their use [up to the limits in (J8.5)].
(SG11.422) If fighters are used, one fighter in any single squadron of eight or more fighters can be an EW fighter if the players agree to the use of EW fighters. If not using EW fighters, the EW fighter would be a standard fighter.
(SG11.423) There are no PFs in the basic scenario; PFs added in a variation can be either standard flotillas including a leader and a scout or casual flotillas with no leader or scout version.
(SG11.43) COMMANDER'S OPTION ITEMS
(SG11.431) Each ship can have 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 if the players agree to their use.
(SG11.432) All drones are "medium;" speed 20.
Each drone armed ship can select special drones up to the historical racial percentages. Note that (S3.2) allows drone ships an exemption for this purpose.
(SG11.44) Players are free to determine the refit status of the ships so long as both agree and no refits are selected that occurred after the year in which the defending race launched its DN (see dates in Master Ship Chart) unless the players jointly agree that they wish to experiment with the effect of earlier refits.
(SG11.45) All systems on the DN are inactive (G30.0). Inactive systems cannot be used until they are "activated" by the repair systems (G17.0) on the FRD (G30.3).
(SG11.46) Each box on the SSD of the DN must be activated separately, except that:
• The shields and excess damage boxes do not have to be activated by the repair process (they are considered to be already active).
• The damage control, sensor, and scanner systems are repaired as if each was a single box.
• One bridge box, one auxiliary control box, six hull boxes, two transporter boxes, two lab boxes, all admin shuttle boxes (and their admin shuttles), two battery boxes, one impulse box, and two APR boxes are already active for "housekeeping" purposes. (The owner may select the specific boxes to be active. If it is a Klingon ship, all security stations would be active, of course!)
The defending player is not obligated to complete the activation of all of the DN's systems before launching (undocking) the DN (C13.5). The entire crew is on board (or can move on board quickly enough not to require separate accounting).
(SG11.47) Once the DN has left the FRD, it cannot return to it except by the normal rules (C13.0). And while it could use the FRD's normal repair procedure (G17.0), no previously inactive systems (G30.0) could now be activated (G30.4) unless they were repaired because of damage (G30.23).
(SG11.48) The DN cannot disengage by acceleration (C7.1); it can disengage by evasion or separation. It is not prepared for a voyage of any duration from the immediate area of launching.

(SG11.5) VICTORY CONDITIONS: If the attacking player destroys the DN, he wins. Otherwise, he loses. The mission has been too expensive to mount for any other result to be acceptable.

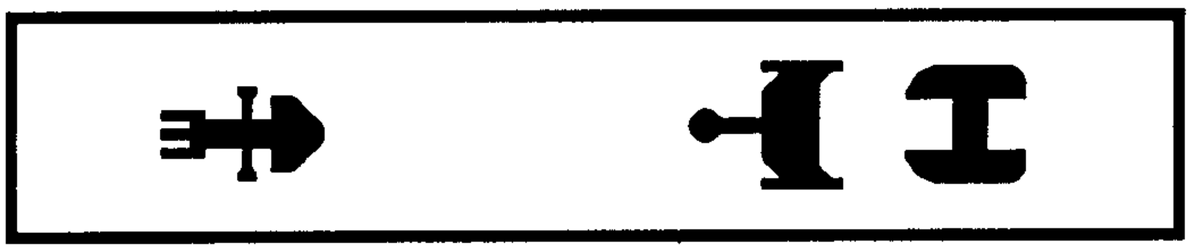
(SG11.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SG11.61) Replace the DN with a First Generation "X" technology cruiser. The scenario will be set in Y180, which will allow many refits, fast drones, and possibly PFs to be used.
(SG11.62) Replace the DN with a CVA or (if using (SG11.63) a CV (CVS, etc). The fighters are on the carrier but are inactive.
(SG11.63) For a smaller, faster scenario, replace the DN with a Heavy Cruiser and the FF with a Police ship, replace the attacking force with three frigates (250 BPV). Change the base station to a mobile base with four cargo pods and two power augmentation modules.
(SG11.64) The enemy has hired an Orion Mercenary Strike Force to perform "the hit" on the DN. Use Orion ships of the appropriate BPV, but no more than one can be a CA or BC.

(SG11.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SG11.71) Add two or three Ground Based Defense Phasers to the defender's force.
(SG11.72) Add a frigate or a destroyer to the attacker's force.
(SG11.73) Reduce the attacker's BPV by 50 points to purchase his force, allowing him to buy two cruisers and one smaller ship. Alternatively, have both (or several) players "bid" for the right to play the attacker, with the low bidder using BPV points equal to his bid.
(SG11.74) The defenders suspected an attack and activated a "combat capability protected posture" group of boxes including: one heavy weapon or drone rack, two phasers, six warp boxes, one control box in addition to the boxes provided in (SG11.46). For additional balance, this CCPP could be done twice.
(SG11.75) Add a Hangar Bay Module with fighters to the FRD and/or the base. (As a variation, this could be added and the attacker could increase his attack force by the same number of BPVs.) If you have Module R1, there are several other Base Augmentation Modules that could be added to the base or FRD.

(SG11.8) TACTICS
ATTACKER: Obviously, the firepower of the three ships must be concentrated on the FRD. There will be a tendency to fire on the base or junk the frigate, but that would give the FRD time to get the DN ready for action.

DEFENDER: Obviously the DN will have to undock at some point since the three cruisers can destroy the FRD. Note that the ship can be fully functional without its labs or hull spaces and with only half of its bridge spaces, but any damage resulting from combat will be far more critical. Have the base tractor the FRD to keep it (and the attacking force) within range.

(SG12.0) FLEET REPAIR DOCK



by Stephen V. Cole, Texas

A badly damaged ship has retreated from the combat areas to rendezvous with a Fleet Repair Dock. A marauding enemy ship, however, accidentally discovers them just as repairs begin. Can the repair dock repair the damaged ship in time for it to save them both?

(SG12.1) NUMBER OF PLAYERS: 2; the defending player and the attacking player.

(SG12.2) INITIAL SET UP
DEFENDER: FRD in hex 2815, heading A, speed 0, WS–I.
One heavy cruiser docked in the FRD heading A, WS–0.
ATTACKER: One ship of no more than 110 total BPV enters the map on turn 1 from any edge, heading at attacker's option, speed 10, WS–I.
YEAR: Players should select a year before setting up the scenario. This will define the availability of ships, refits, fighters, drone speeds, and other items.

(SG12.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one player have been destroyed, captured, or have disengaged.

(SG12.4) SPECIAL RULES
(SG12.41) MAP: Use a floating map.
(SG12.42) SHUTTLES AND PFs: All shuttles and PFs may have warp booster packs if both players agree on a year allowing their use.
(SG12.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SG12.431).
(SG12.422) If fighters are used, one fighter in any single squadron of eight or more fighters can be an EW fighter if the players agree to the use of EW fighters. If not using EW fighters, the EW fighter would be a standard fighter.
(SG12.423) There are no PFs in the basic scenario. If Module K is used, and both players agree, PFs might be used by one side or the other side or both.
(SG12.43) COMMANDER'S OPTION ITEMS
(SG12.431) Each ship and the FRD can purchase additional or special equipment as Commander's Option Items (e.g. T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the modified victory conditions (S2.2) as victory points for the enemy.
(SG12.432) All drone speeds and types are available subject to agreement by the players on their use and the year.
Each drone-armed ship can purchase special drones up to the historical percentages as part of the Commander's Option Items.
(SG12.44) All refits are available, depending on the players' mutual agreement on their use.
(SG12.45) The defender cannot disengage unless the FRD has been destroyed.
(SG12.46) At the start of the scenario, all weapons, warp engines, and shields of the defender's cruiser are marked destroyed.

(SG12.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201), but give the defender a 25-point bonus.

(SG12.6) VARIATIONS: The scenario can be played again by making one or more of the following changes:
(SG12.61) Do not put a ship in the FRD, but give the FRD two Hangar Bay Modules with class-1 fighters to defend itself.
(SG12.62) Do not put a ship in the FRD, but give it two frigates (no more than 75 BPV each) to defend it. This will favor the defender.
(SG12.63) Substitute a pair of frigates (no more than 75 BPV each) for the attacking cruiser.
(SG12.64) Add a PF Module and a Flotilla of PFs to the FRD, and use two ships of 110 BPV each and 4 PFs in the attack.
(SG12.65) Add one small ship to the defending forces, and increase the BPV of the attacking force by the same BPV.

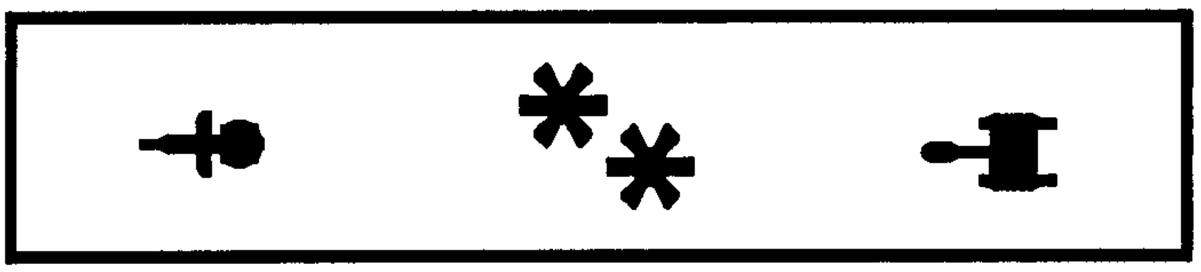
(SG12.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following. Note that not all FRDs are created equal; some have powerful defensive weapons.
(SG12.71) Give the FRD one (six class-1 fighters) or two (12 class-1 fighters) hangar bay modules.
(SG12.72) Allow one player to select the two ships (the damaged cruiser and the attacking 110-point ship) and the other player take his choice of sides.
(SG12.73) Allow the FRD player to deploy a police ship.

(SG12.8) TACTICS
ATTACKER: The obvious course of action is to close in on the repair dock and blast it at point blank range, hoping to destroy it before the ship inside is repaired. Keep enough ECCM up to make sure the FRD cannot avoid damage. Check its weapons carefully, and remember that drone armed FRDs might try to tractor you and hit you with a scatter-pack if you are not careful, and Hydran FRDs have gatlings and the power to use them if you get too close. What this amounts to is your attack must be tailored to the FRD's weapons, but you need to do as much damage as you can as fast as you can. Romulan FRDs can be a real pain if they cloak, but they will take a little longer to do the repairs while paying the cost of the cloak.
DEFENDER: The challenge is to repair systems in a definite order and undock at the last possible instant before the FRD goes down. If the situation is getting out of hand, skip repairing weapons and repair the engines you will need to disengage. If the repair dock is holding up well, repair enough weapons to fight. Consider that repairing non-warp power systems, in effect, increases the defense of the FRD since it allows the repair dock's own power to be used for shields. Watch the attacker's movements for an opportunity to TAC down shields away from his weapons. Use ECM only when you think it might benefit you as your opponent does not have to move very fast, so he will usually have plenty of power for ECCM.

NOTES:
Scenario (SG13.0) Carrier Strike is in Module J.
Scenario (SG14.0) PF Flotilla is in Module K.
The next scenario in Advanced Missions is (SG15.0).

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(SG15.0) THE INTERRUPTED MINESWEEPER



by Stephen V. Cole, Texas

Mine warfare became, during the General War, almost a war within itself. Minesweepers prowled the Neutral Zones, probing opposing minefields and sweeping gaps through them.

(SG15.1) NUMBER OF PLAYERS: 2; the defending player (who controls the minefield) and the attacking player (the minesweeper).

(SG15.2) INITIAL SET UP
DEFENDER: Standard minefield (M6.2) in hex rows 20xx-24xx.
The defending player may select a frigate, or a police ship, or two PFs, or six class-II fighters, or four class-III fighters. These forces will arrive during the scenario.
The selected unit(s) enter(s) on turn 15, from hex 0129, speed max, heading B, WS–III.
ATTACKER: One size class 4 minesweeper (MS) enters hex 4201, speed 12, heading E, WS–II, on turn 1. See (SG15.65).
YEAR: Players should select a year before setting up the scenario. This will define the availability of ships, refits, fighters, drone speeds, and other items.

(SG15.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one player have been destroyed, captured, or have disengaged.

(SG15.4) SPECIAL RULES
(SG15.41) MAP: The map is fixed; it does not float. Attacking units can only exit the 42xx map edge, defending units the 01xx map edge. Any unit exiting a map edge is considered to have disengaged.
(SG15.42) SHUTTLES AND PFs: Shuttles have warp booster packs at the players' option based on the year. If PFs are to be used, both shuttles and PFs can have warp booster packs. The minesweeper has at least one and no more than two minesweeping shuttles in place of one or two of its admin shuttles.
(SG15.421) MRS shuttles might be used if the players agree to their use [under the limits in (J8.5)] AND a ship eligible to use one is used in a variant.
(SG15.422) There are no EW fighters in this scenario.
(SG15.423) PFs in this scenario will be standard types, no leader or scout, if used by the defending player. The attacking player might have one or two minesweeping PFs in a variant. Of course, PFs require Module K.
(SG15.43) COMMANDER'S OPTION ITEMS
(SG15.431) Each ship can have 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 if the players agree to their use. Note that whatever is spent here counts in the Standard Victory Conditions (S2.2) as victory points for the enemy. The minesweeper will have no mines in its mine racks unless it buys them under this provision; it may spend up to 48 points for mines in addition to the 20%.
(SG15.432) All drone speeds are available, depending on the year selected for the scenario.
Each drone-armed unit can purchase special drones up to the historical percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.
(SG15.44) Players are free to determine the refit status of the units so long as both agree. The year selected for the scenario will define the available refits.
(SG15.45) Use the minefield rules (M6.0). You can use a photocopy of the Minefield Record Form on the next page.

(SG15.5) VICTORY CONDITIONS: Use the Standard Victory Conditions (S2.20), but award the attacking player one point for each mine located and four additional points for each mine destroyed.

(SG15.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SG15.61) When expecting a strong reaction from the enemy, the minesweeper is often escorted by a warship. To explore this alternative, the defending player designates one additional ship (of any type, but no larger than a cruiser) to be added to his reaction forces. The attacking player then designates one ship (of any type, but no larger than a heavy/command cruiser) to be added to his forces. In this variation, the Romulans may use their SpH-D without an escort.
(SG15.62) Add one or two minesweeping PFs to the minesweeper, and reduce the defending player's reaction time to 8 turns.
(SG15.63) Use a non-minesweeper by the attacking player to attempt to penetrate the minefield.
(SG15.64) Use a War Cruiser-variant minesweeper (the SpH-D is such a ship but is exceptional and not representative of the type), and replace the defending reaction force with one of the following: a DW (or similar ship), three PFs, eight class–II fighters, or six class–III fighters.
(SG15.65) For player convenience, here is a listing of minesweepers available in Advanced Missions:
Size 4: Klingon F5M, Rom SkH–D; Kzinti MS, Gorn MS, Thol MS.
Size 3: Federation MS, NMS; Romulan SpH–D, Pelican.

(SG15.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SG15.71) Decrease the amount of time before the defending player's reaction force arrives.
(SG15.72) Increase the size of the defending player's force.
(SG15.73) Delete the minesweeping shuttles from the minesweeper.
(SG15.74) Add or delete mines from the minefield to increase or decrease its depth and complexity.
(SG15.75) Require the attacking player to use a small (frigate sized) minesweeper.

(SG15.8) TACTICS
DEFENDING PLAYER: Your success or failure will depend greatly on how well you have laid out your minefield. This is truly a time to demonstrate just how devious you can be. Straight-forward minefields are relatively easy to penetrate, so you must get maximum value out of your few command mines. Your worst problem is that your opponent does NOT have to encounter every mine you lay, which means most of them will be useless in the coming fight. However, you can leave yourself holes in your field to get behind him and perhaps take him by surprise. Remember, he does not know what size class any given mine is set for, and this may give you an edge. Consider with your knowledge trying to tractor him and shove him into an NSM that he might otherwise miss.
ATTACKING PLAYER: You know that he is going to react, but do not let yourself be rushed. You have to try to read his mind every time you find a mine with two signals. It is embarrassing (and probably fatal) to destroy a small mine only to have NSMs suddenly detonate all around you. You are going slow anyway as you pick your way through, so depending on your enemy, you might want to consider having a shuttle or two prepared as wild weasels just in case you suddenly find yourself faced with more seeking weapon captors than you cared to imagine. If you have a Lyran minesweeper, you should enjoy going through the field with your ESGs. Just remember to try not to hit three NSMs at one time, and you can be certain that any Hydran or Kzinti (or WYN) will do his best to ensure that is exactly the point in his field you do go through. While you do not have enough points to fill your mine racks, you can purchase a few mines that can be laid during the scenario to confuse his counterattack.

NOTES:
Scenario (SG16.0) PF Pickup is in Module K.
Scenario (SG17.0) Probing the WYN Cluster is in Module C1.
Scenario (SG18.0) Local Defense is in Module J.
Scenario (SG19.0) Convoy Escort is in Module J.
Scenario (SG20.0) Sink the FRD! is in Module J.
Scenario (SG21.0) Fighter Sweep is in Module J.
Scenario (SG22.0) is the next scenario in Advanced Missions.

MINEFIELD RECORD FORM

EXPLOSIVE MINES

HEX	SIZE	CONTROL	TARGET	D#

(SG22.0) POLICE ACTION



by Felix Hack, California

The hundreds of small border patrol and police craft experienced as many, if not more, incidents as the naval cruisers. This scenario, and its variations, is typical of these incidents.

(SG22.1) NUMBER OF PLAYERS: 2; player A and player B.

(SG22.2) INITIAL SET UP
NEUTRAL: Small freighter in 2215, heading A, speed 0, WS–0.
PLAYER A: Police ship in 2515, heading F, speed 0, WS–III.
PLAYER B: Police ship in 0101, heading C, speed 20, WS–III.
YEAR: Players should select a year before setting up the scenario. This will define the availability of ships, refits, fighters, drone speeds, and other items.

NOTE: This is a list of the small police ships of the various races in SFB that use them. Not all of these ships are found in Advanced Missions, but by listing them all here, you will be able to find the appropriate ship for each race as it becomes available.

Federation uses Police Cutter in Advanced Missions.
Klingon uses G-2 Police Gunboat in Advanced Missions.
Romulan uses Snipe-P in Advanced Missions. The SeaHawk in Module R4 could also be used.
Kzinti uses Police Corvette in Module R2. If you only have Advanced Missions, you could use a Kzinti FF but replace the disruptor with a drone rack and do not add the drone racks in the refit.
Gorn uses Police/Frigate in Module R4. If you only have Advanced Missions, use a DD but ignore the refit and replace the plasma–G with a plasma–F.
Tholian uses Patrol Corvette in Basic Set.
Hydran uses Gendarme Police Corvette in Module R3; may purchase one or two Stinger-1s as Commander's Options. (Stinger-Fs or Stinger-2s might be used in a late year.) Alternatively, you could use a Hunter Frigate from Module C1.
Lyran (including LDR) uses Manx Police Corvette in Module R3. If you only have Module C1, use an FF with no refits or ESG.
ISC uses Police Corvette in Module C2 or a frigate.
Races not listed above do not have police ships or employ a regular warship in that role.

(SG22.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one player have been destroyed, captured, or have disengaged.

(SG22.4) SPECIAL RULES
(SG22.41) MAP: Use a floating map.
(SG22.42) SHUTTLES AND PFs: All shuttles and PFs may have warp booster packs if the players agree.
(SG22.421) No ship in this scenario is qualified to carry an MRS shuttle.
(SG22.422) There are no EW fighters in this scenario.
(SG22.423) There are no PFs in this scenario.
(SG22.43) COMMANDER'S OPTION ITEMS
(SG22.431) Each ship can have additional or special equipment as Commander's Option Items (e.g. T-bombs, extra marines, etc.) up to 20% of its combat BPV if both players agree to allow them. See (S3.2) for details and exceptions.
(SG22.432) All drone speeds are available subject to the player's agreement and the selected year.
Each drone–armed ship can have special drones up to the historical racial percentages.
(SG22.44) All refits are available subject to the players' agreement on their use and the year selected for the scenario.
(SG22.45) The freighter will not move or fire. It can be towed. It will not use negative tractor, tactical maneuvers, EM, or HETs. Nothing will operate except life support and shields. It cannot be fired on or boarded. The shields are at full level. The freighter cannot self-destruct.

(SG22.5) VICTORY CONDITIONS: In the basic scenario, player A has stopped a small freighter for an inspection in the Neutral Zone. Player B arrives, claiming that player A is "harassing" the freighter. (Whether the freighter wants to be rescued or not is irrelevant.) The winner is the player who, at the end of the scenario, has the freighter held in a tractor beam and is able to move at a speed of 3 or more (including the cost of towing the freighter).

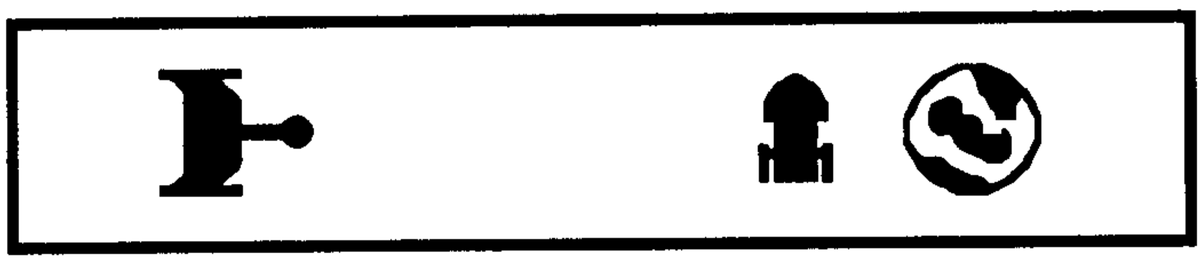
(SG22.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SG22.61) PIRATES: Replace player A's police ship with a pirate LR carrying the same weapons as player A in its option mounts (only one photon). The freighter is fully functional and is operated by player B.
(SG22.62) SURPRISE: Delete player B's police ship; he operates the freighter, which is a small Q-ship of a race adjacent to player A's race. Player A wins if he can disengage before he is destroyed.
(SG22.63) FIGHTERS: Substitute six class–I fighters for player B's ship. Player B wins if player A is forced to leave, forced more than 15 hexes from the freighter at any time, or sustains more than 5 points of internal damage in this variation.
(SG22.64) Allow each side to have a second police ship with the first one.
(SG22.65) Give one player a group of two or three police corvettes, and allow the other player to use a warship of no more than 110 BPV.
(SG22.66) If possible, require both police ships to use Non-Violent Combat [note that NVC cannot be used with seeking weapons (D6.43)].
(SG22.67) Replace the police ships with two equivalent warships.

(SG22.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SG22.71) Adjust the weapon status at start.
(SG22.72) Substitute an armed freighter for the freighter, and let the weaker player control it in addition to his police ship.
(SG22.73) Replace a police ship with a frigate.
(SG22.74) Substitute a PF without booster packs for a police ship.
(SG22.75) Balance the total BPV, including ships, fighters, drone speeds, and Commander's Option Items.

(SG22.8) TACTICS: Cripple the other police ship and tow the freighter away. This is a good scenario for beginners as police ships have all of the systems of a cruiser but are much smaller and easier to deal with. Be sure to look at your ship closely in relation to your enemy's ship. Klingon G2s are fast and maneuverable, but small and undergunned compared to a Kzinti Corvette or Federation Cutter. A single solid hit is enough to disable a Romulan Snipe-P, and the torpedo takes time to rearm. The Hydran Gendarme's fighters can easily make it the toughest of the police ships if it can get them into position.

(SG22.9) PLAYTESTER'S COMMENTS: A real thinker; lasts 5-7 turns as ships maneuver for position.

(SG23.0) MONITOR DUTY



by Richard Kerr, Texas

The purpose of monitors was to forestall raids on the planets they defended. This scenario is typical of such an action.

(SG23.1) NUMBER OF PLAYERS: 2; the Monitor player and the raiding player.

(SG23.2) INITIAL SET UP
TERRAIN: Class-M planet (P2.21) in 2215.
MONITOR PLAYER: Monitor with support pallet within 2 hexes of planet, heading at owner's option, speed 1, WS–II.
RAIDING PLAYER: One size class 3 ship of 125 BPV (not counting any BPV paid for drone speed, but including the cost of any fighters) or less in 0101, heading C, speed max, WS–III.
YEAR: Players should select a year before setting up the scenario. This will define the availability of ships, refits, fighters, drone speeds, and other items.

(SG23.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one player have been destroyed, captured, or have disengaged.

(SG23.4) SPECIAL RULES
(SG23.41) The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.
(SG23.42) SHUTTLES AND PFs: All shuttles and PFs may have warp booster packs if both players agree.
(SG23.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SG23.431).
(SG23.422) If fighters are used, one fighter in any single squadron of eight or more fighters can be an EW fighter if the players agree to the use of EW fighters. If not using EW fighters, the EW fighter would be a standard fighter of the most common type in the squadron.
(SG23.423) There are no PFs in the basic scenario. If both players agree, PFs (Module K) might be used by one side or the other side or both and may be parts of either formal or informal flotillas.
(SG23.43) COMMANDER'S OPTION ITEMS
(SG23.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g. T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.
(SG23.432) All drone speeds and types are available subject to agreement by the players on their use.
Each drone-armed ship can purchase special drones up to the historical percentages as part of the Commander's Option Items.
(SG23.44) All refits are available, depending on the players' mutual agreement on their use.
(SG23.45) The raiding player may conduct ground raids on the planet. A ground raid consists of a specific boarding party spending a period of 32 consecutive impulses (on one turn or over two consecutive turns) on the planet. These points can be scored simultaneously for any number of boarding parties, including militia squads (D15.83) formed from crew units if using Module M. (Two boarding parties staying 16 impulses each do not qualify for the bonus; one boarding party staying 64 impulses counts as two raids.) The points are only received if the boarding party returns to the ship before the end of the scenario. If the ship is destroyed or captured, the raid still counts.
(SG23.46) There is no ground combat in this scenario.
(SG23.47) The raiding player may fire on the planet to cause general destruction; this is subject to the rules on firing through an atmosphere in (P2.54) to determine damage, but hits are automatic as no specific installation is being targeted (although the actual damage must be rolled for in the case of weapons with variable damage output).

(SG23.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201).
The raiding player receives 1 bonus point for each damage point scored on the planet up to a maximum of 35 points per hex side.
The raiding player receives 5 points for each successful ground raid [see (SG23.45)] and loses 5 points for each boarding party (10 points for a militia squad) left on the planet at the end of the scenario.

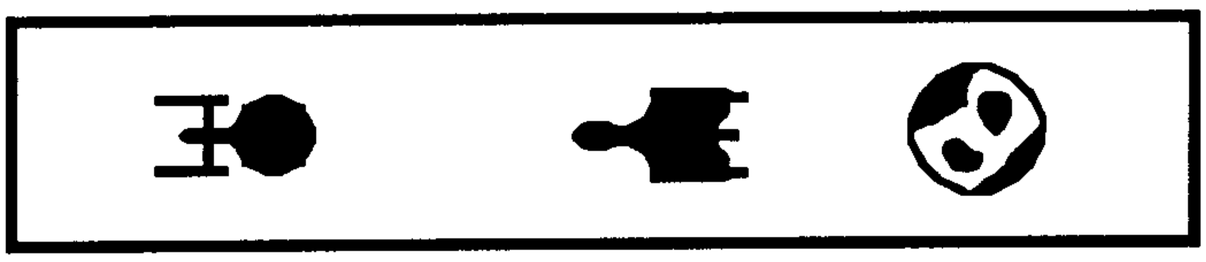
(SG23.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes.
(SG23.61) FIGHTERS: If fighters are available, replace the support pallet with a fighter pallet. Allow the raider to select any CVA's fighter group (not the carrier itself or the escorts) to raid the planet in place of the 125-point cruiser. Use fighters of the same class, or for balance, of different classes.
(SG23.62) PFS: If Module K is available, replace the support pallet with a PF Tender pallet; allow the raider to add a WPF Tender to his forces. Two of the raider's PFs may, at his option, be Ground Assault types to carry troops to the planet.
(SG23.63) IMPORTANT PLANET: Add to the defenders: base station in orbit, 5 DefSats in orbit, 3 ships with a total of 250 points. Allow the raiders to select a force worth 600 BPV.

(SG23.7) BALANCE: This scenario can be balanced to suit players of different skill levels by one or more of the following:
(SG23.71) Adding one or more Defense Satellites (controlled by the monitor player) in orbit around the planet.
(SG23.72) Adding a small fighter ground base and six fighters to the planet.
(SG23.73) Adding one or more armed or unarmed freighters controlled by the monitor player.
(SG23.74) Deleting the monitor's support pallet.

(SG23.8) TACTICS
MONITOR: Stay close to the planet; he has to come there sooner or later. Keep moving; if you stop and TAC, he'll get on the other side of the planet and rack up the points. Destroy his shuttles on sight. Do NOT overload your weapons with anything but reserve power unless you are certain to get a shot. You cannot afford to let him pick away at you and not respond in kind. While your top speed is 13, you should normally avoid moving at this speed as the change in turn mode is usually not worth the hex gained, but note that a mid–turn speed change might permit you to have the best of both worlds by timing the acceleration for impulse #28.
RAIDER: Your target is the planet, not the monitor. Don't forget it. Exploit your advantage of speed and maneuverability to nullify his advantages in firepower. Keep the planet between you and him. While killing him is the quick road to victory, remember that he is not easy to kill and at close range he outguns you.

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(SG24.0) SURVEY ENCOUNTER



by Graeme Cree, Texas

During both peacetime and wartime, the Galactic Survey Cruisers operated by all of the major powers searched the uncharted zones for worlds capable of sustaining life or providing resources. These missions were both scientifically exciting and militarily terrifying. Uncharted also meant unclaimed, and the survey ships of both friendly and enemy fleets would be searching the same stars for the same rewards. Sometimes even nominal (or formal) allies would fight over new-found resources.

(SG24.1) NUMBER OF PLAYERS: 2; player A and player B.

(SG24.2) INITIAL SET UP
TERRAIN: Class-M planet (P2.21) in 2215.
PLAYER A: Survey ship in 2214, heading E, speed 1 (in standard orbit), WS–0.
PLAYER B: Survey ship in 0101, heading C, speed 4, WS–0.
YEAR: Players should select a year before setting up the scenario. This will define the availability of ships, refits, fighters, drone speeds, and other items.

NOTE: This is a list of the survey cruisers of the various races in SFB that use them. Not all of these ships are found in Advanced Missions, but by listing them all here, you will be able to find the appropriate ship for each race as it becomes available.
Federation uses the Galactic Survey Cruiser in Advanced Missions or the CLS in Module R2.
Klingon uses a D6E or a D7E, both of which are in Module R3.
Romulan uses the SpH-C in Advanced Missions; or the KRE or PE found in Module R4.
Kzinti uses the SR in Module R2.
Gorn uses the SR in Module R4.
Hydran uses the Outrider in Module R3.
Lyran uses the Prairie Cat in Module R3.
ISC uses the Survey Cruiser in Module C2.
All the above races can use small and large exploration freighters from Module R1. Races not on the above list do not operate survey ships as such.
All races can approximate a survey ship by taking a heavy cruiser and replacing some or all of the heavy weapons with special sensors.

(SG24.3) LENGTH OF SCENARIO: The scenario lasts for five turns. Player B's ship must leave the map before the end of turn 5, or it is destroyed. Player A receives no points for "forcing" Player B to disengage.

(SG24.4) SPECIAL RULES
(SG24.41) The map is fixed; it does not "float." Any unit leaving the map has disengaged and cannot return.
(SG24.42) SHUTTLES AND PFs: All shuttles and PFs may have warp booster packs if both players agree and the year allows it.
(SG24.421) Survey ships do not normally carry an MRS shuttle, but in a variant of the scenario where that is possible, they may be purchased [up to the limits in (J8.5)] under (SG24.431).
(SG24.422) There are no EW fighters in this scenario (because there are no carriers). In a variant with carriers, the standard deployment of EW fighters could be used.
(SG24.423) There are no PFs in this scenario. If both players agree (and if possible in the year given, and if Module K is in use), PFs might be used by one side or the other side or both.
(SG24.43) COMMANDER'S OPTION ITEMS
(SG24.431) 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.
(SG24.432) All drone speeds and types are available subject to agreement by the players on their use and the year selected for the scenario.
Each drone–armed ship can purchase special drones up to the historical percentages as part of the Commander's Option Items.
(SG24.44) All refits are available, depending on the players' mutual agreement on their use and the year selected for the scenario.
(SG24.45) Each hex side of the planet includes one Ground Combat Location as described in (D15.1), but there are no Ground Defensive Systems (D15.12). Note that a summary of (D15.0) is provided in Advanced Missions for those who do not have Module M.

(SG24.5) VICTORY CONDITIONS: Use the Standard Victory Conditions (S2.20). In addition, player B receives the following bonus points if his ship successfully disengages:
- 1/2 point for each point of information he gains on the planet.
- 25 points if he completely circles the planet at a range of 3 hexes or less. During this maneuver, the ship cannot use EM or HETs and cannot be cloaked.
- 25 points if a crew unit (possibly escorted by boarding parties) lands on the planet, remains for two complete turns, and is then returned to their ship. (Player A can land troops at the same point after player B's unit lands.) He loses 25 points for each crew unit (or two boarding parties) left alive on the planet.

(SG24.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SG24.61) Add fighters to the survey ships.
(SG24.62) Add one standard and one cargo PF to each side's survey ship if that race operates PFs.
(SG24.63) Replace one of the two survey ships with an Orion Pirate ship.
(SG24.64) Replace player A's survey ship with an exploration freighter and a police ship or two. Require player B to complete his mission AND destroy the freighter to win.
(SG24.65) It is not impossible that a survey cruiser could encounter a standard warship. In this case, the warship is trying to keep the survey ship away from the planet. Use a frigate, destroyer, or war destroyer (80-90 BPV) for player A. The survey cruiser is (in most cases) much larger, but most of them have firepower similar to a DD. (Against an expert in electronic warfare, a CW might be more balanced.)
(SG24.66) Both players could be "player B" (one arrives 4230).

(SG24.7) BALANCE: This scenario can be balanced between players of different skill levels by one or more of the following:
(SG24.71) Give one side a higher weapons status.
(SG24.72) Allow one player to have a police ship of his race in addition to his survey ship.
(SG24.73) Allow player B more or less time to complete his mission.
(SG24.74) Allow player A to place two to four transporter bombs in secret with a written record before the scenario begins.

(SG24.8) TACTICS
PLAYER A: Player B does not have to fight you, but you will have a tough job keeping him from going around the planet. Just hit him as hard as you can, and try to meet him with another volley as he comes around. He is probably going to have enough EW to force a shift, and there is nothing you can do about it; just minimize it as much as you can. Consider putting some BPs down on the planet as he is arriving to guard some of the sites and perhaps eliminate his ground parties, but do NOT denude your own ship of defenders. Do NOT try to tractor him unless you have some seeking weapons to hit him with because when he tries to disengage you will find you have just wasted the power. He may have to go slow around the planet, but most of the power he saves will either be in negative tractor or shield reinforcement.
PLAYER B: Get fighting out of your mind. While it would undoubtedly be glorious to destroy an enemy survey ship, it is NOT what you are here for. Get the information and run! Maximize your ECM and otherwise avoid contact as best you can. Get in quick and get out quick. Of course, if you CAN do both (get the information and off the board AND damage your opponent), go ahead, but movement should have priority over offensive weapons when allocating energy.

ADDITIONAL FORCES FOR BASIC SET SCENARIO (SG2.0)

(SG2.64) With the addition of "Advanced Missions," many new ships 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 these newer ships. Any of the following forces may be used as Force "A" or Force "B:"

RACE	POSSIBLE FORCES
FEDERATION	1xDN+, 2xNCL, 2xFFG -or- 1xCVS (12xF-18), 1xCA, 1xNEC, 1xDD, 1xFFE -or- 1xCVT (24xF-18), 1xNEC, 2xFFE, 2xFFG -or- 1xDN+, 2xNCL, 1xNSC -or- 2xNCL, 1xDDL, 1xDDG, 1xDD -or- 2xNCL, 2xDD, 2xFFG -or- 2xNCL, 3xFFG, 1xGSC
KLINGON	1xBT, 2xD5, 2xE4, 1xF5S -or- 1xD7A, 2xD5, 2xF5 -or- 1xD6V (10xZ-2), 2xE3E, 1xF5C,1xF5D, 1xF5 -or- 1xD7C, 1xD6, 1xD5, 1xD6D -or- 1xD6M, 2xD5, 2xF5 -or- 1xD7C, 1xD6, 1xD5A, 1xF5S -or- 1xCVT (5xZ-1 and 5xZ-2), 2xE3E, 2xD5, 1xF5S
KZINTI	1xCC, 2xCM, 3xFF, 1xSF -or- 1xCV (12xHAAS), 1xCM, 1xEFF, 2xFF -or- 1xCC, 1xCVL (9xHAAS), 2xCM, 1xEFF, 1xFF -or- 1xCV, 2xCL, 1xFF -or- 1xBT, 2xCM, 2xFF, 1xSF -or- 1xCC, 1xCM, 1xCVE (6xHAAS), 1xEFF, 1xSF
ROMULAN	1xCON, 1xFH, 1xSpH-A, 1xSkH-A -or- 1xKE, 2xWE, 1xFAL, 2xSNA -or- 1xKRC, 2xKR, 2xK4R -or- 3xK7R, 3xKF5R -or- 1xKC9R, 1xKR, 2xKF5R -or- 1xKH, 1xSpH-A, 3xSkH-A -or- 1xKE, 2xWE, 2xSNA, 1xSE -or- 1xKRC, 1xKRM, 2xKF5R-or- 2xKR, 2xKF5R, 1KF5S -or- 1xFH, 1xSpH-A, 1xSpH-F, 2xSkH-A -or- 2xSpH-A, 2xSkH-A, 1xSkH-F
GORN	1xDN, 2xHDD, 2xDD -or- 1xCC, 2xCA, 2xBDD, 1xSC -or- 1xCC, 1xCA, 1xBDD, 1xDD, 1xLSC
THOLIAN	1xDN, 1xC, 2xCW, 2xDD -or- 1xCC, 1xC, 1xCW, 1xDD, 2xPC, 1xSC -or- 3xCW, 1xDD, 2xPC

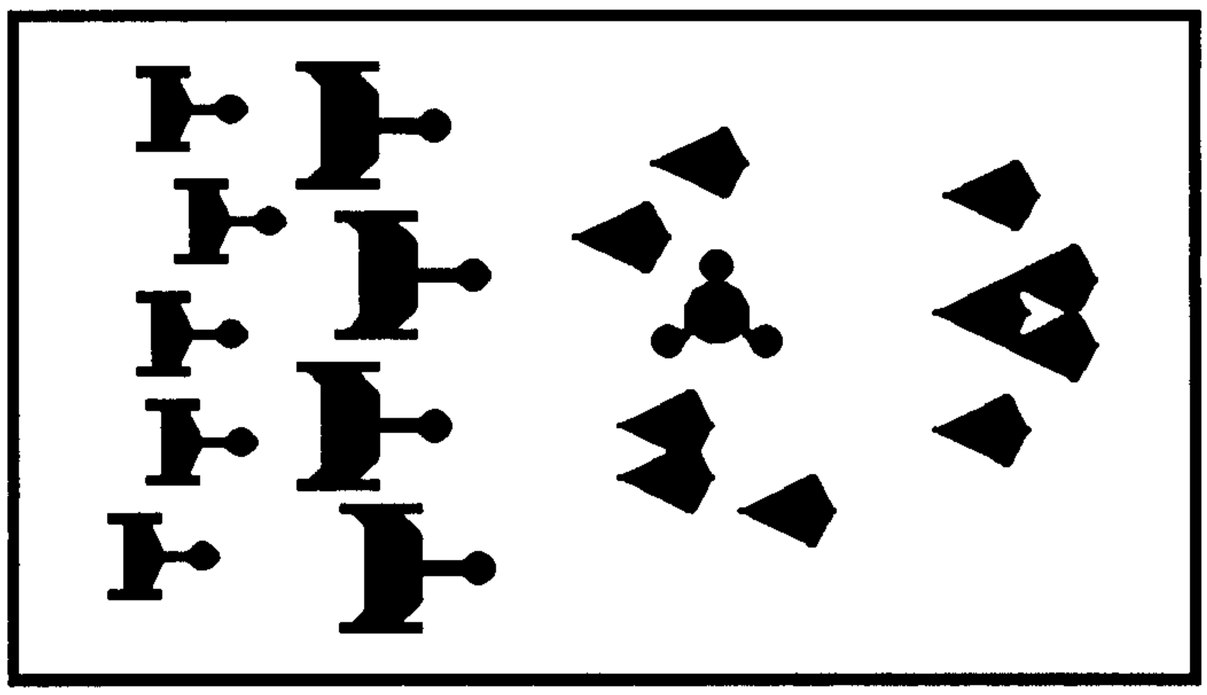
Players will no doubt design their own forces as they gain experience in the game system. The forces provided for (SG2.0) vary substantially (between 500 and 600 points), and some combinations may not be perfectly balanced. Players can balance the scenarios by calculating the BPVs and adjusting refits,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

NOTES:
Scenario (SG25.0) Echelon Tactics is in Module C2.
Scenario (SG26.0) Base Busters is in Module C2.
Scenario (SG27.0) Repair Rendezvous is in Module R1.
Scenario (SG28.0) Raid on a Survey Camp is in Module R1
Scenario (SG29.0) Harbor Patrol is in Module R1.
Scenario (SG30.0) Into the Rings is in Module B.

END OF (SG0.0) FOR ADVANCED MISSIONS

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(SH6.0) ASSAULT ON THE HOLDFAST



Y167 *by Ardak Kumerian, Klinshai*

In the year Y167, I led a Klingon task force to make a "demonstration" against the Tholians by destroying one of their outpost stations. This was one of a number of such attacks designed to provoke the Tholians. The Tholians were preparing to upgrade the selected base to a battle station (which was why I had been instructed to destroy it), and unknown to me were covering this operation with the prototypes of their new D and BW class ships.

(SH6.1) NUMBER OF PLAYERS: 2; the Klingon player and the Tholian player.

(SH6.2) INITIAL SET UP

TERRAIN: Asteroids in hexes 1713, 1718, 1914, 1917, 2115, 2116, 2210, 2212, 2214, 2216, 2218, 2220, 2315, 2316, 2514, 2517, 2713, and 2718. These asteroids are single large anchors, not asteroid fields, and are not treated as asteroid fields [see (G10.1314)]. Web is strung between the asteroids to create three concentric belts (each six connected segments of linear web), with belts of non-web hexes between them. (Hexes 2111, 2017, and 2519 are web hexes, while hexes 2018, 2518, and 2112 are not.) All webs have a strength of 35.

THOLIANS: Wing Commander Sectin: Base station *Argon* with 1xHBM (with 6xSpider-I fighters), 3x(Federation type) Cargo Pods, 1xpower module, and 2xsmall freighters docked to it in hex 2215, initial facing and rotation rate of the base at player's option, docking positions for each ship to the base is at the player's option, WS–III.

1xCA (*Arrrakk*), 3xPCs (*Fortress, Palisade, Wall*) set up anywhere between the two outermost strands of web at start (they were providing power to reinforce those layers), heading at player's option, speed 0, WS–III.

REINFORCEMENTS: Commodore Brezgonne: On turn 15: 1xD (*Defender* with 1xMRS shuttle), 1xBW (*Desolation* with 8xSpider-I fighters and 1xMRS shuttle), and 1xPCE (*Shielder*) arrive in hexes 4228-4230, heading F, speed max, WS–III. If their arrival is delayed two turns, they can enter anywhere along the 42xx or xx30 sides of the map.

KLINGONS: Commodore Ardak Kumerian: 1xD7C (*Darkslayer* with 1xMRS-B), 1xD7B (*Decimator*), 2xD6B (*Bloodshedder, Destruction*), 1xF5C (*Fire Leader*), 2xE4B (*Adamnant, Obdurate*), 1xF5V (*Fire Carrier* with 8xZ-1 fighters and 1xMRS-B), 1xE3E (*Omen*), and 1xF5SB (*Fire Hunter*) enter on turn 1 in hexes 0101-0106, heading C, speed 8, WS–II.

(SH6.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH6.4) SPECIAL RULES

(SH6.41) The map is fixed; it does not float. Any ship leaving the map has disengaged and cannot return.

(SH6.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH6.421) If using the optional MRS shuttle rules (J8.0) in Module J, the ships listed in (SH6.2) above as having them will have MRSs of the indicated type.

(SH6.422) There are no EW fighters in this scenario as they were not invented until 5 years later. To experiment with them, one Klingon and one Tholian fighter could be an EW type.

If you do not have Module J, replace the F5V with an F5B and the BW with a DD (eliminating the fighters). Also replace the E3E with an E3 and the PCE with a PC, and eliminate the multi-role shuttles. Delete the HBM and its fighters. All of these units are in Module J.

(SH6.423) There are no PFs in this scenario.

(SH6.43) COMMANDER'S OPTION ITEMS

(SH6.431) Each ship and the base can purchase additional or special equipment as Commander's Option Items (e.g. T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SH6.432) All drones are "medium;" speed–20.

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

(SH6.44) Refits are as indicated in (SH6.2).

(SH6.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201).

(SH6.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH6.61) After their disastrous first encounter with the Tholian's web in Y89, the Romulans essentially left the Tholians alone until "Operation Nutcracker" in Y177-178. However, you can substitute one of the two fleets here for the Klingon Force to see what might have happened:

Old Series Force; 1xKE, 2xWE, 3xBH, 3xSN, and 1xSE. The KE and both the WEs have MRS-A shuttles. None of the ships have been refitted further. If you do not have Module R4, substitute two WEs for the three BHs.

KR Series Force; 1xKRC, 3xKR, 1xK5C, 2xK5, 2xK4, and 1xK5S. The KRC has an MRS-B shuttle, and two of the KRs have MRS-A shuttles. None of the ships have been refitted.

(SH6.62) Permit both sides to substitute some similar ships for ships in the OBs listed in (SH6.2). Players will have to use tactical intelligence (D17.0) to identify one another's ships and their abilities to avoid being surprised. For that special twist, the Klingon player could use some Romulan KR ships to simulate a joint operation.

(SH6.63) For a smaller and quicker scenario, delete the CA, 1xPC, and the reinforcements and add 1xDD to the Tholian Force. Delete the D7C, the E3E, and the FV and its fighters from the Klingon Force.

(SH6.64) Historically, Commodore Kumerian used the Harassment Squadron's other ships (two D7s and two F5s) to conduct a deception operation to lure Tholian reinforcements away from the base he intended to attack. He was criticized for not sending the lower quality ships on this mission and using the better ships against the base. To simulate the effects of this error in judgement, do the following: Replace 2xD6Bs with 2xD7Bs, replace 2xE4Bs with 2xF5Bs. One of the D7Bs has an MRS-B shuttle. Add to the Tholian at start Forces: 1xWeb Tender, 1xDD, and 1xLarge Q-Ship. Add to Reinforcements: 1xCC, 1xDD, and 2xPC. The CC has an MRS shuttle.

(SH6.65) Substitute a Klingon D6M for one of the D6s (representing the first combat test of the prototype). This is a powerful addition to the Klingon force and requires new tactics.

(SH6.66) Add a small (50 points, see M6.33) minefield to the base and an F5MB with an MSS shuttle to the Klingon force. This will favor the Tholians.

(SH6.67) A revised OB representing an attack during "Operation Nutcracker." Use this Klingon force: 1xC8B, 1xD7B, 1xD6MB, 1xD5V, 1xAD5, 2xD5, 1xF5L, 2xF5B, 1xAF5, and 1xD5S. Upgrade the

Tholian base to a BATS and give it two fighter modules. Use Spider–2s and Z–Ys.

(SH6.7) BALANCE: The scenario can be balanced between players of different levels of skill by one or more of the following:
(SH6.71) Change the Base to a BATS, and replace one Cargo Pod with a Hangar Bay Module and 6xSpider-I fighters.
(SH6.72) Replace the F5SB with a D6SB.
(SH6.73) Delete or add an F5 or a PC.
(SH6.74) Increase or decrease the time before the Tholian reinforcements arrive.

(SH6.8) TACTICS

KLINGON: The obvious dilemma is that you cannot fire through the web, but the web will lose power if the Tholians do not have ships in hexes adjacent to it to provide maintenance power. Hence, you have to move your ships into the outer belt of web, allowing them to be trapped. From this position, however, they can fire on the Tholian ships that feed this belt. With overwhelming firepower, the Tholians will eventually be driven back behind the second web. When this happens, the first web will dissipate and you can move in to repeat the process. You must also, however distasteful it might be, consider that you may need to retreat, so you cannot afford to have all of your cruisers stuck in the web at one time unless you are certain the web will collapse. Otherwise you will simply lose the ships in the web when you retreat, greatly increasing the level of the Tholian's victory.

THOLIAN: If all Klingon ships are in the web and you can knock out the weapons on enough of them to create a "blind spot" inside the web (where you can position a ship to feed the web), you have the scenario all but won. In any case, do not power the shields on the base until the Klingons reach the web closest to the station, as they cannot fire on the base until then and you have better things to do. Make certain to pull your ships back to the base for repairs as they are damaged. The base's repair capacity and its special sensors are your ace in the hole. Any ship that gets shot up and can make it back to the base can, in a short time, be made combat capable again.

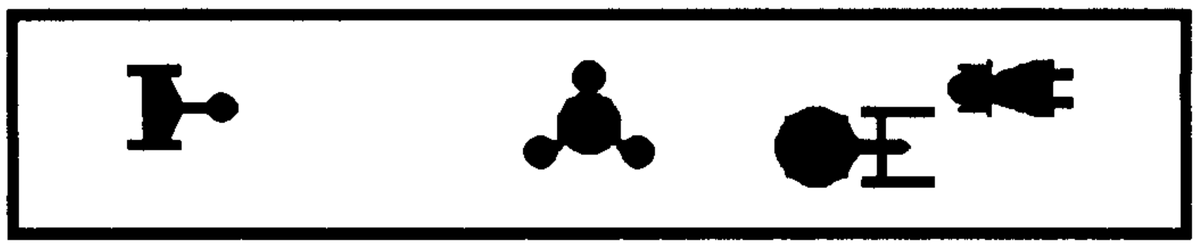
(SH6.9) PLAYTESTER COMMENTS: A time consuming and tedious siege, it is one of the most challenging scenarios.

HISTORICAL OUTCOME: In a bloody battle which suddenly became a wild melee with the arrival of the Tholian dreadnought, Kumerian destroyed the station. Commodore Brezgonne succeeded in evacuating the remaining Tholian ships, losing two of the PCs in the battle and sustaining heavy damage to the dreadnought.

Kumerian lost both the E4s, and both of the D6s were badly damaged. It was, however, a small price to pay to destroy the Tholian base station.

Captain Krilt of the *Decimator* thought Kumerian was insane to have ordered such an attack, incompetent to have misdeployed his forces, and a coward to have not followed the retreating Tholian force. He desperately sought any transfer available. He accepted a special mission to Romulan space, where his ship was destroyed in another wild melee, this time with Romulan, Gorn, and Federation ships. Krilt survived that battle and went on to command the penal frigate *Forsaken*.

(SH7.0) RESCUE THE HOSTAGES



Y161 *by Phil Kosnett, Earth*

In Y161 a Federation Trade Commission on a mission in the Neutral Zone was seized by a Klingon warship. The 10 surviving members of the Commission (2 were killed during the seizure) were taken to the nearest Klingon base station to await trial as spies. Diplomacy having failed to resolve the situation, the decision was made to stage a rescue. Fortunately for the Federation, the Commando Cruiser *Okinawa* was in the area on a training cruise.

As the closest cruiser, my ship *Kongo* was dispatched to the scene to support the *Okinawa's* raid. I was placed in tactical command.

(SH7.1) NUMBER OF PLAYERS: 2; the Klingon player and the Federation player. (This scenario is particularly easy to adapt to solitaire play.)

(SH7.2) INITIAL SET UP
KLINGONS: Base station #6 with three cargo pods docked in hex 2215, initial facing and rotation rate at player's option, WS–I.
F5 *Vandal* anywhere within 12 hexes of the base, speed 4, heading at option of the Klingon player, WS–I.
REINFORCEMENTS: 3xD6s *(Conquest, Desolation, and Gnasher)* arrive on turn 12 in hex 0101, heading C, speed max, WS–III.
FEDERATION: CAR *Kongo* and CMC *Okinawa* enter on turn 1, hex 4222, heading F, speed max, WS–III.

(SH7.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been destroyed, captured, or have disengaged.

(SH7.4) SPECIAL RULES
(SH7.41) The map is fixed; it does not float. Any ship leaving the map has disengaged and cannot return.
(SH7.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.
(SH7.421) If using the optional MRS shuttles, the *Kongo* has an MRS-A and one D6 (Klingon player's choice) has an MRS-A.
(SH7.422) There are no fighters in this scenario.
(SH7.423) There are no PFs in this scenario.
(SH7.43) COMMANDER'S OPTION ITEMS
(SH7.431) The following ships have the following special equipment in lieu of purchasing Commander's Option Items. All ships and the base are assumed to have their allowable totals of T-bombs and dummies.
(SH7.432) All drones are type-I "slow;" (speed–8).
Each unit can have special drones on type-I frames up to the historical percentages.
(SH7.44) Refits are as indicated in (SH7.2).
(SH7.45) The *Okinawa* may have transferred some of its BPs to the *Kongo* before the scenario began. The Federation player records whether or not this has happened, the number transferred (maximum of 7), and whether or not any were commando squads (if Module M is in use). This record must be shown to the Klingon player after the scenario to verify their deployment and use.
(SH7.46) During any impulse when five or more internal hits have been scored on the base station, a die is rolled. A result of "1" indicates that two of the ten hostages have been killed. A die roll of "2" or "3" indicates that one has been killed. (When all are killed, stop rolling.)
(SH7.47) Hostages can be rescued by the successful completion of a "hit and run" raid (D7.8) against the base. Each such raid rescues (or results in the death of) one hostage. "Damage to the ship" results (1 or 2) indicate rescue of the hostage. A "6" result indicates the death of the hostage.

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(SH7.48) Capture of the base station, or a successful mutiny on it, results in the automatic rescue of all remaining hostages. The Klingon player may not self-destruct the base, kill any hostages, or take them off the base by shuttle or transporter (except to deliver them to the Federation ship). If any excess damage is scored on the base station, the base commander must surrender immediately. [The political advantage of holding the hostages is not worth the base's (or his own—at least to him) destruction.]
(SH7.49) The Federation player may attempt a "main force rescue" mission. This is resolved as a normal boarding party attempt to take over the base, except that the "bridge" boxes are not counted (nor can they be destroyed). The result of a successful attempt is not capture of the base but rescue of all remaining hostages. However, while the hostages have been rescued, they are still on the base, and they (and all boarding parties) must be transported back to the ship, which must then leave the map. Any hostages rescued but not transported off of the base remain hostages; any boarding parties abandoned on the base count as two hostages. If you have Module M, the procedures in (D16.0) can be used.

(SH7.5) VICTORY CONDITIONS: The Federation player scores one point for each hostage rescued and loses one point for each crew unit (not boarding party) of his own ships that is lost. Note specifically that crew unit casualties who were boarding party losses do not count for this purpose. If his final score is one or more, he has won. Otherwise, he has lost. If one of his ships is captured or destroyed, all crew units are lost and no hostages that were lost with that ship count as rescued.

(SH7.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH7.61) Substitute Kzinti, Hydran, Lyran, Tholian, or Orion ships for the Federation ships. Many of the ships and races this would require are in other products.
(SH7.62) Replace the Federation CA with two FFs. The Federation player can redistribute ten of the CMC's BPs before the scenario begins.
(SH7.63) For a faster scenario, replace the F5 with an E3, the D6s with E4s, and the Federation CA with a CL.

(SH7.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH7.71) Change the Fed heavy cruiser to a command cruiser.
(SH7.72) Replace the three D6s with an F5C, F5D, and an F5.
(SH7.73) Delete the F5 from the at start force, or add an E4.
(SH7.74) Install a small (50 BPV) minefield around the base (M6.33).
(SH7.75) Add a small ship (frigate or police cutter) to the Federation force.

(SH7.8) TACTICS

FEDERATION: You must fly directly to the base, smash one shield (carefully), and send in the marines. Consider using the non-violent combat rules to improve chances of destroying the security stations. Shuttles (particularly suicide shuttles) can be used to reduce the Klingon's firepower. Get rid of the frigate fast. You do not want it sending in reinforcing BPs to the base. If you can knock out the weapons, your best bet may be to force a docking (C13.0) so that you can get your marines in there faster. You need to tailor your firepower, blowing down the shields with precise photon hits (using the photon's "adjustable" overload feature), perhaps followed by moving into point-blank range and firing all of your phasers as phaser-3s. On that setting they will NOT accidentally kill any of the hostages, but remember that at that range his phaser-4s could cut you apart in short order. You may want to take the 50/50 chance of killing one hostage by hitting the base with one alpha strike with everything you have in hopes of getting most of its phasers.

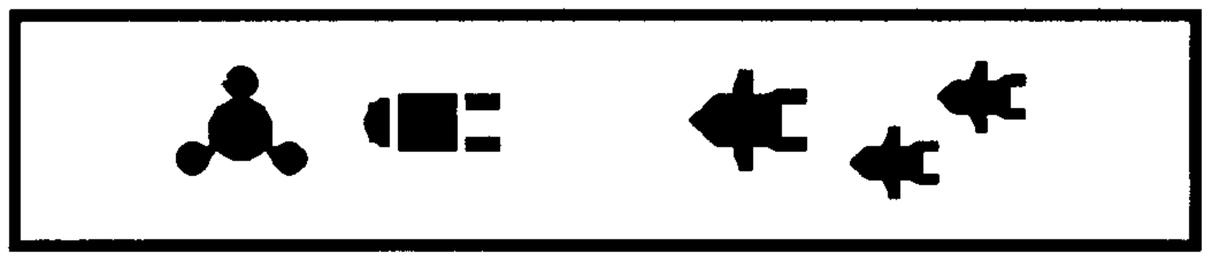
KLINGON: Get some of the marines from your frigate redeployed to the base ASAP. As soon as the Fed boards the base, start converting crew to militia. Make sure you guard the prisoners and the security stations. Make maximum use of your special sensors, and limit the times he can shoot at you without a shift of at least two. Your main job is simply to survive until the D6s arrive. Always hold a few heavy phasers back each turn in case he lowers a shield on his ship, then you can get internals. You do not really HAVE to fight him, just hold on until the cavalry arrives.

HISTORICAL OUTCOME: The *Vandal* was badly damaged and forced to disengage to prevent its destruction. Kosnett then closed and fired a point-blank salvo of overloaded photons and phasers into the station while forcing the *Kongo* into dock, the *Okinawa* coming in right behind him.

Federation marines swarmed over and bloody fighting broke out in the station. The Klingon base commander was killed in the fighting, and the second officer (by then the senior surviving officer) agreed to turn the hostages over to Kosnett.

Two of the hostages had been killed as a result of the assault, but the swift and violent attack enabled the *Kongo* and the *Okinawa* to depart the area before Klingon reinforcements could arrive. Operation Urgent Justice was a success.

(SH8.0) THE TROJAN SHUTTLE I



Y156 *by Deth O'Kay, Orion*

In Y156 the Orion Daven Cartel attacked and destroyed Kzinti base station #5 to implement a major smuggling operation. In this instance, the Orions had seized the regular supply ship and used it to launch a suicide shuttle which the unsuspecting Kzinti obligingly tractored into their shuttle bay! The pirates then closed in.

(SH8.1) NUMBER OF PLAYERS: 2; the pirate player and the Kzinti player.

(SH8.2) INITIAL SET UP
KZINTI: Base station #5 in hex 2215, initial facing and rotation rate at player's option, WS–II.
PIRATES: 1xCR *(Los Insurgentes)* and 2xLRs *(Raging Blood* and *Road Warrior)* enter from any map edge on turn 1, heading at player's option, speed max, WS–III.
Small freighter in 2214, facing at player's option, speed 0, WS–III.

(SH8.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH8.4) SPECIAL RULES
(SH8.41) The map is fixed; it does not float. Any ship leaving the map has disengaged and cannot return.
(SH8.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.
(SH8.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH8.431).
(SH8.422) There are no fighters in this scenario.
(SH8.423) There are no PFs in this scenario.
(SH8.43) COMMANDER'S OPTION ITEMS
(SH8.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g. T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (SH8.5) as victory points for the enemy.
(SH8.432) All drones are type-I "slow;" speed–8.
Each drone-armed ship can purchase special drones up to the historical percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.
(SH8.44) No units have been refitted at this time.
(SH8.45) Just before the game begins, the suicide shuttle detonates. Score 18 points of internal damage prior to beginning play as a single volley resolved by (J1.61). Facing is ignored; all phasers can be damaged by the blast.
(SH8.46) The freighter does not have a shuttle (it was the suicide shuttle)
(SH8.47) The Orions cannot use Hydran weapons, phaser–Gs, or weapons from beyond the operating zone of the Daven Cartel (R8.1) in their option mounts.

(SH8.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201), except that the Kzintis are awarded a 54-point bonus.

(SH8.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH8.61) Substitute any other race for the Kzinti.
(SH8.62) Place a small (50 point) minefield around the base (see M6.33). The freighter was guided through the gap, and this path MUST be indicated to the Orion player by the Kzinti.
(SH8.63) Replace the base with a mobile base (Module R1) containing four cargo pods. Use only a single LR and the freighter on the pirate side.
(SH8.64) Substitute a CA for the CR and one of the LRs.

(SH8.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH8.71) Change the CR to an LR.
(SH8.72) Replace the small freighter with a small Klingon-type Q-ship or armed freighter.
(SH8.73) Add a Kzinti police corvette or frigate [speed 4, heading determined before the Orions arrive (the Orions should, after the Kzinti set up the base's facing and rotation rate, write down which hex(s) they will enter through; the Kzinti then places the corvette/frigate), WS–II].

(SH8.8) TACTICS
KZINTI: Don't panic. Things look grim, but at least your shields are intact. Forget the drone rack (if it still exists) except as a possible counter-drone weapon if the Orions use drones. Go heavy on the electronic warfare, and work on them one at a time. The freighter is not worth much, but you may as well take it out to at least get some satisfaction. While the ultimate Orion objective is to reduce you to scrap (and with good tactics and an unlimited time to accomplish it, there is little chance that he will fail), he can get a lot more points by capturing you (probably to loot the place). This means that you cannot afford to send any of your BPs away. One of his LRs has two-thirds the troops you do, and his three ships combined out number your BPs by better than two to one. Also, he has seven transporters and six shuttles to work with (assuming you take out the freighter). You should probably hit the freighter with one phaser-4. At that range, it should be little more than a gutted wreck afterwards, and its explosive value is not enough to worry about (for you or the pirates, so they probably won't try to blow it up by shooting at it either). In the end, you are probably going to die, but there is no reason to make this easy on him!
ORION: Well, he is damaged, but you have to hope that he lost a lot of weapons to finish this quickly (a drone rack and four phaser-4s would be nice). Get too close and four phaser–4s will be quite enough to go right through the reinforcement and shields of even your CR WITH doubled engines, so take your time, concentrate your fire, and select weapons that will let you avoid his close range bear hug. You might want to consider drones since, after all, he has no wild weasels (the bay having been destroyed), and spacing will delete the effectiveness of T-bombs of which he can only have four. Disruptors or photons will probably work best, but try to keep hitting the same shield every time. He will be making repairs from the beginning, so you might want to consider an overloaded battle pass during turn 2, if enough weapons are knocked out, since he cannot have a phaser-4 repaired until the start of turn 4 except by burning his damage control under (D14.0), which he might do so watch your sensors!

HISTORICAL OUTCOME: The base was destroyed, but a log buoy found by Kzinti ships that arrived too late detailed the heroic defense. Needless to say, as a result of this disaster, it was made standard procedure that no shuttle could be permitted to dock without first being scanned for life forms!

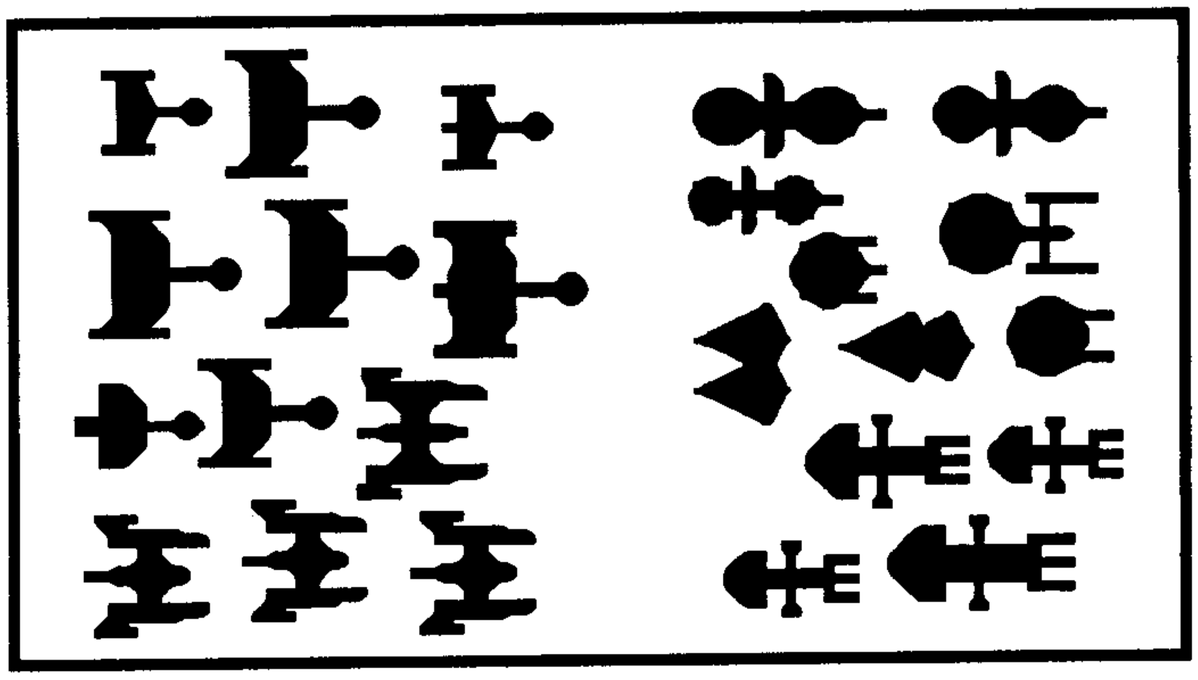
The base was eventually replaced and upgraded to a battle station, only to be destroyed by the Klingons in the opening phases of the General War. When the Kzintis reoccupied the area, they again built a battle station on the site. The station would again come under attack by pirates in Y183.

This attack was so famous that it was studied at both the Federation Star Fleet Academy (where the author first studied it as a cadet) and the Orion Merchant Academy (where the author studied it from another point of view as a command candidate).

NOTE
Scenarios (SH9-SH10) are in Module J.
Scenario (SH11) is the next scenario in Advanced Missions.

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(SH11.0) CAVALRY CHARGE
The Largest Battle in Operation Cavalry



Y182 *Phillip Kosnett, New York*

In Y182 the Grand Alliance (the Federation, Gorns, Kzintis, and Tholians) were breathing a bit easier than they had been for five years. There had been a few victories, but those had been expensive. The heavy carrier *MacArthur* had gone down over Remus, but the Romulans were now beyond any offensive action. The balance of power had shifted toward the Alliance, and the council could afford to scrape up a battle fleet and mount another serious offensive.

After long discussions, it was decided to transfer several Gorn ships to the Klingon front where they would form the nucleus of the new battle fleet. The alternative, favored by the Federation and Gorns, was to mount yet another operation against the Romulans, totally knocking them out of the war. The Kzintis demanded an operation against the Klingons to relieve pressure on their frontier (which at that time was virtually non-existent as both the Lyrans and the Klingons had suffered serious reverses), and since no operation could be mounted without Kzinti support (and Kzinti ships), their proposal was finally accepted. Federation, Gorn, Kzinti, and even Tholian ships were brought together to create a combined force. The actual campaign of *"Operation Cavalry"* lasted most of a year and included a dozen battles (leading to its ultimate defeat), but the battle portrayed in this scenario was the largest.

The ships available to the Klingons to oppose this operation were, like those of the Alliance, a mixed bag. The recent reverses had seriously depleted the reserves of both the Klingon and Lyran Empires. The Lyrans had not recovered from the disastrous and unauthorized attack by the Red Claw Duchy on the WYN Cluster, and the Klingon's own failed attack on the Cluster had further undermined the stability of Klingon defensive positions before the Kzinti Hegemony. It was here that the Alliance chose to strike

The Klingon Red Fleet was under the command of Group Admiral Ardak Kumerian, a tough officer with a proven record for iron discipline, but not known as a tactical genius. (The Red Fleet was originally an operational training command, but had been deployed during the military emergency caused by Operation Cavalry.) Kumerian's brother-in-law, Tar Bordrake, commanded the penal ship *Purgatory*. The admiral's son, Kollos Kumerian, commanded a mixed PF flotilla. The Lyrans were nominally under the command of Vice Duke Lambeth (a mindless fop who was Duke Roget's senior surviving heir) but had been integrated into the Klingon fleet as a result of his inability to command.

The Alliance Fleet was under somewhat awkward command arrangements. Gorn Admiral S'Treleg was nominally in command but refused to give any but the most vague orders. Commodore Phillip Kosnett, the Federation's senior officer, was the best commander present but did not assume command until late in the battle. When he did, Tholian Commodore Brezgonne supported him. The Kzinti SCS and its support group were under the command of Vice-Admiral "Cat Who Sleeps With Dogs." Admiral "Cat" defiantly insisted that his force be allowed to operate independently, as required by fighter and PF operations. This independence also allowed him to avoid becoming too heavily engaged without impugning his honor and keeping the *Hegemony* intact for the role she was to play in a later political conflict within the Patriarchy. (Admiral Cat was already negotiating for his position in this New Kzinti Order, a fact not known at the time but which later explained his strange conduct.)

(SH11.1) NUMBER OF PLAYERS: 2 or more. One player or team commands the Alliance ships, one commands the Klingon and Lyran ships. If a third player is available, he commands the Kzinti forces. A fourth player, if available, commands the Federation ships.

(SH11.2) INITIAL SET UP

The "Historical" ships are those that actually fought in the battle. Because many of these ships are not in *Advanced Missions,* players may substitute the alternate ships listed. If you do not have Module J, replace TADS fighters with TAAS and Z–Ys with Z–Vs. If you do not have Module K, delete the PFs (Needles, G1s, and Bobcats).

ALLIANCE FORCES

Historical	Alternate	Location
Gorn BCH	Gorn DNF+	4218
Gorn CM	Gorn CLF+	4019
Gorn BDD	Gorn DDF+	4220
Fed CCa+ *Kongo*		3422
Fed DW *Ortega*	Fed DD+	3623
Fed NSC+	Fed SC+	4230
Tholian CA	Tholian CC	3621
Tholian CW	Tholian PC	3820
Kzinti SCS *Hegemony*	Kzinti CVS	3229
Kzinti MAC	Kzinti MEC	3029
Kzinti DWA	Kzinti EFF	3428
Kzinti DWA	Kzinti EFF	3430

All Alliance ships: speed max, heading F, WS–III. The *Hegemony* is carrying a full strike group of 12 TADS fighters and 6 Needles [3 standard,1 MRN (no leader or scout modules, but one set of all other modules are available),1 scout,1 leader].

COALITION FORCES

Historical	Alternate	Location
Klingon C8K *Victory*		1009
Klingon D7K *Conqueror*		1407
Klingon D6J *Purgatory*	D6B	0611
Klingon F6 *Valorian*	F5L	0908
Klingon F5W	F5B	1206
Klingon D7VK *Mak Kroree*	D6V or CVT	0604
Klingon D5E	D5	0804
Klingon E5	F5E or F5	0506
Lyran BCH	Romulan FH	1208
Lyran CW+p	Romulan SPA	0810
Lyran CWS+	Romulan SPC	0101
Lyran DW+	Romulan SKA	0609

2xBobcat-B and 1xBobcat-S PFs within 2 hexes of 1006
2xG1 and 1xG1L PFs within 1 hex of 1309
All PFs within two hexes of any Coalition ship.

All ships heading C, speed max, WS–III. The Klingon carrier has a full complement of Z–YA fighters on board. C–8 has 2 mech links. Lyran BCH is serving as the PF tender. If the alternate ships are used, the CA has four mech links and the CW/CL has two. (The alternative Romulan ships were actually part of the Red Fleet, but had been detached for a special mission.)

(SH11.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH11.4) SPECIAL RULES

(SH11.41) MAP: Use a floating map.

(SH11.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH11.421) If using the optional MRS shuttles, the Gorn DN/BCH has an MRS-A, Fed CC has an MRS-B, and Kzinti SCS has an MRS-A. The Klingon C8 and CVT/D7V have MRS-

As, and the Lyran CA/BCH has an MRS. All MRSs are the same race as the ship they are on.

(SH11.422) If using EW fighters, one of the TADSs on the SCS and one of the Z–YAs on the CVT/D7V are EW fighters. If not using EW fighters, they are standard TADS or Z-YA fighters.

(SH11.423) The six PFs on each side are a standard flotilla in the case of the Kzinti and are considered a standard flotilla for all purposes in the case of the Klingo-Lyran PFs.

(SH11.43) COMMANDER'S OPTION ITEMS

(SH11.431) Each side can purchase additional or special equipment as Commander's Option Items (e.g. T-bombs, extra marines, etc.). For this purpose, each side has a total of 155 BPV to purchase Commander's Option items, but no single ship can have more than 20% of its combat BPV of special items assigned to it. See (S3.2) for details and exceptions. The MRS shuttles listed in (SH11.421) do count against the 20% for the ships they are on, but not the 155 BPV. Note that whatever is spent here will count in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SH11.432) All drones are "fast;" i.e. speed–32.

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

(SH11.44) REFITS: Are as noted in (SH11.2), plus all ships have received (where applicable) the Y175 Drone Rack refit and all PFs have received their shield refits.

(SH11.45) If the Kzinti SCS is crippled, all Kzinti ships and shuttles must attempt to disengage by the end of the next turn and must continue attempting to disengage. They must move by evasion plotting until they succeed in disengaging by distance if unable to disengage by acceleration.

(SH11.46) If the C8 is captured, or the C8 and one cruiser (D7, D7V, or D6J) are destroyed (boom separation counts as the ship being destroyed for this purpose only) or disengage, all Lyran ships must attempt to disengage (by acceleration) by the end of the next turn and must continue attempting to disengage and moving by evasion plotting until they succeed in disengaging by distance if unable to disengage by acceleration.

(SH11.47) *OPTIONAL:* The following special individuals and crews may be used to recreate the historical flavor:

Gorn BCH has Legendary Weapons Officer.
Fed CCa+ has Outstanding Crew, Legendary Captain.
Gorn CM has Legendary Navigator.
Kzinti MAC has Legendary Engineer.
Gorn BDD+ has Legendary Marine Major.
Tholian CC has Outstanding Crew.
Federation NSC+ has Legendary Science Officer.
Kzinti SCS has four Ace Fighter pilots, one Ace PF.
C8K has Legendary Captain and Legendary Marine Major.
D7K has Outstanding Crew, Legendary Science Officer.
D6JB *Purgatory* has Poor Crew.
F5WK has Legendary Navigator.
Lyran BCH has Legendary Engineer and Outstanding Crew.
Lyran CW+p has Legendary Weapons Officer.
Lyran DW+ has Legendary Doctor.
Klingon D7VK has four Ace Pilots.
One Klingon and one Lyran PF pilot are Aces.
Legendary Captains cannot bluff.

(SH11.5) VICTORY CONDITIONS: Modified Conditions (S2.201).

(SH11.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH11.61) Assume that Cavalry had resulted in an offensive into Lyran space. Replace the Klingon ships with their Lyran counterparts and the Lyran ships with their Klingon counterparts (e.g., a Lyran DN for the Klingon DN and a Klingon C7 for the Lyran BCH and so on).

(SH11.62) Allow both sides to replace ships in their fleets with ships of the same hull types but with different capabilities. In this case, both sides will need to use tactical intelligence (D17.0) to identify the other side's ships in order to avoid being surprised (say by a mauler at point-blank range or by a mine sweeper laying a minefield across your direction of movement, etc).

(SH11.63) The battle can be fought on a smaller scale by replacing the Alliance force with: Gorn HDD+ and BDD+, Tholian DD and PC+, Federation NCC and FFS, Kzinti CM and FFK. Replace the Coalition force with: Klingon D5L, D5K, F5WK, E5, F5K; and Lyran CW+p, DW+, and Scout+.

(SH11.64) Allow the players to set up their ships in any formation they wish. All Coalition units must be within 5 hexes of 1009. All Federation and Gorn units must be within 5 hexes of 4218. All Kzinti units must be within 3 hexes of 3329.

(SH11.7) BALANCE: The scenario can be balanced between players of different levels of skill by one or more of the following:

(SH11.71) Replace the D6JB with a D5J, the BCH with a CC, the CWS+ with a Scout+, and the CW+p with a WPFT+. Or the Alliance CCa+ with an NCLa+, Thol CC with a C, and Gorn BCH with a CM.

(SH11.72) Change the Kzinti SCS group to an MPFT, and a CVS with a MAC and DWA escorts, or the Klingon C8K to a C9.

(SH11.73) Delete some or all of the refits from one side or the other.

(SH11.8) TACTICS

ALLIANCE: While your force does not have any of the normal disadvantages, you find yourself with ships from four different races, none of whom have anything tactically in common. The plasma torpedoes are best used to break up the Coalition formation, the photons for long range sniping, and the disruptors for general damage. You have a greater ability to launch drones, but you only have the same number of drone spaces as the Klingon. This means that you can gain a greater "weight" of drones on the board at one time, but you will need to reload your racks sooner. You must concentrate your assault on the Klingon flagship. If the *Victory* goes down, the Lyran ships will leave. This departure will strip the coalition of its only scout, and any surviving Klingon PFs of their repair base. Unfortunately, this blade cuts two ways, and you must try to keep the Kzinti SCS out of the battle to avoid having the Kzintis pack up on you. Fortunately, the SCS can launch its PFs, fighters, and drones to attack the Klingons while hiding behind the rest of your fleet.

COALITION: While you will need to be careful about the positioning of any Lyran ESGs, you will otherwise find that yours is a force that will work well together. All your ships tend to use disruptors as heavy weapons, so their essential tactics will be very cohesive. Concentrate your fire on one Alliance ship at a time, preferably the SCS, and do not lose sight of the fact that losing your C8 will cost you the battle without question, while if the Kzinti leave after your C8 is gone, the Alliance will have a massive advantage. Since the Lyrans are not reliable, you might want to consider ordering them to attack the Kzinti SCS in a suicide run. That will at least force the Alliance to concentrate their fire on the Lyrans for awhile, which may give your Klingon ships a rest. You should otherwise find that your Klingon ships, and the *Victory* in particular, will be his principle targets.

HISTORICAL OUTCOME: The battle seemed to be going the Coalition's way in the opening stages. However, at its height the *Victory* became separated from the main Coalition formation when it pressed ahead to exploit a gap developing in the Alliance formation, and the flanking Lyran ships failed to follow it, although the carrier *Commodore Mak Kroree* loyally followed. Before it could be recovered, a massed strike of drones launched by the Kzinti PFs and escorts overwhelmed the *Victory's* defenses and the ship blew apart. The carrier *Commodore Mak Kroree* was damaged in the explosion and exploded when Kosnett scored a rare full-salvo hit with overloaded photons. The *Victory's* boom had successfully separated, and while the remaining Klingon ships quickly gathered to its defense, the Lyran ships suddenly turned and disengaged.

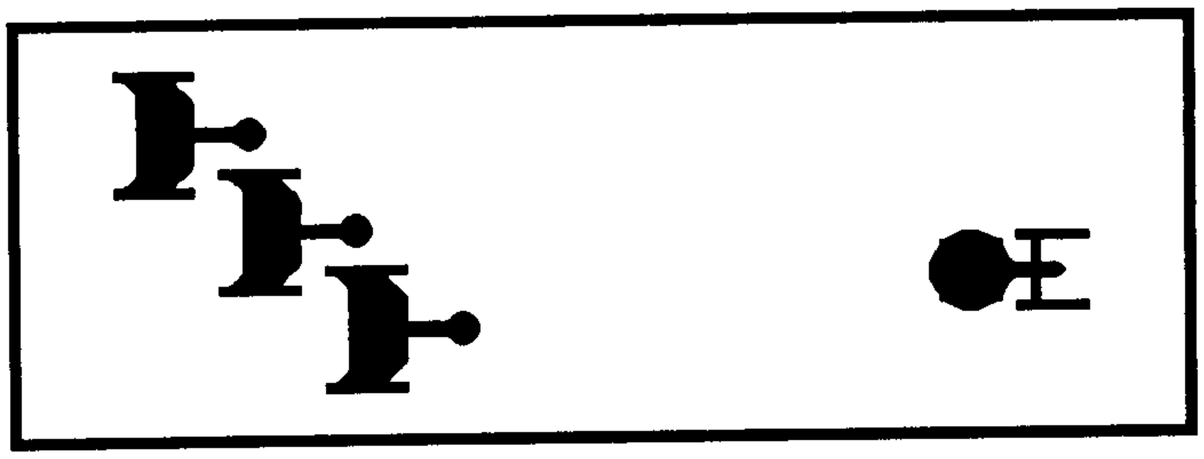
Hopelessly outnumbered now, the Klingon ships fought a desperate rear guard action that could only have one end. One by one, the Klingon ships were destroyed, the *Purgatory* going down first, followed shortly by the *Valorian* and then the *Conqueror.*

Finally, the *Victory's* boom, along with a few of the remaining ships, managed to break contact from the battered Alliance force (four Alliance ships, as well as four PFs, had also gone down in the battle). Commodore Kosnett was quick to organize a pursuit, however, and Kumerian would never make it back to base. That pursuit, however, is the subject of another scenario.

NOTE: Scenario (SH12) is in Module J.
Scenarios (SH13–SH14) are in Module K.
Scenario (SH15) is in Module J.
Scenario (SH16–SH18) are in Module S1.
Scenario (SH19) is the next scenario in Advanced Missions.

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(SH19.0) THE MIGHTY *HOOD* GOES DOWN



Y171 *by Ardak Kumerian, Klinshai*

The Klingon declaration of war arrived in the Federation council chambers almost simultaneously with the first battle reports. It seemed as if a hundred Klingon ships had crossed the border and were engaged in 20 battles with border stations, standing patrols, and border fleets.

Among these reports was one that brought particular anguish. The heavy cruiser *Hood*, patrolling along the Klingon border, had not reported since the attack began.

The next day, a message transmitted in clear text was received from the Klingons: "And when the fight was over, the mighty *Hood* went down."

(SH19.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player. This is an excellent scenario for a team of three Klingon players.

(SH19.2) INITIAL SET UP
PLANET: Class M planet (P2.21) in hex 2215.
FEDERATION: CARa+ *Hood* in 1820, heading A, speed 4, WS–I.
KLINGON: D7B *Challenger* in 0128, D6B *Bloodshedder* in 0129, D6B *Desolation* in 0130, all heading B, speed max, WS–III.

(SH19.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH19.4) SPECIAL RULES
(SH19.41) MAP: Use a floating map.
(SH19.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.
(SH19.421) MRS: The D7B has an MRS-A, the CAR+ has an MRS-A.
(SH19.422) If using EW fighters in a variant of this scenario where such a fighter might occur, one fighter in any squadron of 8 or more fighters may be an EW fighter. If not using EW fighters, it is a standard fighter of the most common type.
(SH19.423) There are no PFs in this scenario.
(SH19.43) COMMANDER'S OPTION ITEMS
(SH19.431) Other than the MRS shuttles listed in (SH19.421) above, the only Option Item is that the Federation CAR+ has its full complement of T-bombs.
(SH19.432) All drones are "medium;" speed–20.
The Federation ship has one ECM drone in its G-rack (and one reload of course), the remaining spaces are ADDs. All Klingon drones are type-I or ADD as appropriate.
(SH19.44) REFITS: Are as noted in (SH19.2).

(SH19.5) VICTORY CONDITIONS: There is virtually no possibility for the Federation player to militarily defeat the three Klingon cruisers. The Federation player is simply trying to escape from a trap.

OUTCOME	VICTORY LEVEL
Hood disengages crippled	= Draw
Hood disengages uncrippled	= Federation Tactical
Hood disengages uncrippled, and two Klingon ships are crippled or one is destroyed	= Federation Decisive
Hood disengages crippled, one Klingon ship is captured	= Federation Decisive
All Klingon ships are destroyed or captured, *Hood* is not destroyed	= Federation Incredible, Captain becomes legendary
Hood is captured	= Klingon Decisive
Hood is destroyed, no Klingon ship is destroyed or captured	= Klingon Tactical
Hood is destroyed, one Klingon ship is destroyed, no Klingon ship is captured	= Klingon Marginal

(SH19.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH19.61) The tactical situation could be duplicated with ships of any two races. Similar incidents occurred when the Romulans attacked the Federation two years later, or when the Hydrans attacked the Klingons and Lyrans earlier, or at the start of almost any war.
(SH19.62) A Lyran ship could replace one of the Klingons, representing an allied contribution to the war effort.
(SH19.63) Substitute an FFG for the Federation CAR+; replace the Klingon force with an F5C and two E4s.

(SH19.7) BALANCE: This scenario is designed to portray a historical situation, not provide a balanced fight with an even chance for a Federation victory under the Modified Victory Conditions. A more sporting chance can be created by using any or all of the following alternatives.
(SH19.71) Replace one or both D6s with F5s.
(SH19.72) Raise the *Hood's* weapon status to II or III.
(SH19.73) Delete one of the D6s from the Klingon force.

(SH19.8) TACTICS
KLINGON: Before the scenario begins, you must carefully plan the movement and energy usage of each ship.

One ship should move at 31, trying to get close enough to the *Hood* to grab it with a tractor beam (dropping movement for maximum tractor energy) on the next turn. This ship is an anvil.

One ship should arm overloaded disruptors and move at its best speed (burning the batteries), trying to get in one good shot.

The final ship should arm standard disruptors and move at its best speed (save a point of battery power for transporters), inflicting the maximum punishment and also getting in range for tractors and boarding parties.

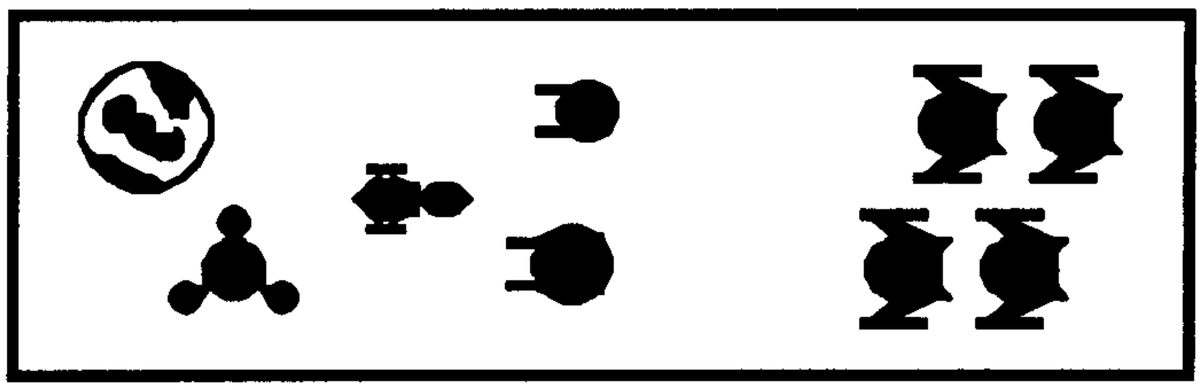
All of the general tactics apply. Launch drones on impulse #24 of turn 1, launch scatter-packs with the reload drones, send boarding parties over at every opportunity, use a suicide shuttle if you can slow him down or get in front of him, and pay careful attention to his victory conditions (pull damaged ships out of range).

FEDERATION: Most of the Federation tactics are don'ts. Don't stay to fight; it will be glorious but brief. Don't use a wild weasel; it will force you to stay where they can grab you with tractors. Don't arm photons; it will slow you down. If your opponent has not read these comments, your best chance may be to move directly towards him at your best speed, using erratic maneuvers, maximum ECM, and all other power put into negative tractor. If he is caught by surprise, he may spend his firepower on your front three shields, doing some internals. With luck, the next turn will find you on the other side of him, with your intact rear shields facing him and just enough internal damage scored on your warp engines to enable you to disengage this turn instead of waiting until turn 3.

(SH19.9) PLAYTESTER'S COMMENTS: A challenging scenario, requiring a different kind of thinking.

HISTORICAL OUTCOME: The *Hood* was destroyed. The saucer section of the *Hood* successfully escaped the explosion. The Klingons moved on to attack a nearby base, intending to return later and capture the saucer. However, the saucer hid in the ocean of a nearby planet and returned to base 3 years later. None of the Klingon ships even sustained any significant damage in the encounter. It was not a good beginning for the Federation in their sudden direct involvement in the General War.

(SH20.0) ROMULAN PRIVATEERS



Y172 *by Robert Milcik, Illinois*

Before the Romulans formally entered the General War on the side of the Coalition, they launched a series of secret raids on key Federation and Gorn outposts. Their mission was to weaken the Federation, enabling the Romulans to either avoid open warfare or seize an initial advantage if it became unavoidable. Officially, the ships involved in these raids were "privateers" under the command of semi-independent noblemen.

The scenario depicts the raid on the Federation dilithium mines on Morkedian III.

(SH20.1) NUMBER OF PLAYERS: 2; Romulan vs. Federation.

(SH20.2) INITIAL SET UP
TERRAIN: Class-M (P2.21) planet in 2215.
ROMULAN: KE *Audax*, WER *Acheron*, 2xCERs, enter on turn 1 from 42xx map edge, cloaked, speed 10, heading for each ship either C or D at player's option, WS–III.
FEDERATION: NCL+ *Prince of Wales*, FFG *Mallory*, PoI+ *Masterson*, anywhere within 10 hexes of the planet, heading at player's option, speed 4, WS–I. Set up before Romulan entry.
BATS in clockwise orbit in 2214, with two hangar bay modules (12xF-18) initial facing and rotation rate at player's option, WS–I.
GCLs on all six hex sides of the planet;10 boarding parties at each GCL.

(SH20.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, disengaged, or until the end of turn 15.

(SH20.4) SPECIAL RULES
(SH20.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.
(SH20.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.
(SH20.421) MRS: shuttles may be purchased [up to the limits in (J8.5)] under (SH20.431).
(SH20.422) If using EW fighters, one of the F–18s is an F–18E. If not using EW fighters, it is a standard F–18.
(SH20.423) There are no PFs in this scenario.
(SH20.43) COMMANDER'S OPTION ITEMS
(SH20.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g. T-bombs, MRS shuttles, etc.) up to 20% of its combat BPV. For this scenario, no additional boarding parties may be purchased by either side. See (S3.2) for additional details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.
(SH20.432) All drones are type-I "medium;" speed–20.
No special drones can be purchased in this scenario.
(SH20.44) REFITS: Are as noted in (SH18.2).
(SH20.45) Use the tactical intelligence rules (D17.0). The Romulan counters are upside down when they enter the board. Specific information about them is not revealed until it is called for by (D17.0).
(SH20.46) The Romulan mission is to destroy the dilithium mines. There are six mines (note: these are not explosive mines, but areas from which dilithium ore is extracted) on the planet, each corresponding to a GCL. A mine is considered destroyed if the Romulans control at least two of the control stations of that GCL for two consecutive turns. (This does not include the turn it was captured. For example, if two control stations of mine #3 were captured on turn 4, and held, the mine would be considered destroyed at the end of turn 6.) If you do not have Module M, use the extract of (D15.0) in Advanced Missions.
(SH20.47) The Romulan Commando Eagle is in Module R4, but is (in fact) simply a Freight Eagle (R4.30) with a total of 20 boarding parties (of which 1 is a commando).

(SH20.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). Each dilithium mine is worth 33 points. Give the Romulans a 50-point bonus for destroying three mines and a 100-point bonus for destroying all six.

However, if any Romulan ship is captured, or Romulan troops left behind on the planet, the Romulans lose the scenario because their "privateers" can be expected to confess at a public trial.

(SH20.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH20.61) While this is a historical scenario, it could be played non-historically with other forces. As similar raids were conducted against the Gorns, they could be substituted for the Federation, using an HDD+, DDF, and FF.
(SH20.62) For another challenge, allow the Romulan to secretly select a force of four Eagle-class ships (WE, CE, SE, FE, etc., but no more than one KE) or four Skyhawks. Use tactical intelligence (D17.0).
(SH20.63) Use a single FFG for the Federation force and only 5 BPs at each Ground Combat Location. Change the BATS to a BS with two cargo pods and no Hanger Bay Modules or F-18s (and downgrade the ph–4s to ph–1s). Replace the Romulan Force with a single CER and one Snipe-B.

(SH20.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH20.71) Change one of the War Eagles to a King Eagle or the FFG to an NCL.
(SH20.72) Replace the BATS with a mobile base with cargo pods and no fighters.
(SH20.73) Add a second FFG to the Federation force or delete a War Eagle from the Romulan force.

(SH20.8) TACTICS

ROMULAN: While your goal is to destroy the mining facilities, do not forget that you can win by destroying the BATS and the rest of the defending force. There is more glory if you can capture the ships, and you have the troops for that. You may be able to capture the BATS, but remember that you cannot stay, so you will have to destroy it. Such an attempt would need to be well orchestrated to succeed, but consider it just because it makes the Federation's job that much harder. You need to concentrate on hitting the areas that the Federation BATS CANNOT cover by fire. Try to stay in the shadow of the planet when sending in marines to raid the planet. Remember, what you are actually doing here is destroying the mining equipment, not the mines themselves. After all, when the Empire occupies this area, you will want to open the mines for your own use.

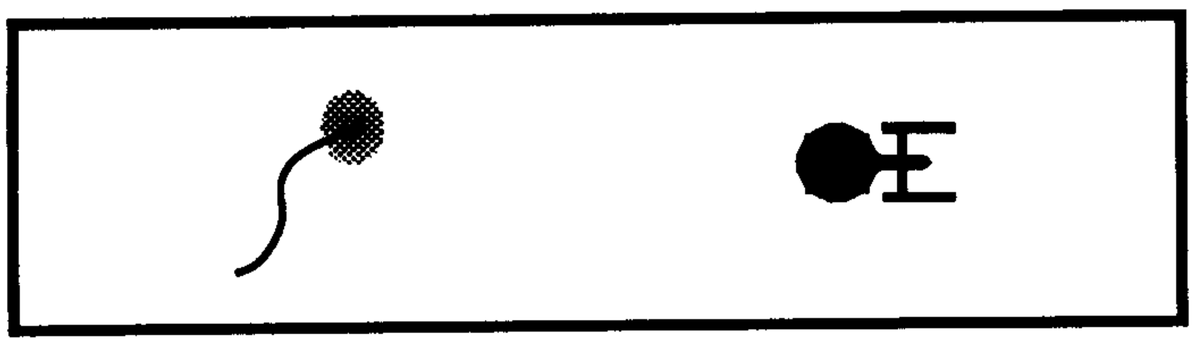
FEDERATION: Do not let your ships be boarded, and make sure that the enemy does not capture the BATS, but do not blow it up. Unless you have destroyed most of the Romulan force with little other loss, having the BATS go down could cost you the game. You will have to use the transporters on the BATS and your ships to move troops to reinforce the battles on the ground. You need to get the Romulan troop transports as a first priority. If they are destroyed, you will not have many problems dealing with the rest. Your greatest problem is fighting two R–torps on a fixed map. Keep your speed up and watch their reloading cycles.

HISTORICAL OUTCOME: The Romulans succeeded in only shutting down two of the mines temporarily after a brutal battle which saw heavy casualties among the ground troops of both sides. Two of the Romulan ships sustained significant damage, and only the availability of the BATS to perform emergency repairs prevented the Federation Cutter and FF from being scuttled as a result of damage sustained.

END OF SECTION (SH0.0) ADVANCED MISSIONS

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(SM5.0) SUNSNAKE



by Glen Salamanca

From the galactic core comes a new and unknown life form. A thousand miles long and made of an indescribable type of molecular plasma, the creatures streak directly to a sun and dive into it. Just why they do this is unknown, but the result is a star gone nova and a planetary system burned to ashes. As Sun Snakes begin to reach into inhabited areas, the Star Fleet is called in to destroy the menace.

(SM5.1) NUMBER OF PLAYERS: 1; the monster moves by automatic rules; see (SM5.45).

(SM5.2) INITIAL SET UP

TERRAIN: Class M planet in 0805.

The edge of a star reaches onto the corner of the map. This is marked by placing asteroid counters in hexes 0106, 0105, 0204, 0203, 0303, 0302, and 0401.

MONSTER: The Sun Snake is placed in hex 4222.

NAVY: CA in 2332, heading at player's option, speed max, WS–II.

YEAR: Players must select a year for the scenario as this will define available ships, refits, fighters, weapons, etc. Y172 is assumed if no alternative selection is made.

(SM5.3) LENGTH OF SCENARIO: Play continues until either the Sun Snake has been destroyed or the ship has been destroyed or disengaged.

(SM5.4) SPECIAL RULES

(SM5.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The ship cannot disengage in the direction of the sun, and if it enters the sun, it is destroyed.

(SM5.42) SHUTTLES AND PFs: If you use MRS (multi-role shuttles), fighters (presumably from a carrier), or PFs (a type of small "gunboat" that is the smallest "ship" in the game), the following information will be necessary. The presence of warp booster packs (J5.0) on any fighters or PFs (to increase their speed) will depend on the year in which the scenario is set. They were introduced for fighters in Y180; PFs always have them, and Interceptors have them unless specified otherwise.

(SM5.421) Multi-role shuttles (J8.0) are available only to certain ships. Players may purchase these shuttles [up to the limits in (J8.5)] under (SM5.431).

(SM5.422) If using EW fighters (R1.F7) from Module J, any carrier with eight or more fighters can replace one standard fighter [per squadron (J4.46)] with an EW fighter. All carrier SSDs show this EW fighter when appropriate. If not using EW fighters, replace the EWFs with the most common type on that carrier.

(SM5.423) Players with access to Module K might choose to add PFs to the scenario within those rules.

(SM5.43) COMMANDER'S OPTION ITEMS

(SM5.431) Ships can purchase additional or special equipment as Commander's Option Items (e.g. T-bombs, extra marines, MRS shuttles, special drones, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Each ship can purchase special drones up to the historical percentages (FD10.6) as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose. Some items may not be available in all time periods and cannot be purchased if the scenario date is before the item's introduction date.

(SM5.432) The speed of the drones will depend on the year in which the scenario is set. See (FD2.223), (FD10.6), and (FD2.224). The cost of drone speed upgrades is not included in the % limit in (SM5.431).

(SM5.44) The player can determine the refit status of his ship subject to the year selected for the scenario.

(SM5.45) THE SUN SNAKE

The Sun Snake moves at a speed of three hexes per turn and will always move directly toward the star (as a seeking weapon). However, any time that the starship is within five hexes of the Sun Snake, the Sun Snake will strike at the starship (spitting plasmatic venom). The Sun Snake executes an attack without moving, using the SUN SNAKE ATTACK TABLE.

DIE ROLL	1	2	3	4	5	6
DAMAGE	30	25	20	15	10	5

The Sun Snake will make only one such attack per turn against each starship or PF, but it can attack any number of targets in a turn.

(SM5.46) The monster has the MCIDS described in (E6.0). The monster cannot be tractored (G7.29), except as may be required by (S6.0). The monster cannot be boarded (G8.0) or displaced (G18.72).

(SM5.47) The starship uses the procedure given in (G4.1) to analyze the monster. Once 400 information points have been gathered, the ship may roll on the (S6.1) chart to determine how to destroy it. However, result #6 is changed to read: "The monster cannot be destroyed by the forces at your disposal."

(SM5.48) There is a small, unarmed research station on the planet (0805A). It is occupied by 20 crew units. These crew units may be taken aboard the starship by means of shuttles or transporters. In the event of the star going nova, this evacuation can become critically important. The Sun Snake will not attack the planet. The station has no weapons, but does count as one lab for research purposes.

(SM5.49) If the Sun Snake enters the star, the star goes nova; see (P12.0). Naturally, once the zone of destruction (the expanding star) reaches the planet, the station (and all crew personnel remaining in it) will be destroyed.

(SM5.5) VICTORY CONDITIONS: If the ship is destroyed, the player loses. If the Sun Snake is destroyed before reaching the star, the player wins. Lacking either of these clear cut conditions, the success of the player is determined by the evacuation of the scientists and information gained about the monster. Each point of information is worth one victory point (up to a maximum of 200), and each crew unit evacuated from the planet is worth 10. Success is then evaluated as follows:

0-100 pts = Captain is considered to be a failure and is relieved of command. (0)

101-200 pts = Captain is considered "disappointing" and will retire within a year barring some notable success. (1)

201-300 pts = Captain is considered to have done his best in a difficult situation and is neither condemned nor commended. He will be continued in command, at least until the end of his assigned tour. (3)

301-399 pts = Captain is considered to have salvaged some success from a situation considered hopeless. He may be granted an extended command tour or offered command of a better ship. (4)

400 pts = Captain is considered to be daring and bold in the face of unprecedented adversity. Given command of a small fleet, he is placed in charge of the "Sun Snake Menace Committee." (6)

The numbers in parens are used in the (U2.0) campaign game if this monster is substituted for another in that campaign.

(SM5.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SM5.61) Assume the planet is a small colony and the player has a flotilla of PFs to defend the colony. The player still has his ship, but the colony is too large to be evacuated, and the monster must be destroyed to avoid losing the scenario.

(SM5.62) Like (SM5.61), but the player has two class–II fighter squadrons. The player still has his ship, but the colony is too large to be evacuated, and the monster must be destroyed to avoid losing the scenario.

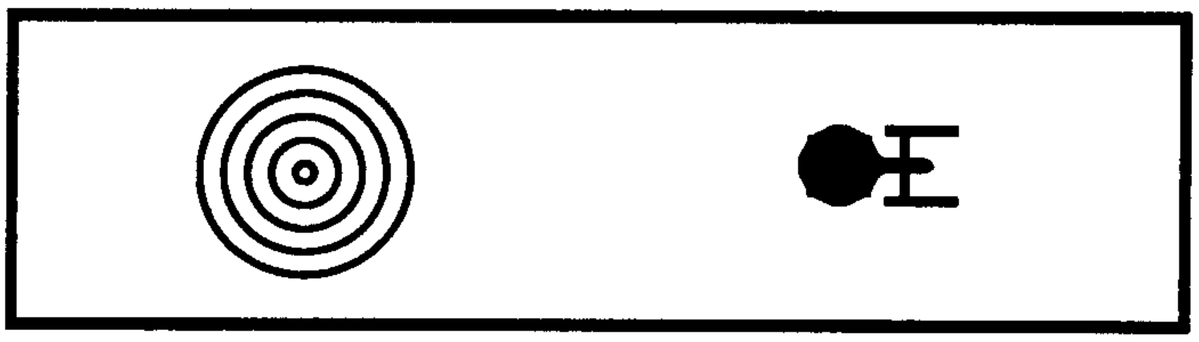
(SM5.63) Add a second player with a small ship (max of 90 BPV) from a neighboring hostile race to try to distract the larger ship until the Sun Snake hits the sun. This ship wins if the Sun Snake hits the sun and his ship successfully disengages. He may accomplish this by

any means within the rules. He need not fire on the larger ship if he can accomplish his mission simply by "threatening" the large ship with his presence. The smaller ship loses if he is destroyed, unless the larger ship is also destroyed.

(SM5.7) BALANCE: The scenario can be balanced by one or more of the following:
(SM5.71) Change the speed of the Sun Snake.
(SM5.72) Use a smaller ship.
(SM5.73) Add a second Sun Snake.

(SM5.8) TACTICS: In the early part of the game, spend at least two turns within transporter range of the planet, evacuating as many of the crew units there as possible. This will save a few points. If the Sun Snake is getting close to the star, run for the planet and rescue the crew. Note that the base does not have its own shuttles or transporters, so you will not be able to use (D21.0) to evacuate the base faster, but you can use (G8.32) if there is not an enemy ship around making life difficult.

(SM6.0) THE MIND MONSTER



by Stephen V. Cole, Texas

Yet another monster to challenge the Star Fleet. This one feeds on the mental energy of your crew!

(SM6.1) NUMBER OF PLAYERS: 1; the monster is controlled by automatic rules.

(SM6.2) INITIAL SET UP
TERRAIN: Class M planet in hex 3927. (A major library is on the planet.)
MONSTER: in hex 0201.
NAVY: One or more ships totalling no more than 130 BPV enter the map on turn 1 in the 01xx hex row between hexes 0115 and 0120, heading B or C, speed max, WS–III.
YEAR: Players must select a year for the scenario as this will define available ships, refits, fighters, weapons, etc. Y172 is assumed if no alternative selection is made.

(SM6.3) LENGTH OF SCENARIO: The scenario continues until the monster destroys the library on the planet or is destroyed.

(SM6.4) SPECIAL RULES
(SM6.41) MAP: Use a floating map. (Keep careful track of the planet.)
(SM6.42) SHUTTLES AND PFs: If you use MRS (multi-role shuttles), fighters (presumably from a carrier), or PFs (a type of small "gunboat" that is the smallest "ship" in the game), the following information will be necessary.

The presence of warp booster packs (J5.0) on any fighters or PFs (to increase their speed) will depend on the year in which the scenario is set. They were introduced for fighters in Y180; PFs always have them, and Interceptors have them unless specified otherwise.

(SM6.421) Multi-role shuttles (J8.0) are available only to certain ships. Players may purchase these shuttles [up to the limits in (J8.5)] under (SM6.431).

(SM6.422) If using EW fighters (R1.F7) from Module J, any carrier with eight or more fighters can replace one standard fighter [per squadron (J4.46)] with an EW fighter. All carrier SSDs show this EW fighter when appropriate. If not using EW fighters, replace the EW fighters with the most common type on that carrier.

(SM6.423) Players with access to Module K might choose to add PFs to the scenario within those rules.

(SM6.43) COMMANDER'S OPTION ITEMS

(SM6.431) Ships can purchase additional or special equipment as Commander's Option Items (e.g. T-bombs, extra marines, MRS shuttles, special drones, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Each ship can purchase special drones up to the historical percentages (FD10.6) as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose. Some items may not be available in all time periods and cannot be purchased if the scenario date is before the item's introduction date.

(SM6.432) The speed of the drones will depend on the year in which the scenario is set. See (FD2.223), (FD10.6), and (FD2.224). The cost of drone speed upgrades is not included in the % limit in (SM6.431).

(SM6.44) The player can determine the refit status of his ship based on the year selected for the scenario.

(SM6.45) MIND MONSTER

The Mind Monster has a speed of six and turn mode of one. The monster will move toward the planet by (F2.0) [unless distracted by (SM6.46)]. The monster cannot be tractor beamed (G7.29) [except as required by (S6.0)] or boarded. The monster is destroyed using the rules given in (SM2.5).

(SM6.46) If a ship is within two hexes of the monster and moving slower than six, the monster will follow the ship but it will never move farther away from the planet. If the monster cannot get closer to the ship due to this restriction, it will ignore the ship and move toward the planet.

(SM6.47) The monster will attack any ship that comes within five hexes. It can attack any number of times each turn, but it will only attack each unit once per turn. The attack is made at the end of the turn based on the closest approach of the unit to the monster.

The attack is resolved on the chart below based on the range and the result of a single die roll for each unit attacked. The results given are in terms of the number of crew units that are reduced to mindless vegetables (their brains wiped clean) by the attack.

If the ship is not operating its shields at full strength, the attack automatically "wipes" a number of crew units equal to double the "1" result for the next lower range (i.e, two crew units at range 6, 12 crew units at range 1, at range 7 or greater 0 crew units). If the ship is at range 0 while operating its shields at less than full strength, 18 crew units are wiped.

The crew units with "blanked" minds can be restored to their normal state by the ship's medical crew using the records in the transporters. This is done after the scenario is over and does not affect the victory conditions. A legendary doctor can heal blanked crew units during the course of the scenario.

Range

DIE ROLL	RANGE					
	0	1	2	3	4	5
1	6	5	4	3	2	1
2	5	4	3	2	1	0
3	4	3	2	1	0	0
4	3	2	2	1	0	0
5	2	2	1	0	0	0
6	2	2	1	0	0	0

(SM6.48) If the monster enters the hex of a ship, that ship will come to a complete stop (the monster has wiped the engine crews and navigation computers) and will remained stopped until the end of the turn that the monster leaves its hex.

The monster will remain in the hex for two turns (including the turn it entered the hex), attacking the ship (and anything else).

On the third turn, the monster will follow any ship that enters its two-hex detection range. If no ship attracts the monster on the third turn, the monster will resume moving toward the planet when scheduled to move on the fourth turn.

A ship in the same hex as the monster cannot fire its weapons at any target.

EXAMPLE: On turn 8 the monster enters the hex of a ship during impulse 16. Both remain in that hex until the end of the turn, at which point an attack is conducted. Both remain for the next turn, and another attack is conducted. On turn 10 the monster will follow a ship

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

if one is available; in this case none is. On turn 11, if no ship is available, the monster will leave the hex and resume moving toward the planet.
(SM6.49) The planet houses a special library/university of 25 memory banks and 50 crew units. If the monster enters the hex of the planet, it will attack the memory banks and crew units separately on the range 0 column (the library has shields). Ships cannot enter the hex of the planet.

(SM6.5) VICTORY CONDITIONS: If the monster is destroyed before the library is damaged, the ship wins. If the library is destroyed (all crew and memory units wiped), the monster wins. If neither situation occurs, the percentage level of a ship victory (if any) is determined by scoring one point for each crew unit remaining on the planet and two points for each memory bank.

0-59 pts = Captain is considered to be a failure and relieved of command. (0)
60-69 pts = Captain is considered "disappointing" and will retire within a year barring some notable success. (1)
70-79 pts = Captain is considered to have done his best in a difficult situation and is neither condemned nor commended. He will be continued in command, at least until the end of his assigned tour. (3)
80-89 pts = Captain is considered to have salvaged some success from a situation considered hopeless. He may be granted an extended command tour or offered command of a better ship. (4)
90-100 pts = Captain is considered to be daring and bold in the face of unprecedented adversity. He will be made a commodore and made responsible for an entire sector. (6)

The numbers in parens are used in the (U2.0) campaign game, if this monster is substituted for another in that campaign.

(SM6.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SM6.61) Add a second player commanding a small ship who will try to interfere with your mission and enable the library to be destroyed. The second player CANNOT attack the library itself in any manner. He can do anything else within the game rules to prevent the first player's ship from accomplishing its mission, including attacking his ship. The second player wins if the library is destroyed by the monster and he disengages.
(SM6.62) In addition to blanking crew units, score the number of crew units blanked as internal damage [increase the number of hits as per (SM6.47) if the shields are down].
(SM6.63) Substitute a Flotilla of PFs stationed on the planet for the ship. This will require a reduction in the amount of information needed to destroy the monster. For purposes of (S6.1), the library is assumed to have a probe launcher, a tractor beam, and a suicide shuttle, as well as the power to arm them.

(SM6.7) BALANCE: You can balance the scenario by one or more of the following:
(SM6.71) Increase or decrease the monster's speed.
(SM6.72) Increase or decrease the amount of information you need to determine how to kill it.
(SM6.73) Modify the number of crew units "blanked" either up or down on each roll.
(SM6.74) Increase or decrease the BPV points to select a ship(s).

(SM6.8) TACTICS: Avoid crew casualties while investigating the monster. If necessary, induce it to follow you so that it won't attack the library, although you (temporarily) must spend crew units to do this. Use your shuttles for labs, but keep one for use as a suicide shuttle. Use your Commander's Option Points to purchase probe drones (assuming you have drone racks) and an MRS shuttle (if allowed).

(SM7.0) SPACE DRAGON



by Stephen V. Cole, Texas

A sentient life-form originating in the uncharted regions toward the galactic core, Space Dragons are powerful creatures that can "fly" on the ether between the star systems. Like the Dragons of fantasy, the Space Dragon subsists by raiding livestock and population centers on inhabited planets. Naturally, the inhabitants of these planets, and the Star Fleet that protects them, are somewhat annoyed.

(SM7.1) NUMBER OF PLAYERS: 2; the Dragon player and the Navy player.

(SM7.2) INITIAL SET UP
TERRAIN: Class M planet in hex 0628.
SPACE DRAGON: In hex 4201.
NAVY: One ship in hex 0308, heading C, speed 10, WS–III. Note the BPV of the Dragon and select a ship that will be an appropriate match, or use this to balance the scenario.
DRAGON: Select a Dragon from the chart below (SM7.461).
YEAR: Players must select a year for the scenario as this will define available ships, refits, fighters, weapons, etc. Y172 is assumed if no alternative selection is made.

(SM7.3) LENGTH OF SCENARIO: The scenario continues until the Space Dragon has been destroyed or has left the map.

(SM7.4) SPECIAL RULES
(SM7.41) The map is fixed; it does not float. Any unit that leaves the map from any edge is considered to have disengaged.
(SM7.42) SHUTTLES AND PFs: If you use MRS (multi-role shuttles), fighters (presumably from a carrier), or PFs (a type of small "gunboat" that is the smallest "ship" in the game), the following information will be necessary.

The presence of warp booster packs (J5.0) on any fighters or PFs (to increase their speed) will depend on the year in which the scenario is set. They were introduced for fighters in Y180; PFs always have them, and Interceptors have them unless specified otherwise.

(SM7.421) Multi-role shuttles (J8.0) are available only to certain ships. Players may purchase these shuttles [up to the limits in (J8.5)] under (SM5.431).
(SM7.422) If using EW fighters (R1.F7) from Module J, any carrier with eight or more fighters can replace one standard fighter [per squadron (J4.46)] with an EW fighter. All carrier SSDs show this EW fighter when appropriate. If not using EW fighters, replace the EW fighters with the most common type on that carrier.
(SM7.423) Players with access to Module K might choose to add PFs to the scenario within those rules.

(SM7.43) COMMANDER'S OPTION ITEMS
(SM7.431) Ships can purchase additional or special equipment as Commander's Option Items (e.g. T-bombs, extra marines, MRS shuttles, special drones, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Each ship can purchase special drones up to the historical percentages (FD10.6) as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose. Some items may not be available in all time periods and cannot be purchased if the scenario date is before the item's introduction date.
(SM7.432) The speed of the drones will depend on the year in which the scenario is set. See (FD2.223), (FD10.6), and (FD2.224). The cost of drone speed upgrades is not included in the % limit in (SM7.431).

(SM7.44) The Navy player can determine the refit status of his ship(s) subject to the year selected for the scenario.
(SM7.45) The objective of the Space Dragon is to raid the planet. Each turn that the Space Dragon spends in the planet hex without taking any other action (moving or attacking) is considered to be one turn of ravaging. The Dragon does not have to land by the procedure in (P2.4), but while ravaging, all fire at it is through an atmosphere.

(SM7.46) DRAGONS

The size of a Space Dragon depends on its age.

(SM7.461) DRAGON CHART

Age	Young	Adult	Old	Ancient
Body	25	70	100	200
Wings	20	50	75	150
Tail	10	25	35	70
Claws	16	40	60	120
Claw Atk	+1	0	--1	--3
Eyes	2xPh–3	2xPh–2	2xPh–1	2xPh–4
Flame	F	G	S	R
BPV	40	100	150	300
Speed	1	2	3	5
Ravage	10	25	35	75

(SM7.462) Dragons do not have an SSD. They use a record system based on the numbers above. Each hit on a given "area" of the Dragon reduces that rating by one. For example, a damage point on the body of a young space dragon would reduce it from 25 to 24.
(SM7.463) Hits against a Space Dragon are not resolved by the DAC, but by the following procedure. Roll one die for each damage point, and record that damage point as follows:

DIE ROLL	1-2	3-4	5	6
AREA HIT	Body	Wings	Tail	Claws

If a given area has been reduced to zero, use the next area to the right on the table above. For example, if the claws are reduced to zero, score that damage point on the body. See (SM7.466) below for effect.
(SM7.464) The speed of a Space Dragon is based on the number of wing units remaining at the start of the turn divided by the speed factor. (Example: 50/2 = speed 25 for an adult.) Round fractions of .5 or more up to the next whole number.
(SM7.465) Space Dragons have several weapons; all are 360°.

(SM7.4651) Their eyes operate as phasers (type depending on age) which can fire once per turn.

(SM7.4652) Their flame (which they can use every second turn) is a plasma torpedo (type depending on age; they can "Bolt").

(SM7.4653) The Space Dragon accumulates a static ionic charge along its hide, and by flicking its tail (as in cracking a bullwhip), it can direct bursts of this charge toward targets. Their tails operate as a defensive system with a 5/6 chance of destroying any shuttle or seeking weapon that enters the Dragon's hex (i.e. range zero). The tail can engage up to three targets per impulse (Dragon's choice). This defense is resolved after the weapons move into the Dragon's hex but before they score their damage. The tail ceases to function when it has been reduced to zero.

(SM7.4654) The Dragon's claws attack on the Moray Eel chart (SM3.46) against any one ship within the same hex, using a die roll modifier as shown (depending on age) directly as internal hits. A final result more than six is treated as six; a final result less than one is treated as one. The Dragon can make only one claw attack per turn. Claw attacks can be made against ships, bases, shuttles, fighters, PFs, other monsters, drones, or other objects (except plasma torpedoes or planets).

(SM7.4655) Adult and Old Space Dragons can telepathically identify (G4.23) one seeking weapon within three hexes each impulse. Ancient Dragons can identify two weapons within five hexes each impulse. Young Dragons can identify one weapon in an adjacent hex each impulse.

(SM7.466) The Space Dragon's eyes and flame cannot be destroyed except by killing it. The claws and tail cease to function when they are completely destroyed (the rating for that area reduced to zero). The Dragon's speed is reduced by wing hits. The Dragon dies when all of its "systems" are reduced to zero. There is no explosion.
(SM7.467) Space Dragons have a turn mode of 1 in all cases. They can elect not to move in a given impulse (assuming their speed calls for them to move in that impulse). The Dragon can TAC, HET (once per turn with no chance of breakdown), sideslip, and otherwise move as a ship. A Dragon can be displaced, trapped by web, and placed in stasis. A Dragon will detonate mines as a size class 3 ship. They use free movement at all times.
(SM7.468) While most old and ancient Space Dragons travel alone, young ones (2 or 3) are always in the company of an adult (usually their mother). If a ship is in a direct line between a young Dragon and its mother, the mother Dragon will immediately move at a speed of three hexes per impulse to enter the ship's hex and attack it, then resume normal operations. Direct line is defined as being on the same hex row and between the mother and the baby or being closer to the baby than the mother at any time that the ship is between the mother and the baby but not on the same hex row. If a young Dragon's mother is killed, it will move to the ship's hex and attempt to "nurse" from "mommy" by executing a claw attack during every impulse divisible by four. In such cases, it will not use its flame or eye weapons.
(SM7.469) Dragons cannot be tractored (G7.29) or boarded.

(SM7.5) VICTORY CONDITIONS: Use the Standard Victory Conditions. Award the Space Dragon the points shown on the chart for each turn of ravaging (maximum 4 turns).

(SM7.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SM7.61) Have two Space Dragons fight each other.
(SM7.62) Substitute a convoy for the planet.
(SM7.63) Try to defend the planet with ground defenses including several phaser-4s and fighter squadrons.
(SM7.64) Have the Dragon attack a base.

(SM7.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SM7.71) Change the number of BPV the fleet player can use to build his squadron.
(SM7.72) Allow the Dragon to "Ravage" the planet longer .
(SM7.73) Reduce the number of turns the Dragon can ravage the planet.

END SECTION (SM0.0) ADVANCED MISSIONS

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(T3.0) THE LONE GRAY WOLF

(Y174) *by Ardak Kumerian, Klinshai*

In Y174 during the General War, the Klingon C8B Dreadnought Admiral Kang traveled deep, and alone, into Kzinti territory carrying the Klingon Emperor's personal representative, Count Talos Kren, who was empowered to negotiate a Peace Treaty. In later years, the Kzintis would claim that the negotiations simply broke down, and the Klingons would claim it was Kzinti treachery, but the result was failed negotiations and a Klingon dreadnought, alone and low on fuel, trying to quietly slip home from 600 parsecs deep in enemy territory. There appears to have been considerable confusion within the Kzinti fleet and government (perhaps a small coup, perhaps one faction really did want peace), which gave the Kang a chance to break free, thanks to Kren's insistence that the ship be kept ready for departure at all times.

(T3.1) BACKGROUND

This is a historical Mini-Campaign game. Player #1 will command a single C8B Dreadnought. Player #2 will command the Kzinti forces attempting to hunt down and destroy it. The basic format will be a series of scenarios with the ships pursuing the *Kang*. In each scenario, the *Kang* must evade or destroy the opposing ships before more can join the battle.

(T3.2) CAMPAIGN ORGANIZATION

(T3.21) SIX SCENARIOS are played. Each is begun as in (T3.31) by determining which group has contacted the *Kang*. If, in a given scenario, the group called for has previously been destroyed, then the *Kang* has successfully evaded in that scenario.

It is theoretically possible that the *Kang* might meet and destroy a small ship in the first scenario, and then roll that number five times in a row for the last five scenarios, thereby escaping easily. It is also theoretically possible that all six groups of ships would come into play in each of the six scenarios.

(T3.22) DISENGAGEMENT: Due to fuel limitations, the *Kang* cannot disengage by acceleration more than once during the entire campaign. In the other scenarios, it must either disengage by separation or defeat the enemy ships. The *Kang* cannot disengage by sublight evasion; it is too far from Klingon occupied space. Additionally, the *Kang* may not move at a speed higher than 20 for more than 6 turns out of any 20-turn "scenario segment."

Kzinti forces can disengage normally. Any Kzinti ship which disengages by sublight evasion is not available for subsequent battles (its place on the chart will be vacant), but may have denied the Klingons the kill.

(T3.23) PURSUING FORCES: The six pursuing Kzinti forces are:

Group #1: CVS *Sabre* (12xHAAS fighters 94th Squadron), MEC *Arrogance*, EFF+ *EF129*
Group #2: BC *Comet*
Group #3: CM *Berserker Frenzy*
Group #4: CVL+ *Tempest* (9xHAAS fighters, 67th Squadron), MEC *Keeness*, EFF+ *EF175*
Group #5: 2xFF+ *FF195* and *FF236*
Group #6: FA-L(Drone)

Any Kzinti force remaining at the end of a scenario (assuming either the *Kang* successfully disengaged or the Kzinti force disengaged) continues to occupy its place on the chart (T2.23) for Kzinti forces and can perform the appropriate steps listed in (T3.4) before again engaging the *Kang*. Fighters without a carrier cannot engage the *Kang*.

(T3.3) SCENARIO ORGANIZATION

Each of the six scenarios is organized as follows:

(T3.31) INITIAL SET UP: Each scenario begins with the *Kang* in hex 2215, heading D, speed 15, WS–I. Any Kzinti ships previously captured by the Klingons will be placed with the same heading and speed within two hexes of the *Kang*, weapons status dependent on the conditions of (T3.43). Note that, if the *Kang* itself had been destroyed, a captured ship (if there is one) is substituted for the *Kang* in the set up. Roll one die to determine which group has contacted the *Kang*. The pursuing Kzinti ships are placed in any hex in the xx01 row, speed 16, heading at option of Kzinti player, WS–I. If ships join the scenario, they may be placed in any hex at least 24 hexes (in directions F–A–B inclusive) from the *Kang* and any captured ship(s), speed max, WS–I, heading at choice of Kzinti player.

(T3.32) LENGTH OF SCENARIO: Each scenario is played until the *Kang* [and any captured ships] is destroyed, captured, disengages, or until the Kzinti ships on the map have been destroyed, captured, or have disengaged.

(T3.33) STANDARD RULES
(T3.331) MAP: Use a floating map.
(T3.332) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs in this scenario.
(T3.3321) MRS: If using the optional MRS shuttles, the *Kang* has an MRS-A and the Kzinti CVS and CVL each have an MRS-A.
(T3.3322) EW Fighters: If using EW fighters, one HAAS on each Kzinti Carrier is a HAASE. If not using EW fighters, they are standard HAAS fighters.
(T3.3323) PFs: There are no PFs in this scenario.
(T3.333) COMMANDER'S OPTION ITEMS
(T3.3331) The following ships have the indicated special equipment:

The *Kang* has its full complement of T-bombs and 5 additional BPs (diplomatic honor guard).

The Klingon force defined in (T3.35) have their full complement of T-bombs but no other Option Items except special drones as defined in (T3.3332).

Each Kzinti ship has its full complement of T-bombs (note that the F–AL cannot have mines).

The full complement of T–bombs includes dummies.

(T3.3332) All drones are "medium;" speed 20.

The *Kang* has its full load of 48 drones (24 in the racks, 24 reloads). Of these, eight are type-IIIEW(M) drones. The *Kang* can trade up to six type-IM drones for multi-warhead drones. For each type-IM drone traded, the Kang will receive one type-IIIMW(M). For each pair of type-IM drones traded, the *Kang* will receive one type-IVMW(M). All of the rest of the 48 drones (spaces) on the *Kang* [except the additional drones for the MRS which are defined under (J8.53)] are type-IM.

The Klingon force defined in (T3.35) must have their drones defined before the campaign begins and cannot change them. Each can have the Klingon racial limit of special drones.

All Kzinti ships can have their racial limits of special drones available for this year, but exactly what drones they are carrying must be determined before the campaign begins and cannot be changed. The costs of these drone loadouts will be included in determining the level of Klingon victory in (T3.5) below.

(T3.334) REFITS: The *Kang* and the frigate squadron in (T3.35) have all received "B" refits. All Kzinti ships have received all pre-Y175 refits.

(T3.34) ADDITIONAL KZINTI PURSUIT FORCES: If 20 turns have been played without ending the scenario, then the Kzintis have maintained contact long enough for one of the other search groups to catch up with the action. Roll a single die at the end of turn 20 to determine which group has joined the action. If the group called for is already involved or has previously been destroyed, no new ships are added at that time. Whether new ships are added or not, if the *Kang* has not disengaged in another 20 turns, the die will be rolled again to see if another group has come into contact. This procedure will be repeated each 20th turn until the scenario is over or all the Kzinti pursuit groups in (T3.23) have arrived.

These additional forces are all at WS–III. Note that the arrival of extra forces does not count as an additional scenario. No matter how many groups participate in the first scenario, there are still five more to play [though as noted in (T3.21) nothing may happen in one or more of these other scenarios].

(T3.35) ADDITIONAL KLINGON FORCES: On turn 20 of the sixth and last scenario, additional Klingon forces arrive to rescue the *Kang*.

These include one F5C, one F5B, and one F5D, representing the nearest patrolling frigate squadron (historically: *Dragon Leader, Dragon Sword,* and *Dragon Thrower).* They are placed 30 hexes in direction F from the *Kang* and at least 20 hexes from the nearest Kzinti ship, speed max, WS–III. On turn 40 of the last scenario, an overwhelming Klingon force arrives (exact description is irrelevant). All crippled Kzinti ships are destroyed or (1/6 chance) captured. All uncrippled Kzinti ships disengage automatically.

(T3.36) KZINTI CONFUSION: The Kzintis were divided into several factions, some of which wanted the peace treaty, some of which did not, some who felt that the *Kang* could not be attacked because it was under diplomatic protection, and some of which supported the treaty but felt that it was too late to salvage the negotiations. To reflect this, there is a 1/6th chance that any given Kzinti ship that arrives after the *Kang* has been found will simply disengage, allowing the *Kang* to evade.

The Kzinti player rolls a die for each ship after he has indicated their hex of entry but before he does their Energy Allocation Forms. This roll will be made for each ship in a group if a carrier group has arrived. Any ship for which the die roll is a "1" is a "factional ship" and will conduct automatic disengagement (C7.4) immediately.

A Kzinti ship that was a "factional ship" in one scenario will be a loyal Kzinti ship if encountered in subsequent scenarios, unless a subsequent die roll once more indicates that it is a "factional ship," and a formerly loyal Kzinti ship might become a "factional ship" in a later scenario in the same manner.

This rule is intended to duplicate the confusion that had broken out in the Kzinti government and high command during this period and the conflicting orders individual ship captains belonging to different cliques were receiving.

(T3.37) VARIATIONS: The campaign could be played again under different circumstances by making one or more of the following changes:
(T3.371) Replace the *Kang* with a Kzinti DN (or a DN of another race) and the pursuing Kzinti forces with a Klingon (or other race) force of similar ships.
(T3.372) The *Kang* wants to avoid contact if at all possible and will try to use terrain to its advantage as it moves back towards Klingon space. Before the start of each scenario roll for local conditions on the chart in (S5.1). Results 5, 8, or 9 are treated as result 7 [if using (S5.4) treat results of 1 and 4 as 6]. The *Kang's* starting position will have to be adjusted in some cases, and players are allowed to place the ship up to 5 hexes in any direction from a terrain feature that would destroy the ship should the terrain feature and the ship occupy the same hex. As the battles are all fought on floating maps, many of these terrain features (such as planets, black holes, pulsars, etc.) will be left behind quickly in the opening stages of any given scenario, while others will remain in effect throughout a given scenario (dust clouds, asteroid fields, nebulas, etc.)

(T3.4) BETWEEN SCENARIOS

(T3.41) REPAIR & RESUPPLY: At the end of each scenario, all ships involved in it have their shields restored to full power. The ship can use (D9.2), (D9.7), and (D14.0) during a scenario. Repairs under (G17.132) are allowed between scenarios. No additional drones or T-bombs are available, but drone racks and fighter ready racks and launch rails can be reloaded with available reloads between scenarios. No shuttles can be replaced, but spare shuttles could be broken out for use. Boarding party and crew casualties are not replaced, but wounded crew units and boarding parties recover from their wounds (G9.23).

(T3.42) SHUTTLES: Any shuttles left behind by the Klingons are lost, while those left behind (if the battle moves faster than the shuttles) by the Kzintis may be picked up by ships of that group. If the last (or only) ship in a Kzinti group is destroyed, any surviving shuttles are presumed to go to the nearest base and are out of play. They do not return to the chart as a "group."

(T3.43) CAPTURED SHIPS: Any ships captured by the Klingons are treated, in later scenarios, as additional Klingon ships.
(T3.431) The Klingons will have to provide any captured ship with a crew; this crew must be taken from the crew units and boarding parties on board the *Kang* and must be recorded before the next scenario starts.
(T3.432) The survivors of the Kzinti crews are still aboard (or they can all or in part be transferred between scenarios to the *Kang)* and must also be kept track of in case the Kzinti recapture the ship. The captured Kzinti crews cannot escape and are affected by (G9.2) and (G9.3) normally. If the Kzinti recapture a ship, they can use the "liberated" Kzinti crew units to man it.
(T3.433) There is a 50% chance during each interlude that the Klingons will figure out how to unlock the weapons on the captured ship. Drones from captured ships can be used by the Klingons as if they were Klingon drones and transferred between scenarios. Points for captured Kzinti ships are scored only if the captured ships escape with the *Kang.*
(T3.434) If the *Kang* is destroyed, but one or more captured ships are still in play, the scenario continues, with the Klingon player transported to the captured ship(s).

(T3.5) CAMPAIGN VICTORY

If the Kzinti player destroys the *Kang,* he wins a decisive victory. If he captures the *Kang,* he not only wins a decisive victory but is promoted two ranks, decorated, given a seat on the Hegemony Council, and awarded his choice of new wives for his harem. He also invites the Klingon prisoners to a Bar-B-Q at his country estate.

If the Klingon player escapes with the *Kang* (successfully disengages from all six scenarios), he wins a substantial victory. If, in addition to that, he scores 300 points against Kzinti ships based on (S2.21), he has won a decisive victory. If he scores 500 points based on (S2.21), his political power reaches the ultimate for a Klingon. With the fleet solidly behind him, he can assume the position of Dictator, reshuffle the Council to suit himself, and then launch the fleet in a high crusade to exterminate the treacherous Kzintis.

(T3.6) TACTICS

KZINTI: Do not press home an attack with the first group to spot the *Kang,* but dance your ship(s) around just within weapons range and attempt to stall long enough for another group to arrive. Consider using small ships in suicide runs to damage, perhaps cripple, the dreadnought.

KLINGON: For the *Kang,* the only possible strategy is to rapidly defeat or disengage from all pursuers. Note that hotly pursuing a smaller Kzinti ship gives the advantages of destroying it (thereby creating an important "open" spot on the chart) or being able to suddenly turn and break contact. When to spend your one allowed disengagement by acceleration must be carefully considered. Probably when you have been found by either of the two carrier groups as you can not outfight them.

The whole battle for you is a series of sacrifices. You have to determine in each case what you can sacrifice and how. When do you sacrifice your MRS (perhaps to guide a salvo of drones that may hold off a pursuing Kzinti until you can get 51 hexes away using your few turns of speed 31 in a given scenario sequence)? When do you use that one high speed disengagement? When will your marines gain you the most benefit when sent to board an enemy ship? When do you launch a shuttle as a scatter-pack? You only have so many spaces of drones; is it worth firing one now? And so on.

In every battle, time is your enemy. You can not wait, and you must force your enemy to come into range so that you can crush him, or you must get him into a position that you can force him to evade a drone salvo while you open the range. If you run into the Large Freighter, no matter where it is you should charge it and kill it. Its death might make all the difference.

Above all, thank your lucky stars that they do not have a Scout or you might have been doomed from the start.

HISTORICAL OUTCOME: The *Kang* made it.

END OF SECTION (T0.0) ADVANCED MISSIONS

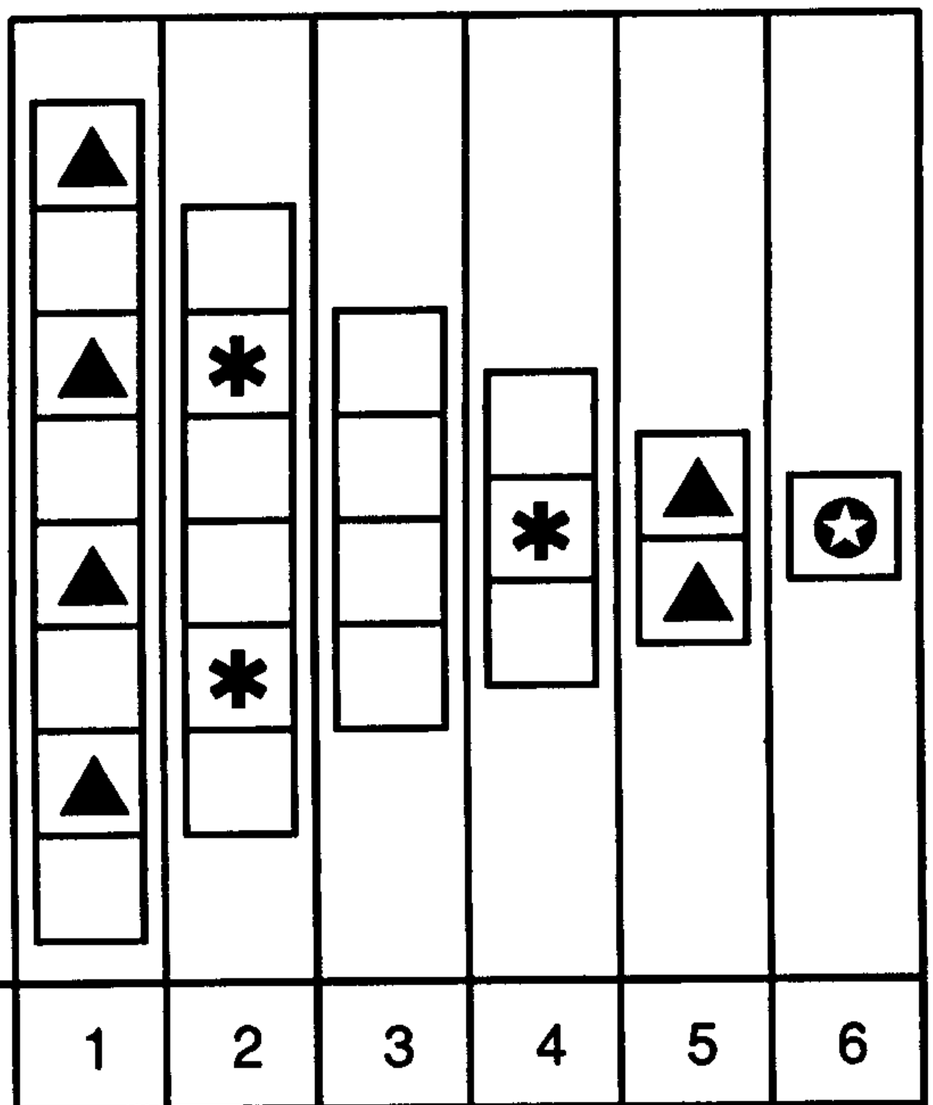
Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(U3.0) THE ADMIRAL'S GAME

This campaign simulates a major interstellar war between two opposing races. It is played as a series of scenarios reflecting the invasion of one empire by another. One player assumes the role of the attacking player; the other is the defending player.

(U3.1) CAMPAIGN MAP

The ADMIRAL'S GAME is organized into scenarios by the sketch map below.



Defense Line	1	2	3	4	5	6
Reqd to Advance	5	4	3	2	1	-

▲ BATTLE STATION

✱ STARBASE

✪ CAPITAL

The map is organized in a series of "defense lines." Note from the map that the first defense line is divided into eight sectors, the second into six, and so on. Also note the placement of starbases, battle stations, and the home planet. The home planet of the defending race is in hex 2215 of the one scenario in the sixth defense line. Bases are in hex 2215 of their respective scenarios.

(U3.2) FORCES AVAILABLE

Depending on how large the players want the scenarios to be (and how long they want to invest in the campaign), the players may use one, two, or three (or more) "Battle Fleets" below. (The Romulans cannot take more than one fleet of each type unless more than three fleets are used.)

The players may then wish to add one Carrier Fleet or one Fast Patrol Fleet to the overall mix. Note that "Fleet" in this case refers to a "package" of ships and does not require any particular deployment pattern. If a Carrier Fleet is added, add two fighter modules to each BATS (class I fighters), four to each starbase. If a Fast Patrol Fleet is added, add one PF module to each BATS, two to each starbase. Players could add one fleet of each type (Carrier and PF), in which case the CVAs could be replaced with SCSs and the bases would get both types of module.

The players may also choose to add a Support Fleet with various optional and additional ships. Note that Support Fleets come with several elements (Survey ships, Minesweepers, Commando ships), and the players could agree to delete all of the Commando elements or whatever. If the minesweepers are added, players should add one standard minefield package to each BATS, three to each starbase, and six to the capital planet.

Each of the Battle Fleets presented here are fully refitted (exception: no mech-link refits have been installed, and none of the fighters have been given "C" refits or type-III drones) and equipped with fast drones.

Some of the listed units in some fleets may be in other products (new races are in C1 and C2; some of the Romulan old units are in Module R4). Use an appropriate and equivalent vessel as a substitute for any vessel not within the products you have available. Likewise, if you have other, more advanced products, you could use units from them with appropriate BPV cost adjustments. For example, the Federation could replace its DN+s with DNGs, but would have to delete a frigate to keep the cost in line. If you have Module R5, you could add one battleship to each race.

Players might select their own fleets within an agreed point total and the restrictions of (S8.0).

BATTLE FLEETS

FEDERATION: ..... 2xDN+, 2xCC, 6xCA, 6xCL, 6xDD, 6xFFG, 2xSC, 1xTug.

KLINGON ..... 2xC8/C9, 2xD7C, 6xD7, 6xD6, 7xF5, 3xE4, 2xF5S, 1xTug-B.

ROMULAN #1..... 2xCondor, 1xSupH, 1xNH, 5xFH, 5xSpH–A, 5xSkH–A, 5xSeH–A, 2xSkH–F, 1xSpH–H.

ROMULAN #2..... 1xK9R, 3xKRC, 3xK7R, 8xKR, 10xK5R, 3xK4R, 2xK5S, 1xKRT.

ROMULAN #3..... 3xKE, 9xWE, 9xBH, 9xSNB, 9xSNA, 2xSE, 1xFE.

ROMULAN #4..... Condor, K9R, NovaHawk-K, KRL, King Eagle, 2xFireHawk-K, K7R, 3xWar Eagle, 2xSparrowHawk-A, 2xKR, 3xBattle Hawk, 2xSkyHawk-A, 2xK5R, 3xSnipe-B, 2xSeaHawk-A, 2xK4R, 3xSnipe-A, SkyHawk-F, Scout Eagle, KRT.

KZINTI..... 2xDN, 2xCC, 5xBC, 6xCL, 5xDD, 6xFF, 2xSF, 1xTug-T.

GORN..... 2xDN, 2xCC, 6xBC, 6xCL, 10xDD, 2xSC, 1xTug.

THOLIAN..... 2xDN, 2xCC, 6xCA, 6xDD, 6xPC+, 6xPC, 2xSC, 1xCPC.

HYDRAN..... 2xPal, 1xLM, 1xLB, 3xRN, 3xDG, 4xKN, 4xLN, 5xHN, 5xCU, 2xSC, 1xTug.

LYRANS..... 2xDN, 2xBC, 2xCC, 5xCA, 6xCL, 6xDD, 7xFF, 2xSC, 1xTug-P.

ISC ..... 2xDN, 2xCC, 3xCA, 3xCL, 3xCS, 2xDDL, 4xDD, 6xFF, 2xSC, 1xTug.

CARRIER FLEETS: The units in parenthesis are for each carrier listed with them. See the carrier's listing in the "R" section. All escorts will have full aegis unless the description for a given escort (e.g. Snipe–E) indicates that the class never received it or unless the scenario is set before Y175. Most of these units are in Module J; some are in Modules R2, R3, and R4.

FEDERATION:..... 1xCVA (ECL, 2xDE; 12xF14, 12xA10, 2xSWAC), 1xCVS (DE, FFE; 12xF18), 1xCVB (DE, FFE, 12xF15), 2xFFV (FFE, 6xF18).

KLINGONS:..... 1xC8V (AD5, 2xF5E, 6xZ-D, 18xZ-Y), 1xD7V (AD5, F5E, 12xZ-Y), 1xD6V (AD5, F5E, 10xZ-V), 2xF5V (F5E, 8xZ-V).

ROMULAN #1:..... Condor-V (SparrowHawk-M, 2xSkyHawk-E, 12xG-II, 12xG-SF) 2xSparrowHawk-B (2xSkyHawk-E, 8xG-II, 8xG-SF), 3xSkyHawk-B (SeaHawk-E, 4xG-II, 4xG-SF). You could substitute a SupH–B for the Condor–V.

ROMULAN #2:..... 3xK7V (2xK4D, 6xG-II, 6xG-SF), 3xKRV (2xK4D, 4xG-II, 6xG-SF).

ROMULAN #3:..... .7xWarHawk {each WarHawk group has two WarHawk carriers}(BattleHawk-E, Snipe-E, 5xG-I, 5xG-F).

ROMULAN #4..... Condor-V (SparrowHawk-M, 2xSkyHawk-E, 12xG-II, 12xG-SF), KRV (2xK4D, 5xG-II, 5xG-SF), SparrowHawk-B (2xSkyHawk-E, 8xG-II, 8xG-SF), 2xSkyHawk-B, (SeaHawk-E, 8xG-II, 8xG-SF), 2xWarHawk {each WarHawk group has two WarHawk carriers} (BattleHawk-E, Snipe-E, 5xG-II, 5xG-SF).

KZINTI:..... CVA (2xMAC, 1xAFF, 6xDAS, 18xTAAS), CVS (MAC, AFF, 12xTAAS), CVL (MAC, AFF, 9xTAAS), 2xCVE (AFF, 6xTAAS).

GORNS:..... 5xCV (CE, DE, 6xG18, 6xG10).

THOLIANS:..... CVA (2xPCE, 12xSpider-II, 12xSpider-III), 4xBlack Widow (PCE, 4xSpider-II, 4xSpider-III).

HYDRANS:..... Iron Duke (Aegis Lancer, 2xAegis Hunter, 6xStinger-H, 24xStinger-2), Cavalier (Aegis Lancer, 2xAegis Hunter, 3xStinger-H, 24xStinger-2), Uhlan (Aegis Lancer, 2xAegis Hunter, 2xStinger-H, 20xStinger-2), 4xScythian (Aegis Hunter, 6xStinger-2).

LYRANS:..... 2xCV (CWE, 2xAFF, 12xZ-Y), 3xCVL (CWE, DWE, 12xZ-V).

ISC:..... CVA (CE, 2xDE, 16xSF, 8xTF), CVS (CE, DE, 8xSF, 4xTF), CV (CE, DE, 8xSF, 4xTF), 2xCVE (FFE, 8xSF).

FAST PATROL FLEETS (All of these units are in Module K)

FEDERATION:..... 4xNPF (PFs) or 4xNVH (heavy fighters).

KLINGONS:..... 2xD6P, 2xD5P.

ROMULANS:..... KRP, SparrowHawk–E, SkyHawk–C, 2xCH.

KZINTIS: ..... 2xNT, 2xMPFT.

GORN:..... 2xPFT, 2xHDP.

THOLIAN..... 4xPFT (2 could be CW variants).

HYDRAN:..... 2xPegasus, 2xNPF.

LYRAN:..... 2xPFT, 2xPFW

ISC:..... 4xPFT

SUPPORT FLEETS

FEDERATION:..... 2xCommando Cruiser, 2xMinesweeper, 1xGalactic Survey Cruiser, 1xLight Survey Cruiser, FRD.

KLINGON:..... 2xD6G, 2xF5M, 1xD7E, 1xD6E, FRD.

ROMULAN #1:..... 3xCommando Eagle, 3xPelican, 3xPioneer Eagle, FRD.

ROMULAN #2:..... 2xKRG, 2xK5M, 2xKRE, FRD.

ROMULAN #3:..... 2sSkyHawk-G, 2xSkyHawk-D, 2xSparrowHawk-C, FRD.

ROMULAN #4..... Commando Eagle, SkyHawk-G, Pelican, K5M, SkyHawk-D, KRE, SparrowHawk-C, FRD.

KZINTI:..... 2xCMG, 3xMinesweeper, 2xSR, FRD.

GORNS:..... 2xHCD, 3xMinesweeper, 2xSR, FRD.

THOLIANS:..... 2xCMP, 2xMinesweeper, 2xWeb Tender, FRD. In a non-historical "Tholian Offensive" the WTs could be replaced by commando ships or minesweepers, and CW variants could be used.

HYDRANS:..... 2xCataphract, 3xPicador, 2xOutrider (2xStinger-2), FRD.

LYRANS:..... 2xCWG, 3xMinesweeper, 2xPrairie Cat, FRD.

ISC:..... 2xCCL, 2xMinesweeper, 2xSR, FRD.

Note that the tugs have all basically been reduced to the level of high-speed cargo and personnel transports. Players may wish to add the various pods to the campaign, but are cautioned that some of these will make a given race's tug into warship with more strength than the corresponding tug of another race, and others have no corresponding pods (such as the Romulan KRT).

CAPITAL DEFENSES

Class M Planet..... in 2215. (Hydrans use a planet that is 7 hexes total.)

Starbase..... in 2217. Has 2 cargo, 2 power, 2 fighter modules. Class II fighters.

BATS..... in 2014 and 2414. Has 1 power, 2 fighter modules. Class II fighters.

Ground units..... 18 Ground-based Defense Phasers (distributed evenly).

DefSats..... 24 (6 in each of 4 concentric orbits, distributed equidistant within each orbit).

Modules..... PF modules replace power modules on the bases when used. If not using carrier fleets, replace fighter modules with cargo modules.

Bases..... In clockwise orbit. Owning player sets rotation rate.

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(U3.3) CAMPAIGN FORMAT

The campaign is played in several "rounds," each representing the scenarios played on one defense line. Each round consists of three steps:

1. Organization
2. Scenarios
3. Post-scenario reorganization

Each of these steps is described below.

Each player's forces are divided into two groups: "forces available" and "reserve." Additionally, certain ships may be detached to guard or screen bases. At the start of the campaign, the attacking player will have all of his forces in the "forces available" pool. The defending player will have half of his ships in the "reserve" pool and half in the "forces available" pool. Carrier groups will be divided between the two pools as evenly as possible (optionally, the defender can place all of his carrier groups in reserve at start, but he can not place them all in the forces available pool at start), but each carrier must have its escort group with it at all times.

(U3.31) ORGANIZATION: Both players divide up their available forces into a number of groups equal to the number of sectors in that defense line (eight in the first round). Each group is assigned to a given sector.

(U3.311) No more than 12 and no less than 2 ships (not counting bases) are assigned to each sector; any unused ships are placed in the reserve.

The attacking player may assign a total of 14 ships if the scenario includes an enemy starbase and his flag ship is a DN or BCH; this represents the use of command points in Fed and Empire. The fourteenth ship would have to be a scout. Note that the maximum force a Romulan Battle Fleet #3 could bring to bear would be only 13 ships because their best command ship is a King Eagle.

(U3.312) This division of forces is done secretly, but all the ships to be used in any given battle must be within the command limits of a designated command ship for that battle. Both players expose their deployments simultaneously, thereby establishing the scenarios of that round. See (S8.2) and Annex #3 for command ratings. The limitations of (S8.3) apply, except that if all non-command ships are committed and other command ships are available; they can be added to the deployed forces up to the limits.

(U3.32) SCENARIOS: The scenarios are based on (SG2.0) FLEET ACTION. If there is a base or planet in the scenario, it is placed in 2215 and the scenario is based on (SG8.0) ASSAULT ON A STARBASE. The scenario is then resolved normally. Each scenario cannot end until all units belonging to one player have been destroyed, captured, or forced to disengage. Weapons status (S4.0) should be rolled for in every scenario not involving a planet or base by both players. In any scenario involving a base or planet, the defender should roll under (S4.0), but the attacker will know where the base is and be coming in to attack at WS–III. Local conditions (S5.0) can also be used but in base scenarios, any terrain inimical to the existence of the base, e.g. black holes, pulsars, asteroid fields, dust clouds, etc., is treated as "open space."

(U3.33) POST-SCENARIO REORGANIZATION: This step is different for the attacker and defender. The defender resolves his reorganization first.

(U3.331) DEFENDER: The defender reorganizes his fleet according to the following steps:

1. Determine if the enemy has advanced (U3.41). If not, skip to step #4.
2. Determine if any bases have survived in the defense line just resolved.
3. Assign ships to remain with bases left behind (U3.42).
4. Add all ships in reserve, and new construction, to available forces.
5. At the player's option, send some of the ships in the available forces pool for overhaul. These are repaired as per (U1.4) and placed in reserve.
6. Conduct post-scenario repair, resupply, and reloading as per (U1.1), (U1.2), and (U1.3). All forces have access to operational repairs (G17.133).

This completes the post-scenario reorganization step for the defender.

(U3.332) ATTACKER: The attacking player reorganizes his fleet according to the following steps:

1. Add all ships that remained on the board at the end of their scenarios to available forces.
2. Add all ships in reserve, and new construction, to available forces.
3. Add all ships that disengaged to the reserve forces.
4. At the player's option, send some of the ships in the available forces pool for overhaul. These are repaired as per (U1.4) and placed in reserve.
5. Conduct post-scenario repair, resupply, and reloading as per (U1.1) (U1.2), and (U1.3). All forces have access to operational repairs (G17.133).
6. Assign ships from the available forces pool to screen bases left behind (U3.42).

This completes the post-scenario reorganization for the attacking player. Play then resumes with the next defense line (if the attackers advanced), or the previous line is repeated (if the attackers did not advance).

(U3.4) CAMPAIGN RULES

(U3.41) ADVANCE: The object of the game is for the attacking player to penetrate all six defense lines and destroy the enemy's home planet. The attacking player cannot do this unless his forces advance, that is, move forward to the next defense line each round.

(U3.411) The attacking player cannot advance unless his ships are the only ones remaining on the board at the end of a certain number of the scenarios in each defense line. The number of required scenarios is shown in the illustration in (U3.1). If no advance is possible, the current defense line must be replayed in the next round.

(U3.412) Should it occur that the defending player is the last to have ships on the board in every scenario in a given defense line (or all but one scenario on Defense Line #2 or #3, or all but two scenarios on Defense line #1), the attacking player actually retreats one defense line; that is, he must replay the previous defense line. For example, the attacking player "loses" all three scenarios in the fourth defense line; during the next round, the third defense line will be used. If bases had been left behind in a defense line that is being used again, those bases remain active and the ships left behind with them (or screening them) are fully repaired and added to the available forces pool, as are the ships that screened these bases.

(U3.413) When fighting on Defense Line #6, each player can use up to 12 ships; the attacker might use 14 ships under (U3.31). Command limits must be adhered to. Any unused ships remain in reserve awaiting developments.

(U3.42) BASES LEFT BEHIND: If a base (U3.1) is not destroyed in a given defense line, and the attacking player advances, the base is left behind in the enemy rear.

(U3.421) Defending ships may be assigned to remain with a base left behind.

(U3.422) The enemy must assign four ships if it is a battle station (six if it is a starbase), plus one ship for every ship left behind with the base by the defending player, to screen the base. These ships are not available to the players unless the attacking player retreats to this defense line at a later time. The attacking player can reorganize, rotate, and replace these ships during each subsequent round.

(U3.423) The attacking player then has the option of playing a scenario using those ships to attack the base or simply declaring the base to be "screened" (effectively ignoring the situation). If he elects to attack, the scenario is played along with the current round of scenarios.

(U3.424) If the attacking player does not use his option to attack the base, the defending ships at the base have the option to "sally" and attack the screening forces. Each player forms a battle force within the command limits of a selected flagship, and the scenario is played along with those of the current round.

(U3.43) CAPTURED SHIPS *(Optional Rule):* If an enemy ship is captured during one of the scenarios, certain adjustments are made. The friendly ships which participated in that scenario are designated as an "advantaged fleet." This advantaged fleet must participate in the next round as a fleet in one specific scenario (or the advantage is lost), except that two ships may have been added to the fleet. (If the fleet included at least three ships at the end of the scenario in which an enemy ship was captured, one of these ships could be transferred out of the fleet.) The capturing player has two choices as to how to use his advantage in that scenario. Only one "advantaged fleet" can be created for each scenario of a given round in which one or more enemy ships was captured. The advantage lasts only during the next round. Since each round has fewer scenarios than the last, if every scenario in a given round results in the capture of an enemy ship, some "advantaged fleets" will have to be broken up.
(U3.431) ADVANTAGE OPTION #1: On the first turn that weapons are fired by the advantaged fleet, every fourth hit scored will count as an internal hit, not a shield hit. The captured ship is removed from the game and not used in that scenario. If you are already using (D3.6), count the fourth and fifth hits out of each five as internals.
(U3.432) ADVANTAGE OPTION #2: The captured ship is used to "infiltrate" the enemy fleet. The non-advantaged player sets up his ships in any hex not within 10 hexes of a map edge. All must be facing the same direction at the same speed (less than 10) and can have all weapons armed. The advantaged player then sets up his ships. The captured ship (which is fully operational — it can fire its weapons — within the limits of repairs made by damage control) is placed adjacent to one enemy ship. The other ships of the advantaged fleet are placed in any hexes more than three hexes from the nearest enemy ship. All ships of the advantaged fleet are at WS–III and can be placed with any facing at any speed less than 10. The scenario then begins, with the first impulse representing the instant at which the non-advantaged fleet discovered the trick. The non-advantaged fleet may not fire weapons during the first impulse.

(U3.44) EXHAUSTION: After 20 rounds, exhaustion of resources becomes a factor with the attacker's forces, which are operating far from their home bases. Beginning with the post-scenario reorganization after the 20th round (and after all subsequent rounds), all attacking ships have a maximum assumed damage control rating of "2" for purposes of (U1.1) repairs under (D9.4). Also, when a ship is sent for overhaul, roll one die. If the result is 1-3, the ship is placed in reserve. If the result is 4-6, the ship remains in overhaul until the next round, when the die is rolled again.

After 30 rounds, these conditions apply to the defender.

(U3.45) CONSTRUCTION: Each player receives 3 War Cruisers and 4 War Destroyers at his home planet each round. One CW can be a leader variant or a carrier. If a carrier is selected, it will have class two fighters and two of the DWs will be DWAs for that race. One of the DWs can be a DWL. One of the CWs and one of the DWs can be any other non-carrier variant. All ships come with the appropriate fighters, if any. There are some exceptions as follows:
(U3.451) The ISC never built War Cruisers or War Destroyers and receives two CLs (one of which can be a CS) and three DDs (one of which can be a DDL or a DDG). If one CL is selected to become a carrier, two of the DDs will have to become DEs to provide escorts. The ISC player can select a CVLS (replacing the PPD equipped CS) or a CVL (replacing the plasma equipped CL) at his option, but not both.
(U3.452) The Hydrans do not currently have a War Destroyer design and will build normal DDs. In addition, on odd numbered rounds they build two hellbore CWs and one fusion CW; on even numbered rounds they build two fusion CWs and one hellbore CW. Each round they build two Knights and two Lancer DDs. Any DEs must be converted from Lancers.
(U3.453) The Kzinti and Federation build five FFs in place of four DWs unless you have Modules R1 and R2, in which case they can build their War Destroyers in those products.
(U3.454) The Klingons build F5Ls in place of War Destroyers. (An F5W may appear in a future product.)
(U3.455) The Tholians build their standard DD as a War Destroyer.
(U3.456) Players may, by mutual agreement, add one CC to each production round and one DN to every second production round. These could be the equivalent carrier hulls. Alternatively, any other mutually agreeable production schedule could be used, reflecting the tastes of the players and the ships available in products they may own.
(U3.457) Players may wish to use two or three times this production rate, particularly if using larger initial fleets.
(U3.458) If using Carrier Fleets, give each player 36 replacement fighters per round. If using Fast Patrol Fleets, give each player 20 replacement PFs per round (including 2 leaders and 2 scouts). Unneeded replacements can be accumulated, but cannot be used unless there is a base/ship for them to operate from. The Federation receives one SWAC per round.
(U3.459) Each player can convert two of the ships in his reserve group to any variant each round.

(U3.46) HOW TO WIN: Victory for the attacking player is defined as destroying the enemy home planet (or, more correctly, to render it uninhabitable). To accomplish this he must score at least 200 points of damage on each of the six hex sides. (Hydrans use a planet that is 7 hexes total; score 67 points on each of 18 hex sides to win.) All such damage must be scored during a single scenario.
(U3.461) Victory for the defending player is defined as winning six of the eight battles on Defense Line #1. This will probably require stopping the enemy at some deeper defense line, forcing him to retreat to Defense Line #1, and then defeating him on that line.
(U3.462) Should a single defense line be played four consecutive times, without the attacker being able to advance or the defender being able to force him to retreat, the war is declared over (a stalemate). The attacker retreats two defense lines (if on line #1 or #2, this results in "line #0") and then abandons any further defense lines which have uncaptured defending bases. The attacker is assumed to have taken any defense lines he then occupies as conquered territory.

Stalemate on Defense Line #0..... Draw
Stalemate on Defense Line #1..... Marginal Victory
Stalemate on Defense Line #2..... Tactical Victory
Stalemate on Defense Line #3..... Substantive Victory
Stalemate on Defense Line #4..... Strategic Victory

EXAMPLE: The Klingon player has tried four times to penetrate Defense Line #4, but has failed, winning only a single scenario each time. The war is then declared to be over. The Klingon player retreats to Defense Line #2. However, because he never captured one of the starbases on this line, he must retreat further to Defense Line #1. He is then assumed to have captured the territory represented by that defense line.

NOTES: Campaign (U4.0) is in Module J.

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(U5.0) ADMIRAL KOSNETT'S WAR

After Operation Cavalry exhausted itself crippling a Klingon starbase (which the Klingons soon repaired), the Federation-Klingon frontline slipped back into a period of static warfare. Main fleet elements were shifted to other theaters where the threat, or the chance of success, was greater.

Promoted to admiral, Phil Kosnett was responsible for a broad sector of the frontier. During Y183, he conducted a series of operations against Klingon forces designed to destroy them in a war of attrition. The key to his plan was to secretly assemble a strong force opposite a vital border area, probe the Klingon minefields, and then destroy the piecemeal forces that responded to the threat. In this way, he would always be massing a greater force than the enemy, winning a cheap victory and a steady improvement in the overall balance of forces. He conducted five operations of this type, with varying degrees of success.

(U5.1) CAMPAIGN ORGANIZATION

Two players participate in this Mini-Campaign: the Klingon player and the Federation player (Admiral Kosnett). The players will play a series of five scenarios as described in (U5.2).

(U5.2) SCENARIO ORGANIZATION

(U5.21) INITIAL SET UP

TERRAIN: The Klingon player sets up a standard minefield (M6.2) in hex rows 20xx-24xx. It is controlled by the Klingons.

FEDERATION: CC+ (Legendary Captain, outstanding crew), CVL+ (6xF-18; this is a GSC with six fighter ready racks, operating as a true carrier), 2xNCL+, FFV (6xF–18), FFA, MS+, SC+. All Federation ships enter the map on turn 1, speed 24, heading E, within five hexes of 4220, WS–III. (These are the historical ships. If you do not have Modules J and R2, use: CC+, CVS+, NEC, NCL+, FFE, MS+, SC+.)

KLINGONS: All Klingon units arrive anywhere on the 01xx map edge, speed max, heading B or C, WS–III. Klingon Forces are described in (U5.3) below.

(U5.22) LENGTH OF SCENARIO: Each scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged. Klingon reinforcements not yet received are included in this; the scenario cannot end if Klingon reinforcements are still expected, unless the Federation forces withdraw or are destroyed.

(U5.23) LENGTH OF CAMPAIGN: The campaign continues until Kosnett's forces are defeated, or five scenarios are played, or the one side concedes the campaign, whichever occurs first.

(U5.3) KLINGON FORCES

Klingon forces are variable. Neither player knows what Klingon units will be in the area when Kosnett makes one of his sorties or how fast they will be able to react. These rules reflect this.

(U5.31) ARRIVAL: The Klingon player starts with no units on the board. He will receive six separate sets of reinforcements over the length of the scenario. Each group of reinforcements is known as a "force." The exact composition of each force is determined at the time of its arrival. This is determined by rolling a single die and consulting the chart below:

Force	Die Roll					
	1	2	3	4	5	6
A	6xZ-2	6xZ-V	3xG1+	2xG2	None	1xF5K
B	6xZ-Y	6xZ-V	3xG1+	2xG2	None	1xF5L
C	12xZ-V	6xG1+	1xD6D	1xF5K	None	1xQS-S
D	1xF5K	2xF5K	1xD6K	1xF5M	None	1xQS-L
E	3xD6K	3xD5K	3xD7K	1xD7VK	None	1xD6P
F	1xD7L	1xD6K	1xC8K*	3xF5K	None	1xD5K

*The C8K will be accompanied by two D5Ks and two F5Ks.

Each of the 36 listed combinations can only occur once during the campaign. If alternative #3 for force A has already been used, shift to the right until an unused force is found (in this case, #4, or #5 if #4 had also been used). If column #6 has been used, shift to column #1. Carriers have their fighters; PFTs have their PFs. All fighters and PFs have booster packs. A "none" result is accepted if received; it indicates that the forces responding are too far away to reach the area in time.

Each group of three D6s includes one D6D; each group of 3 D7s includes a D7L or D7D at the Klingon player's option; each group of three F5s includes one F5L and can include one F5D at the Klingon player's option; each group of three D5s includes one D5L and can include one D5D at the Klingon player's option; the D7VK arrives with a squadron of Z-Y fighters and its escorts. PFs come in standard flotillas with one leader and one scout.

(U5.32) TIME OF ARRIVAL: The arrival time of each Klingon force is determined by the following procedure. The Federation forces arrive on the board and begin to map the minefield, with the objective of sweeping a hole through it. This will force the Klingons to react. At the end of turn 1, the Klingon player draws a card from a deck of ordinary playing cards. This will determine the number of turns until force "A" arrives. (J=11, Q=12, K=13.) If an ace, force A arrives on turn 2; if a 5, on turn 6; if a Q, on turn 13. When a force is scheduled to arrive, it arrives at the start of that turn. (The Klingon player exposes the card before Energy Allocation.) At the end of that turn, the Klingon player draws a card to determine the arrival time of the next force. This is repeated for the six forces scheduled to arrive during that scenario.

Alternatively: use the Battlecard 2D6 number (the boxed number in the upper left) as the turn of arrival by drawing a card and adding one to the number at the top of that card (turns 3-13).

(U5.4) SPECIAL RULES

(U5S.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. Fed ships can only exit off of the 42xx map edge, Klingon ships only off the 01xx map edge.

(U5S.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(U5S.421) If using the optional MRS shuttles, the CC+ and the CVL+ have MRS shuttles. The Klingons can have one MRS shuttle each on the D7L, D7V, D5L, on one of any arriving group of three D6 or D7 cruisers, and C8.

(U5S.422) If using EW fighters, one of the F–18s on the CVL+ might be an F–18E and one fighter on the D7V is an EW fighter. If the Klingon player's reaction force is 12 Z–Ys, one of them can be an EW fighter. If not using EW fighters, the EW fighters will be standard fighters of the most common type in the squadron.

(U5SS.423) The six G1s on the D6PFT are a standard flotilla including one leader and one scout. If six G1s arrive at one time independently, they will be a standard flotilla including one leader and one scout. If three G1s arrive, they will all be standard PFs, no leader or scout types.

(U5S.43) COMMANDER'S OPTION ITEMS

(U5S.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 (U5.51) as victory points for the enemy; the MRS shuttles do count against the 20% allowed to the ships they are on.

(U5S.432) All drones are "fast," i.e. speed–32. Each drone-armed ship can have special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(U5S.44) REFITS: All ships and PFs have received all refits.

(U5S.45) Use the advanced minefield rules. Klingons have one package (M6.2) of mines; captor mines can only be type A, C, and D.

(U5S.46) In between each scenario, the Federation player can repair all of his surviving ships to the limits of (G17.132) and can replace all of his F–18 fighters. One old-type CL is available to be added to his fleet if one of his other ships is destroyed. Ships sent to overhaul (U1.4) are out for that round; the old CL could replace one of them; the repaired ship would then assume the role of the CL.

(U5S.47) *(Optional)* Roll for pilot quality on (J6.1); all replacements are green.

(U5.5) VICTORY CONDITIONS

(U5.51) SCENARIO VICTORY: Use the Modified Victory Conditions (S2.201) to determine victory in each scenario. Award the Federation player five points for each mine destroyed.

(U5.52) CAMPAIGN VICTORY: Each scenario is worth one general accounting point to the victor.

Additionally, the total points scored (discounting mines) in all five scenarios is determined. The player with the higher score in this overall total receives general accounting points as follows:

If enemy casualties are 100-125% of your own, 0 GA points.
If enemy casualties are 126-150% of your own, 1 GA point.
If enemy casualties are 151-200% of your own, 2 GA points.
If enemy casualties are 201-300% of your own, 3 GA points.
If enemy casualties are over 300% of your own, 4 GA points.

The winner is the player with the higher total of general accounting points. The maximum possible score is 9. Admiral Kosnett's success is rated as follows:

0-3 points: ..... Abysmal failure, court-martialed for incompetence. Kosnett has probably cost the Federation the war.

4-5 points: ..... Kosnett has managed to break even in a war of attrition (which the Federation should never have been in). Kicked upstairs, he will never sit in a captain's chair again.

6-7 points: ..... Kosnett has done well. Klingon forces are weakened, and Federation forces can be spared to seek a decisive battle. Kosnett is decorated and promoted.

8-9 points: ..... Kosnett is probably the greatest admiral the Federation has ever produced. He will command all allied forces in the final campaign and be fleet supreme commander by the end of the war (assuming, of course, that he lives).

(U5.6) FASTER KLINGON ARRIVAL *(Optional)*

Each time a card draw is called for, draw cards for the next two forces instead of the next one force. For example, on turn 10 the Klingons might draw a 5 for force A and a 9 for force B. On turn 15, force A arrives. Two more cards are drawn: a Q for force C (turn 27) and an Ace for force D (turn 16). On turn 19, force B arrives and two more cards are drawn. Again, Battle Cards can be used for this by adding one to the number pulled.

(U5.7) ADMIRAL STOCKER'S WAR *(Variant)*

Transfer the entire command to the Romulan border, where another admiral (Anthony J. Stocker, who started the General War as commodore and captain of the Command Cruiser *Lexington)* is waging a similar campaign of attrition. All rules remain the same, but the following chart is substituted for (U5.31).

	Die Roll					
Force	1	2	3	4	5	6
A	6xGI	6xGF	3xCen+	2xSEA	None	1xSKA
B	6xGFSF	6xGSF	3xCen+	2xSNB	None	1xQS-S
C	12xGSF	6xCen+	1xKRB	1xSKA	None	1xQS-L
D	1xBHR	2xBHR	1xKRM	1xSKD	None	1xSKD
E	3xKRB	3xSP?	3xK7RB	1xSPB	None	1xSPE
F	1xKRL	1xKE	CON+*	3xSK?	None	1xSKC

*The Condor will be accompanied by two SPAs and two SKAs.

The "?" indicates that the player can select any variants except a SPB, SPE, or SKC; minesweepers cannot be selected; carrier escorts cannot appear without their carriers, and carriers cannot appear without escorts. The player can one time substitute StarHawks for an arriving group of PFs; each group of six PFs includes one leader and one scout; the three SparrowHawks can include one leader version; the three SkyHawks can include one leader version; the SPB arrives with its escorts and the best available fighters.

(U5.8) VARIANT: ANY BORDER

Transfer the action to any border. All rules (U5.2-5) remain the same except for the following modifications:

(U5.82) SETUP
TERRAIN: Minefield (controlled by defender) same as (U5.21).
ATTACKER: CC, CVS (with two standard escorts), 2 x CW, CWM, CWS. Fighters are all fighter "C" as given in the chart below. One ship is in "reserve."
DEFENDER: As given by the chart below.

	Die Roll					
Force	1	2	3	4	5	6
A	6xFtr A	6xFtr C	3xPF	2xPol	None	1xDW
B	6xFtr B	6xFtr D	3xPF	2xPol	None	1xQS-S
C	12xFtr C	6xPF	1xCA	1xDW	None	1xQS-L
D	1xDWL	2xDW	1xCM	MS/DWM	None	1xCWM
E	3xCA	3xCW	3xCW	1xCWV	None	1xCWP
F	1xCC	CA/CM	1xDN	BCH	None	1xCW

SPECIFIC SHIP SELECTIONS FOR ANY BORDER (U5.8)

RACE	FED	KLINGON	ROM	KZINTI	GORN	THOL	HYDRAN	LYRAN	ISC
CVS†	CVS	D7V	SpHB	CVS	HDV	BW	NVS	CVL	CVL
CL	CL	D6B	WE	CL	CL	C	HR	CL	DDG
FTR–A	F20	Z2	GF	HAAS	G20	SP1	STF	Z2	AF
FTR–B	F14	ZY	GFSF	TAAS	G18	SP3	ST2	ZY	SF
FTR-C	F18	ZV	GSF	HAAS	G12	SP2	ST2	ZV	FSF
FTR–D	A10	ZD	G2	DAS	G10	SP2	STH	ZV	TF
DW	DW	F5W	SKA	DW	BDD	DD	CRU	DW	DD
DWL	FFB	F5L	SKL	DWL	BDL	DD	WAR	DWL	DDL
CW	NCL	D5	SPA	CM	HDD	CW	HR	CW	CL
CWV†	NVL	D5V	SPB	MCV	HDV	2xBW	COS	CVL	CVL
CWP	NPF/NVH	D5P	SPE	MPF	HDP	PFT	NPFT	CWP	PFT
CM	NCC	D7D	SPL	MCC	CM	NCL	MON	CWL	CS
CA	CA	D7K	FH	BC	BC	CA	RN	CA	CA
CC	CC	D7L	SUP	CC	CC	CC	LM	CC	CC
BCH	BCG	C7	NH-K	BCH	BCH	DP	OL	BCH	DNT
DN *	DNG	C8K	CON	DN	DN	DPW	PAL	DN	DN

† Includes standard escorts and class-II fighters from ship description.
PF: 6xPF is a standard flotilla of the most common combat type (Centurions for Roms, Harriers for Hydrans); 3xPF is just that, with no leader/scout.
3xDW/CW/CA = 2 normal ships +1 variant (not a PFT, carrier, escort, minesweeper, tug, LTT, or destroyer transport).
*DNs never travel alone and will be accompanied by two standard War Cruisers and two standard War Destroyers.

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(U7.0) CAMPAIGN NOTES

This section includes various notes and information useful in running campaign games. Note, these are suggestions and guidelines, not hard-and-fast rules.

Sections (U7.1) and (U7.2) deal with technology transfers between races. It is strongly suggested that no such transfers be allowed, but if the players of a given campaign insist on using foreign technology, these sections will provide some restrictions on what all too often becomes a free-for-all.

These sections also provide a general data of the availability to the original race of certain unique items, some of which may be further defined elsewhere in the rules.

(U7.1) SPECIAL ITEMS

Certain items of equipment are so technologically unique that they must be treated with special care. These include Federation SWAC shuttles, Klingon stasis field generators, ubitron interface modules, maulers, and cloaked decoys. These are designated as "special items." The production and use of each copy of a special item must be recorded individually (including items manufactured by other races).

EXAMPLE: The Federation produces one SWAC shuttle every third month. Every SWAC shuttle produced during the campaign is recorded individually (just as ships are). The Federation player will/must know at any given time exactly where all of the SWAC shuttles he has ever produced are located. (If one has been captured, that fact is sufficient; he may not know what the enemy is doing with it.)

(U7.11) PRODUCTION RATES

(U7.111) Any race with SWAC technology can produce one SWAC shuttle every third month. The Federation, initially the only race with this technology, can begin producing the shuttles in Y170 but cannot use them until Y171. (The production cost of a SWAC shuttle is equivalent to a frigate, but does not take up a frigate build.)
(U7.112) Any race with SFG technology can modify one ship to use an SFG during any one-year period. The Klingons, initially the only race with this technology, can begin producing SFGs in Y165. The cost of adding an SFG to a ship is equal to the cost of a frigate, but does not take up a frigate build. This rule does not increase the availability of C9A, C7A, D7A, or D5A ships. It specifies the maximum C9A, C7A, D7A, and D5A production rate, e.g. the maximum number of SFG devices that can possibly be available for installation on such ships. These SFGs could be installed on starbases (R1.1A).
(U7.113) UIMs are generally available to Klingons, Lyrans, and LDR (D6.56), but are "foreign technology" to other races available only when captured. DERFACS is standard technology (U7.26) to all disruptor-using races after introduction (E3.62).
(U7.114) Maulers are available to the Romulans as special items and can only be produced as special items by races other than the Romulans if the technology is provided to that race by the Romulans. The Romulans can sell or trade maulers and/or the technology to build them to their allies. (It has never been determined if the Andromedans designed their own maulers, in which case they would be extra-galactic technology that cannot be captured, or if they copied Romulan maulers. Players may adopt either theory in their campaign.)
(U7.115) Romulan cloaked decoys are covered in (G27.72).
(U7.116) Web casters are covered by (R7.R2), not this rule.
(U7.117) Web anchors are covered by (G26.1), not this rule.

(U7.12) TECHNOLOGY TRANSFER: Races can acquire the technology to produce special items by capturing it, purchasing it from a pirate or ally, or as a gift from an ally (rarely from a pirate).
(U7.121) Enemy races cannot begin the construction of special items until one year after receiving the technology, whether the technology was gained through capture or purchase from an Orion or other ally.
(U7.122) While a pirate might capture a special item in open combat, they cannot capture one by clandestine means (e.g. stealing one in a non-scenario event). Non-player pirates will never have special items available for sale; the only way a player-pirate can acquire one is to capture it in a scenario. Pirates can use special items, but they cannot produce copies of them. They cannot sell (or copy) the technology, only the item itself. Once/if they sell the item, they cannot sell the technology to another customer unless they can capture another copy of it. This data also applies to the WYNs.
(U7.123) Pirates cannot operate SWAC shuttles. The only thing they can do with a SWAC shuttle is to sell it.
(U7.124) No race can give or sell the technology for any special item to a pirate or to the WYNs.
(U7.125) A race with the technology for a special item cannot transfer that technology to a friendly or allied race until after an enemy race has used that technology against that race (exception: Romulan transfer of mauler technology). Construction could begin six months later. Special items themselves cannot be transferred between allied or friendly races unless both races have the item in production.

EXAMPLE: The Federation cannot sell SWAC shuttles to the Gorns unless the Gorns are already building SWAC shuttles. The Federation could not tell the Kzintis how to build SWAC shuttles until the end of the first campaign turn during which a Coalition power used a SWAC shuttle against the Kzintis.
(U7.126) Technology can be transferred by capturing an intact copy of the system. This requires that an enemy ship employing the technology is captured with the specific system intact. (Note: Maulers cannot be destroyed; the ship must be captured with at least one battery box intact. SFGs must have one damage point remaining.)

(U7.2) OTHER SPECIAL TECHNOLOGY

While not necessarily unique, the technology described in this section is under various restrictions.

(U7.21) ANDROMEDAN: No Andromedan technology is ever available for use, copying, or production, nor may the Andromedan player give such capabilities to another race.

(U7.22) THOLIAN: No Tholian technology is ever available for use, copying, or production, nor may the Tholian player give such capabilities to another race.

(U7.23) CLOAKING DEVICES: Only the Romulans may build cloaking devices; they can produce one for each new ship (including bases and PFs) built plus one additional one, i.e. if they built five ships and a mobile base in a given campaign phase, they would build seven cloaking devices. No other race can build a cloaking device; they can use purchased or captured devices. The Romulans can never transfer the technology to build the device. They can sell a maximum of four such devices per year. Orions use captured or purchased devices; fewer than 10% of their ships have the devices installed. A captured cloaking device must be used for a ship of the same size class as the ship it was captured from. See (G13.2) and Annex #7H for the energy cost of cloaking non-Romulan ships.

(U7.24) GATLING PHASERS: This extremely popular weapon is not widely available for transfer or ship modifications. Only the Hydrans have it in unrestricted production; it is used in limited numbers by the Federation (carriers and escorts) and Orions (G15.44).
(U7.241) FEDERATION: The small amount of Federation production was, in practice, restricted to use by carrier battle groups. In effect, every gatling phaser used on another ship must be removed from a carrier escort.
(U7.242) OTHER RACES: Treat phaser-Gs as a special item (U7.1); if in possession of the technology, they can produce only one such device every third month. Captured equipment can be used.
(U7.243) FIGHTERS: The gatling phasers on fighters are not readily adaptable to shipboard use; capturing a fighter does not provide technology for ship-mounted weapons. Hydran fighter-gatlings are unrestricted; the Federation can produce no more than 30% of its total fighter production with the weapon (5% F–14, 5% F–15, 20% F–16). Other races cannot arm more than 10% of their fighters with gatlings (assuming they have the technology); the cost (for another race) of replacing a ph-3 with a ph-G is equal to the original BPV of the fighter.

(U7.25) PHASER-1 VS PHASER-2: The maximum allowable conversion of ph-2 to ph-1 is covered in the refit rules for each race. Players cannot automatically convert all ph–2s to ph–1s just because they want to.

(U7.26) STANDARD TECHNOLOGY: Common items (phasers, disruptors, etc.) are restricted to the originally owning race. Transfers should be used only for special items, not general usage. If allowed, treat another race's standard technology as a special item (one ship per six months).

STANDARD TECHNOLOGY

Federation: Phasers-1/2/3, phaser–G*, drones, ADDs, photon torpedoes, SWAC*.
Klingons: Phasers-1/2/3, disruptors, SFGs*, UIMs, ADDs, drones, DERFACS.
Romulans: Phasers-1/2/3, plasma torpedoes, maulers, cloaking devices, cloak decoy*.
Kzintis: Phasers-1/2/3, disruptors, ADDs, drones, DERFACS.
Gorns: Phasers-1/2/3, plasma torpedoes.
Tholians: Phasers-1/2/3, webs, disruptors, web casters*, snares, web anchors, DERFACS.
Hydrans: Phasers-1/2/3/G, fusion beams, hellbores.
Andromedans: Phaser-2/3, tractor-repulsor, PA panel, DisDev.
Lyrans: Phasers-1/2/3, disruptors, ESGs, DERFACS, UIM.
WYN: Phasers-1/2/3, disruptors, drones, ADDs, ESGs, DERFACS.
ISC: Phasers-1/2/3, plasma torpedoes (except R), PPDs.
LDR: Phasers-1/2/3/G, disruptors, ESGs, DERFACS, UIM.
All: Phaser–4 (except Orions).
* Use of these items is limited by various rules.

(U7.27) ORION TECHNOLOGY: Suicide bombs, built-in ECM, and engine-doubling cannot be added to non-Orion ships. Within a given cartel, the option mounts will be restricted by the conditions of (G15.44) at start.

Newly constructed ships are restricted to the 70% of weapons within their cartel boundary (G15.44). However, the cartel may install weapons from the other 30% if he can show where the weapons came from (captured, purchased, or provided as gifts by some other player). Note that this may be a written accounting provided at the end of a campaign in order to not reveal to some players that another is secretly providing the Orion with weapons as a bribe. To change the weapons on a given pirate ship requires a major overhaul of three months duration, and this procedure is the only way a ship can change its weapons. Weapons may be switched between two ships, but both must undergo the three-month overhaul to do so. The WYNs are also under the restrictions of this paragraph; see (G15.442).

(U7.28) NONSTANDARD TECHNOLOGY: Each race has certain standard items which it can build as needed. Non-standard items are "foreign technology" and are treated under (U7.26) (e.g. one ship so equipped can be built or converted in each six-month campaign turn). Note specifically that, while some races have ships in the rulebook equipped with "foreign technology," these ships cannot be considered as an indication that this technology is standard. Also note that some equipment (such as SFGs, web casters, Fed ph-Gs) may be under additional numerical restrictions. Also note that some weapons (e.g. phaser-1s for Klingons and Hydrans) are based on a date of availability and defined by refits.

KNOWN FOREIGN TECHNOLOGY

Federation: Plasma-F.
Klingons: Maulers (U7.114).
Tholians: Photon torpedoes.
Andromedan: Maulers (U7.114).
Lyrans: Maulers (U7.114).

(U7.3) STRATEGIC SURPRISE

During a campaign, if one race declares war on another race (supposedly accompanied by several fleets crossing the border), there is some possibility that the target will detect the impending assault. These effects apply to the first turn of hostilities between those races.

The player commanding the race being attacked rolls one die after war is declared and the movement of the initial invasion force. The effect of this die roll is as follows:

1: One defending fleet (stack of counters) is selected randomly. It is declared to be caught unprepared and subjected to an attack in harbor (by the forces sent to attack it). Use rule (D18.0) to reflect this.

2-3: No effect.

4-5: Defender can move up to six ships before combat is resolved.

6: Same as 4-5, plus one enemy fleet (selected randomly) is moved back to the border and subjected to a "Surprise Reversed" situation (by one of the ships that it moved to attack) as shown in scenario (SH2.0).

(U7.4) FLEET TUGS

Some players have noted that tugs can be extremely powerful ships and have suggested a construction program building only this class (in effect an all-modular fleet). This is unrealistic and should be prohibited. The construction of tugs involves certain costs and limitations which are not expressed within the game. Under no circumstances should any race be allowed to produce more than one fleet tug, one light tug (CW variant), and one set of battle/carrier/PFT pods in any six-month period. See more accurate data in Federation And Empire.

(U7.5) SURVEY SHIPS

(U7.51) USE: In most campaigns, the players quickly transfer their survey ships to military duty as scouts, troop ships, or carriers. There is, however, an economic cost in doing so that is not reflected in most campaigns.

(U7.52) EXPLORATION: Most races have some unexplored territory that is away from the fighting front. Assume that every six-month turn that a survey cruiser spends in these remote areas, it will find enough new mineral deposits to increase the production base of the empire by 1% of its original level. A fleet of five survey ships could double the empire's economic base in ten years. Peacetime exploration, being involved in botany, archeology, paleontology, etc., does not produce such impressive results. (In historical campaigns, the Klingons lease territory from the Lyran Far Stars Clan. If not playing historically, the Klingons may need to lease territory from some other allied race.) See more accurate data in F&E.

(U7.53) PRODUCTION: No race may produce, by any means, more than one survey ship per year.

(U7.54) NON-USERS: Andromedans, Tholians, Orions, the WYN Star Cluster, and the LDR cannot use this rule. Romulan SkyHawk-Fs cannot be used as survey ships. Auxiliary exploration ships are involved in development, not exploration.

(U7.6) REPAIR

For purposes of campaign games (not published scenarios), the following restrictions can serve as a guide.

(U7.61) REPAIRS IN SCENARIOS: Repairs conducted during a scenario are specified by (D9.7). These can be performed by the ship itself under (D9.7) or can be performed by a repair ship, FRD, or base using (G17.0). The few repairs allowed at this level represent replacing key burned-out elements, adapting other equipment to do the job, jury-rigging a temporary system with spare parts, etc. Other repairs are possible during a scenario, including (D9.2) and (D14.0).

(U7.62) REPAIRS BETWEEN SCENARIOS: Repairs conducted between successive scenarios (D9.4) are conducted by repair ships, bases, or FRDs and are within the limits of (G17.133) when available, and by the ship itself (G17.132) when such repair facilities are not available. Note that for campaign purposes the repair ship must be in orbit around a planet or regularly supplied with spare parts (or materials to produce them from). This level of repairs includes the replacement of destroyed systems but no major work on the hull.

(U7.63) EXTENSIVE REPAIRS: More extensive repairs require several weeks or months in a base or FRD as this includes rebuilding major hull elements. Bases and FRDs can fully repair all damage a ship or other unit has sustained. This is the only level at which dropped warp engines or hull sections can be replaced.

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(U7.64) REPAIRS FOR REPAIR UNITS: Bases can repair FRDs. Bases can only be repaired beyond (D9.4) by a tug with a repair pod being sent to the base. Naturally, a base damaged badly enough to require a repair pod will probably be visited by enemy fleet elements again.

(U7.65) CREW CASUALTIES: Wounded crew units recover under the rules in (G9.23). Replacements are available under (U1.2). See (G21.0) if using crew quality rules. Replacement fighters will have pilots with them.

(U7.7) MONITORS

These special ships (R1.22) are under unique restrictions. They cannot enter a strategic hex containing enemy units. Their strategic speed is 1/3 that of other ships and cannot be increased; they cannot be towed (even within an FRD). Because of their low speed, they cannot be used in open space combat (the enemy would simply move slightly to one side and avoid contact) and are only used to defend planetary systems.

(U7.8) LEGENDARY OFFICERS

If players are using the optional rules in (G22.0), these procedures are used. Legendary officers are initially assigned under that rule.

(U7.81) TRANSFERS: Legendary doctors, ground forces officers, and marine majors can be transferred between ships without restriction or penalty. All other legendary officers cannot be transferred between ships unless their ship has been destroyed (and presumably the officer survived). Legendary officers can be transferred from one ship to another by transporter or shuttle but, except for doctors and marine majors, cannot function on a different ship during a scenario [Exception: (G22.75)].

(U7.82) SURVIVORS: Should a legendary officer survive the destruction of his ship (by transferring to another ship or by ship separation), he must remain in the reserve fleet for one round, then can be assigned to a new ship. Legendary officers being reassigned in this manner must be assigned to a ship of the same type and class (if not, they lose their status; again, this does not apply to doctors, ground officers, and majors) and must be assigned to a ship that does not have a legendary officer if one is available. Legendary officers from the same ship can be kept together or split up during such a transfer.

(U7.83) PROMOTIONS: Legendary officers can be promoted to the next larger ship, but if this is done, there is only a 2/6th chance that they will retain their legendary abilities. If the officer retains legendary status, he (or she or whatever) will be able to serve on both types of ships. If he does not retain his legendary status, the officer (unless he is a captain) can be transferred back to his original ship class at the next strategic turn, but has only a 2/3 chance of regaining his status and cannot be voluntarily transferred again. This rule does not apply to doctors, ground officers, and majors. Players are free to gamble on the possible outcome of turning a legendary frigate captain into an average destroyer captain.

(U7.84) CREATION (Very Optional): Legends are born, not made, but sometimes may not be recognized until they have a chance to excel. Each round of a major campaign (involving the forces of an entire race), each player must determine which of his fleets/battleforces (in a given scenario) won the greatest (most important, most unexpected, most astounding, most decisive, etc.) victory. (This is largely a subjective judgement; all players must agree in the selection. It is generally agreed that the best time for this judgement to be made is after sufficient quantities of pizza and liquid refreshment have been consumed.) Select one surviving ship from that fleet (or perhaps one ship from every 25 ships participating in victorious battles) by a random die roll (or shuffle them together and select one blindly); this ship was responsible for the key event that caused the victory. Then roll on (G22.11) to determine which officer on the ship was responsible for the key act that caused the key event which caused this key victory. (If players can mutually agree, the appropriate officer on the appropriate ship, for what was the key event, can be selected. For example, a phaser shot that destroyed the enemy flagship's bridge and killed all of their legendary officers might indicate that a legendary gunnery officer has appeared.) This officer is thereafter treated as a legend.

NOTE: If not taken in the spirit of fair play, no rule on the creation of legendary officers can escape abuse. Some local groups declare legendary officers when improbable events, such as rolling several '1's in a row, occur, subject to review by a committee of local judges. Please do not ask ADB or TFG to rule on such cases.

(U7.9) CREW QUALITY CAMPAIGN STATUS

(U7.91) ESTABLISHING CREW QUALITY: At the start of a campaign, crew quality could be assigned by players or determined by die roll.

(U7.911) OPTION #1: If players are to assign crew quality to their fleet, this is done on a size-class basis as follows:

Size Class	Outstanding	Average	Poor
1	0%	100%	0%
2	0%	90%	10%
3	5%	85%	10%
4	10%	80%	10%
5	Fast Patrol Ships use (J6.0); (K1.32). See (G21.142) and (G21.242).		
6	Fighters use Pilot Quality (J6.0). See (G21.142) and (G21.242).		

Each player can assign the respective crews to whatever ships in those size classes he chooses, within the limits of the various rules, e.g. (G21.01). See (G21.142) and (G21.242) for pilots.

Klingons assign all poor crews to penal ships. (If there are not enough penal ships, the other poor crews are assigned to non-penal ships. If there are not enough poor crews, average crews assigned to penal ships will become poor on arrival.)

(U7.912) OPTION #2: Players can roll two dice for each ship in their fleet, with the die roll determining which ship has the poor or outstanding crews. This is done on a ship-by-ship basis, but the odds are different for each size class.

Size Class	Outstanding	Average	Poor
1	—	2-12	—
2	—	2-10	11-12
3	2	3-10	11-12
4	2-3	4-10	11-12
5	Fast Patrol Ships use (J6.0); (K1.32). See (G21.142) and (G21.242).		
6	Fighters use Pilot Quality (J6.0). See (G21.142) and (G21.242).		

After the Klingon player rolls, all penal ships which have average or outstanding crews trade crews with a ship of the equivalent hull type that has a poor crew. If there are not enough poor crews, any average or outstanding crews on penal ships become poor crews immediately. (D6 and D7 are not the same for this purpose.) Note special rules on penal ships, bases, scouts, etc. (G21.01).

(U7.92) BEGINNING EXPERIENCE POINTS: Each type of crew begins with a given amount of experience points.

Poor..... 0
Average..... 500
Outstanding..... 1500

(U7.93) EXPERIENCE POINT RANGES: The experience points of the crew determine what quality the crew is:

Poor..... 0-299
Average..... 300-1399
Outstanding..... 1400+

(U7.94) COMPUTATION OF AVERAGE EXPERIENCE: Experience points are based on the average for that crew. This becomes important when receiving replacements. Replacements are assigned after all rescued crew have been reassigned (U7.962).

(U7.941) All replacements (except those transferred from other ships) have an average of 500 points. However, if the ship to which they are being transferred has an experience value less than 500, then the transferred crew units will have an experience value equal to the crew already on that ship. On the other hand, if the ship to which they are being transferred has an experience value greater than 800, the replacement crew units will have an experience value equal to the ship's value minus 300. You do not have to replace all losses.

(U7.942) Once new crew members are integrated (between battles), all crew members on the ship have their experience averaged.

EXAMPLE: A Klingon D7 started the campaign with an average crew, with 500 experience points. There are 45 crew units on a D7. In its first battle, the D7 received 15 experience points, but lost 4 crew units, which were replaced with average crew units. Thus, there are 41 old crew units with 515 points each and 4 new ones with 500 points, resulting in a new average of (41x515 + 4x500 + 45 =) 513.67 experience points each. All now become 513.67-point crew units.

(U7.95) RECEIPT OF NEW EXPERIENCE POINTS: A crew receives new experience points for fulfilling certain actions and accomplishments, as follows (for each crew unit on the ship):

(U7.951) POINTS GAINED ONCE PER BATTLE

These points are gained once per battle by all ships which participate.

(U7.9511) Participate in one battle in which shield damage was scored on one enemy warship or one small unit (drone, shuttle, PF) was destroyed (by your own or another friendly unit). This is received for each such battle and is cumulative with other points received. 2

(U7.9512) Participate in one battle in which internal damage was scored on one enemy warship larger than a PF (by your own or another friendly unit), for each such battle (cumulative with other points received)..... 10

(U7.9513) Enemy force disengages in a scenario where this is not an objective or cannot be done without penalty. Take 10% of enemy BPV and divide it among all ships in friendly force proportional to their BPV. ..... Varies

(U7.9514) Disengaged from battle against enemy force within 10% of your own BPV ..... –10

(U7.9515) Disengaged from battle against enemy forces less than 90% of your own BPV ..... –30

(U7.952) POINTS GAINED FOR EACH OCCURRENCE: These points are received by each ship for each qualifying action.

(U7.9521) Destroy one enemy drone or shuttlecraft 1

(U7.9522) Destroy one enemy fighter 2

(U7.9523) Destroy one enemy heavy fighter..... 3

(U7.9524) Destroy one enemy PF..... 5

(U7.9525) Cripple one enemy ship (larger than PF)..... 20

(U7.9526) Destroy one enemy ship (larger than PF)..... 50

(U7.9527) Capture one enemy ship (larger than PF). The points are divided among the friendly ships which scored the damage in proportion to the number of boarding parties provided by each friendly ship to the battle..... 100

(U7.9528) Each shuttlecraft or fighter lost (not counting those destroyed while inside your own bay) .....–1

(U7.953) NOTES: Use combat BPV except for scouts (and captured SWACs), which use economic BPV (G24.35).

Annex #11 lists additional events for which experience points can be received.

Shuttles, fighters, and PFs use the system in (J6.31).

Points for (U7.9521)–(U7.9526) are divided between the friendly ships which scored the damage in proportion to the damage scored by each. Points for damage caused by mines, explosions, terrain, web, engine doubling, etc. are lost and not credited to any given ship. Points for (U7.9525)–(U7.9527) are adjusted for relative BPV. For example, if your ship had a BPV of 100 and crippled a target of 80 BPV, you would gain 80% of the specified 20 points (i.e. 16 points). Ships with special sensors are credited with destruction of seeking weapons of which they break lock-ons. SWACs, Wild PFs, and WWs do not receive such points.

(U7.96) TRANSFERS: After each strategic turn, replacements are added to crews and existing crews reorganized. A "strategic turn" is a nebulous term, depending on the campaign being played. It generally refers to an interval of time between scenarios in which the ship has an opportunity to conduct (D9.4) repairs.

Crew units cannot be transferred off of their ship except as follows:

(U7.961) Rescued crewmen from destroyed or scrapped ships must be reassigned to other ships of the same general hull type (e.g. D5 is same hull type as D5L or D5E but not D7) as soon as possible and before any replacements are used.

(U7.962) Replacements (always average quality) are available in unlimited numbers after rescued crew units are assigned.

(U7.963) Poor crew units can always be transferred to another ship of the same general hull type (or to another penal ship).

(U7.964) Up to 20% of the crew of a newly built ship can be transferred from other ships. [Those ships then get 500-point average replacements. They do not receive current-300 crew units as per ((U7.941).] Rescued crew units can be used if available.

EXAMPLE: A new ship requires 40 crew units. You assign eight 1,500-point outstanding crew units (transferred from another ship), six 500-point crew units rescued from a ship recently destroyed, and 26 new 500-point crew units. The crew then mingles and becomes forty 700-point crew units.

END OF (U0.0) ADVANCED MISSIONS

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(Z7.0) DESIGNER'S NOTES SFB ADVANCED MISSIONS

(Z7.1) RULEBOOK ORGANIZATION

(Z7.11) BASIC SET NEEDED: *ADVANCED MISSIONS* is the second major building block of the CAPTAIN'S EDITION *STAR FLEET BATTLES* game system. Building on the firm foundation of *BASIC SET,* the *ADVANCED MISSIONS* volume completes the "central core" of the game system that supports all of the various modules.

If you do not have BASIC SET, you will not be able to do much with ADVANCED MISSIONS. (If you have a copy of Volume I of the previous "Commanders" edition, you should be able to use this material to some extent, perhaps enough to see if the system interests you.)

(Z7.12) ASSEMBLY: This rulebook, like that of *BASIC SET* and the various modules, is designed to be cut apart and "shuffled together" into one complete rulebook. For example, pages 3 through 18 of this rulebook (rules C10 to C13) should be placed between pages 30 (rule C9) and 31 (rule D1) of *BASIC SET.* As you add other modules to your game, you can integrate their rulebooks into the overall package.

Be careful in cutting your rulebooks apart for integration. You should be able to find a local quick-print shop that can cut the bindings off with a "paper shear" for a dollar or two.

Some pages from *BASIC SET* are replaced in *ADVANCED MISSIONS* with updated copies. Examples include the table of contents, Master Ship Chart, and most of the Annexes. Check carefully as you integrate the two volumes to make sure you do not discard needed pages. You should keep the discarded pages for a few days or weeks until you are positive you have not made an error.

(Z7.2) COMPONENTS

(Z7.21) CAPTAIN'S RULEBOOK: If you received this rulebook as a part of the *CAPTAIN'S RULEBOOK* package, you will also find the rulebooks for Modules C1 and C2 as well as *BASIC SET.* You will also find a set of 10 index dividers which should be inserted into your rules binder at the appropriate points to ease your later access to the rules.

(Z7.22) ADVANCED MISSIONS: If you received this rulebook as a part of the boxed *ADVANCED MISSIONS*, you should also find a 144-page SSD book (with ship diagrams) and two sheets of counters (total 216 counters) for the units presented in this volume.

(Z7.23) PROBLEMS: If any parts are missing or defective, contact Task Force Games at the address in (Z9.0). Please note that Task Force Games and Amarillo Design Bureau are separate companies and have separate addresses. Do not contact Amarillo Design Bureau concerning missing or defective components; doing so will only delay a reply.

(Z7.4) PREVIOUS PUBLICATION

The bulk of material contained in the *ADVANCED MISSIONS* volume of the CAPTAIN'S EDITION previously appeared in Volumes II and III of the Commander's Edition. (Some of it was in Expansions #1 through #3 of the previous Designer's Edition.)

Some material came from other sources.

FP9-10 originally appeared in Nexus 14 and later in Update #2.

FD10-14 originally appeared in Nexus 14 and later in Update #2.

D22 originally appeared in Nexus 15 and later in Update #2.

All of this material has been totally revised and updated, including all previously published (and a considerable amount of unpublished) addenda (i.e. rules changes and additions). The entire "Doomsday" concept was intended to complete the existing rules and eliminate further changes.

Some totally new material was created specifically for this edition of the rules. This includes:

D23.0 Shock
G28.0 Barracks
G29.0 Positional Stabilizers
G30.0 Inactive Systems
S8.0 Patrol Scenario Restrictions

Veteran players will notice some "missing" items compared to the Commander's Volumes II and III.

The Lyrans, Hydrans, and WYNs, together with all associated rules, were moved to Module C1.

The Andromedans, ISC, and Neo-Tholians, together with all associated rules, were moved to Module C2.

Some ships were moved to Modules J, K, and M. Most of the ships from Volume III were moved to Modules R1, R2, R3, and R4.

(Z7.5) WHAT IS HERE AND WHY

This volume includes many important rules sections, which add much to the game.

Most of the races in *BASIC SET* had only enough ships to show their weapons and tactics. With *ADVANCED MISSIONS* all of those races have a broad array of ships and other units to work with.

The existing fleets have been brought into balance. All major fleets now have a full range of ship classes. The Gorns, for example, were at a considerable disadvantage in *BASIC SET* because they lacked a dreadnought. The new ship classes that have been added are themselves significant.

Several new carriers and fighters have been provided (more are in Module J), along with an assortment of fighters.

Minefields are included, along with an assortment of mines and minesweepers.

A selection of scouts and the advanced rule (G24.0) complete the electronic warfare picture begun in *BASIC SET.*

The game has been personalized considerably with the addition of the legendary officer and crew quality rules.

Many other new concepts, such as tactical intelligence and cargo handling, have been introduced. Surprise, inactive systems, and hidden deployment were added to standardize their use in scenarios.

Many scenarios, representing new challenges and situations, have been added to *BASIC SET.*

The SSDs for some of the ships listed in Section R of the various races are in Modules J, K, and M. Those modules have extracts of the R-sections for those players who have the module but not *ADVANCED MISSIONS.* Including the ship listings in this product creates a more tidy R-section overall.

(Z7.6) HOW THINGS HAVE CHANGED

Players familiar with the Commander's Edition should study these rules carefully before getting involved in serious competitive gaming. All of the rules have been completely re-written. Many loopholes have been closed, misunderstandings clarified, and changes made. All of the "addenda" has been included, and every rules question we were ever asked was evaluated to be certain that the answer was included. Some of the most significant changes include:

- Maulers now have wider firing arcs (at a price in maneuverability).
- Super-intelligent computers now have fully developed rules for the computer going haywire and the crew trying to turn it off.
- The nomenclature of ships (CC, CA, etc.) has been standardized, and efforts have been made to be sure that the official designation for a given ship is used everywhere (Master Ship Chart, Annexes, counter, ship description, scenarios, etc.).
- Many ships have been revised and updated.
- The scenarios have been put into the new Doomsday format.
- A new scout function (offensive EW) has been added.
- Most of the campaign data made obsolete by Federation & Empire has been deleted.

(Z7.7) THE DAY AFTER DOOMSDAY

The "Doomsday Project" (to finish and fix the previous edition of SFB) has been going on for several years, and it will be another year from this writing (Jan 91) before all of the Commander's Edition material has been revised to Captain's standards. Even so, with the publication of Advanced Missions, Module C1, and Module C2, about 90%

of the actual "rules" have been revised and republished. It has been a massive effort, and I have been fortunate that I did not have to do it alone.

Once again, I must express my gratitude to the staff, including the Committee, the Joint Chiefs of Fleets, the Tactical Officers, and the Playtesters. If you meet up with one of these people at a convention, give him a pat on the back. The average staff officer spent 10 hours per week for two years reviewing reports and playtesting revised rules, not only without pay, but with the obligation to pay his own bills.

Special recognition goes to Steven Paul Petrick, my alter ego, who gave up a promising Army career to become deputy commander of an entire universe. He started out as a rules proofreader, worked his way past editor and developer, and is fast closing in on the status of co-designer. He is now busily working on a module of SFB scenarios.

A special commendation and the Star Fleet Gold Star goes to Scot McConnachie, who (after Felix Hack) has become known as only the second human being to fully comprehend the SFB game system. Scot follows in Felix's footsteps, sending in reports that are longer than all other staff reports (and the original rules!).

Commendations go to the entire staff, but Ray Olesen, Frank Crull, Keith Velleux, John Hammer, John Berg, Tony Zbaraschuk, and Marc Michalik are singled out for the Star Fleet Silver Star.

Ray Olesen has been on the Committee since it was founded, and Frank Crull has been there nearly as long. They have added a spirit of continuity to the staff and have helped new staff members learn the system. They receive the first two Star Fleet Loyal Service Awards.

Star Fleet Bronze Stars are awarded to Stacy Bartley, Tom Carroll, Marc Cocherl, Gregg Dieckhaus, Stewart Frazier, Jim Hart, Mike Hault, Bill Heim, Steve Kay, Anthony Medici, Eric Nussberger, Scott Olson, Robert Patterson, Evelio Perez-Albuerne, Owen Riley, Steve Rushing, Mark Schultz, and Ron Spitzer for their efforts.

Changes and revisions to the rules of Star Fleet Battles have been based on several things:

- input from players suggesting new rules;
- requests from players for changes or expansions of the rules;
- standardization of rules, terms, and systems to make the rules easier for players to use; and
- the internal consistency of the game universe.

What has been added has been, by and large, what you (the players) wanted to see. What has been revised has been, by and large, what you wanted revised. Your comments and suggestions are the lifeblood of Star Fleet Battles, a game that by definition can never be finished, but also which can never die.

Stephen V. Cole, Professional Engineer, Designer of SFB

(Z8.0) CREDITS FOR ADVANCED MISSIONS

(Z8.1) CREDITS FOR THE ORIGINAL DESIGNER'S EDITION EXPANSIONS

The vast majority of Star Fleet Battles has been designed by Stephen V. Cole and developed by the Committee. Many people, however, have contributed ships, scenarios, and rules that were included in the original Designer's Edition expansions, and these people are listed here. Anything not otherwise listed was designed by Stephen V. Cole and developed by the Committee.

Design ..... Stephen V Cole, PE
Development ..... Steve Wilcox, Mike Thompson, Graeme Cree, Ray Olesen, Josh Spencer, Felix Hack.
Consultant ..... Franz Joseph

(Z8.2) CREDITS FOR THE COMMANDER'S EDITION

Game Design ..... Stephen V. Cole, PE
Game Development ..... Graeme Cree, Felix Hack, Ray Olesen, Josh Spencer, Mike Thompson, Jeff Smith, Frank Crull
Playtesters ..... Karl Bergman, Darwin Boyle, Billy Brown, Jack Chappelear, Marc S. Cocherl, Carolyn Greenberg, Tom Hammond, Alan Gopin, Ardak Kumerian, Burke McCrory, Walter Mizia, Eric Pinnell, John C Pini, Terry R Shrum.
Rules Editing ..... Leanna M. Cole
Consultants ..... Franz Joseph Designs, Lou Zocchi

Various new rules sections were tested by playtest groups headed by: Frank Crull, Jeff Smith, Tom Hammond, Mike Thompson, Terry R. Shrum, Karl Bergman, Frank Suchar, Darwin Dan Boyle, Bruce Burdick, David M Porter, and Alex Matthews.

If any single person is responsible for the success of Star Fleet Battles, it is my wife Leanna. Few wives would sacrifice years of vacations, entertainment, and weekends to allow their husband to design a game. She has not only been supportive, but the firm hand of her management at ADB has been the single greatest factor in keeping the Star Fleet Universe moving.--*S.V.C.*

(Z8.3) CREDITS FOR DESIGN OF SECTIONS

The following personnel wrote or suggested the original rule on each of the listed sections. All of their original designs were extensively tested, modified, expanded, and revised in the 12 years that the game has been developed.

Anything not otherwise listed was designed by Stephen V Cole and developed by the Star Fleet Staff.

C12.0 ..... Speed Changes ..... Ken Kaufman
D14.0 ..... Emergency Repair ..... Ken Kaufman
D17.0 ..... Tactical Intelligence ..... Jeff Smith
E8.0 ..... Mauler ..... Todd Travis
FD7.0 ..... Scatter-Packs ..... Patrick Dignam
FD9.0 ..... ECM Drones ..... Mike Thompson
FD10 ..... Drone Construction ..... Alan Gopin
FD14 ..... Spearfish Drone ..... Tom Carroll and John Hammer wrote the revised rules.
FP9 ..... Plasma–D ..... Jeff Smith
G21.0 ..... Crew Quality ..... Mike Thompson.
G25.0 ..... Cargo Rules ..... Charles Hughes Graeme Cree
P9–14 ..... Terrain ..... Charles Hughes Graeme Cree
R ..... Ships ..... Listed with each ship.
S ..... Scenarios ..... Listed with each scenario.

(Z8.4) CREDITS FOR THE CAPTAIN'S EDITION

Game Design ..... Stephen V. Cole, PE
Executive Developer ..... Steven P. Petrick
Senior Rules Analyst ..... Scot McConnachie
Layout & Graphics ..... Leanna M. Cole
Star Fleet Committee ..... Ray D Olesen, Frank Crull, Keith Velleux, Owen Riley.
Star Fleet Staff ..... John D. Berg, Tom Carroll, Marc Cocherl, Gregg Dieckhaus, Stewart Frazier, John Hammer, Jim Hart, Mike Hault, Bill Heim, Marc Michalik, Scott Olson, Rob Patterson, Evelio Perez-Albuerne, Steve Rossi, Mark Schultz, Tony Zbaraschuk.
Retired staff members (83-89) ..... Josh Spencer, Ken Kaufman, Jeff Smith, Alan Gopin, Steve Kay, Ron Spitzer, David Zimdars, Mike West, Stacy Bartley, Anthony Medici, Eric Nussberger, Steve Rushing, Felix Hack.
Typesetting ..... Microsoft Word 4.0, Macintosh IIci, Leanna M. Cole.
Chief of ADB Security ..... Blackie
Security Staff ..... Waylon, R Rex.
Cover Art ..... Michael Winterbauer
Printing (Rulebook) ..... Southwestern Publications
Printing (Covers) ..... Standard Printing
Production ..... John Olsen

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS

(Z9.0) COPYRIGHT AND PUBLISHER'S INFORMATION

(Z9.1) PUBLISHER'S INFORMATION

STAR FLEET BATTLES — THE CAPTAIN'S EDITION — ADVANCED MISSIONS was created by Amarillo Design Bureau and published by:

TASK FORCE GAMES
POST OFFICE BOX 50145
AMARILLO, TEXAS 79159-0145

Send the following types of correspondence to Task Force Games:

- requests for a spare parts price list,
- orders for spare parts,
- requests for catalogs and product updates,
- replacement of defective or missing parts,
- submissions of art,
- subscriptions to Starletter, the SFB newsletter,
- inquiries into the release schedule of various products,
- anything relating to any TFG product other than a Star Fleet Universe product.

All consumer correspondence requires a stamped self-addressed envelope.

Dealer inquiries are welcome. Hobby and game stores, please write TFG on your letterhead and ask for a list of qualified wholesalers or call Task Force and ask for a salesman. Task Force products are available to individuals in retail stores, from several direct mail outlets, and directly from TFG. If your store does not carry Task Force Games products, send us his name and address and we'll have our wholesalers contact him.

Players can contact Task Force via the GEnie computer network. The GEmail address is "TFG$" for Email. The TFG telephone number is 806-355-9631.

PLEASE NOTE that Task Force Games and Amarillo Design Bureau are separate companies and address any correspondence to the appropriate company. If you send it to the wrong company, your correspondence will be delayed.

(Z9.2) DESIGNER'S INFORMATION

Questions, comments, suggestions, and any expansion material for the STAR FLEET UNIVERSE should be sent only to Amarillo Design Bureau, Post Office Box 8759, Amarillo, TX 79114. All correspondence must include a stamped self-addressed envelope if you wish to receive an answer or evaluation of your submission. Your return envelope MUST bear enough postage to cover the return of your questions (about four pages to one first class stamp). Foreign customers should enclose three International Reply Coupons, not foreign stamps or money.

It is imperative that you place your name and address on EVERY page of your correspondence. Please do not put questions and expansion material on the same sheet.

When sending questions, phrase each one so that it can be answered with a yes or no, a brief answer, or by circling one of several choices. Leave several blank lines after each question (not each group of questions). In order to better serve the player community, letters asking 10 or fewer questions are given priority and are answered in 2-3 days. Letters with more questions are answered only as time permits (allow 2-3 weeks). Please attempt to look up the answer yourself first.

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.

All future products for the STAR FLEET UNIVERSE will be prepared by ADB; all questions relating to existing products will be answered by ADB.

Players can contact Amarillo Design Bureau via the GEnie computer network. The GEmail address is "ADB$" for Email.

(Z9.3) SUBMISSIONS OF NEW MATERIAL

Amarillo Design Bureau welcomes the submission of new material for use in future Star Fleet Universe products.

All submissions of new material are accepted ONLY under the following terms unless specifically agreed otherwise in writing in advance by ADB: All materials submitted immediately become the property of Amarillo Design Bureau and may be used, modified, expanded, or changed as ADB, in its sole judgement, sees fit. (It is not sufficient to claim an exemption to these rules within a submission; you must obtain an exemption first.) All materials used will be credited to the original author to the extent of his original submission.

All submissions (and any requests for exceptions to the rules) MUST include a stamped self-addressed envelope for use in sending you an evaluation of your material; the material itself cannot be returned. You should retain a complete copy of your material for your own use.

A small number of people are classified as "game professionals" who are (in theory) able to submit material that is very nearly ready for publication. If you have several published items which you completed to 95% of publishable state, you may be one of these. Contact the Bureau in regards to projects you have in mind. Those who can produce material that takes us less time to process earn greater rewards, but it is a rare "general game professional" who has the detailed knowledge of SFB required to create such material.

Here are a few comments and suggestions about the categories of material that could be submitted:

★ **General:** Getting something published is easy and difficult. Good stuff goes to the head of the line. We get lots of submissions and have an extensive backlog of material. Persistence, preparation, and presentation all pay off. The more you know about SFB, the better your chances. Do not assume that we have never thought of something just because we never printed it. We may have it on file already.

✪ Hint: NEVER waste money sending something by Express. It will get treated the same way and (if approved) published the same time if you send it first class.

★ **Format:** TYPE (computer dot matrix ok), single or double space, one side of plain white 8.5x11 inch paper. Use a dark ribbon; if we can't read it we can't use it. Put your name and address on every page. (And Your GEnie address if you have one.) If it's a multi-page submission, put the title and page number on every page. If you can send it on disk or by GEnie or by modem, put information on the format on the submission. Do not send a disk unless we ask you to do so.

✪ Hint: NEVER contact the Bureau and ask us what we want you to create. If we knew we wanted it, we would have already assigned it to someone on staff or done it ourselves. The most important thing you have to offer is an idea we never thought of, but which makes us say "why didn't we think of that?"

★ **Scenarios:** We can always use scenarios, and these are the easiest submission to have success with, but even then it's tough. We have an A-Pile and a B–Pile. The A–Pile is about 5% of the total (300 scenarios are on file for consideration) and will be used first. Getting into the A–Pile is simple. You should follow the format, create a scenario that has a unique twist (not just "two ships met in X terrain and fought a battle"), and create a battle that fits into the established universe AND adds something to it. Do not submit scenarios including new ships, weapons, or technology you created; indicate in such submissions that you have a scenario if the submission is accepted.

★ **Term Papers:** These should cover a tactic, not a play aid or rules proposal. We reject duplicates of published papers and material in the Tactics Manual, as well as anything illegal or unworkable. The rest are sent out to the Tactics Board in batches and graded; the papers with the highest grades go into Captain's Log. See Captain's Log for more information.

★ **Articles** for Captain's Log can cover anything. Give us a try!

✪ Hint: Combining questions and submissions (on separate sheets in the same envelope) is acceptable, but will often delay the process. If we have to go to the staff to work out an answer, the evaluation of your submission will be delayed. If we have to take time to evaluate a submission, the answers to your questions will take longer to reach you. Send two reply envelopes to avoid this. If we can return everything at once, we'll put your other envelope in the Purple File for the next time.

★ **Play aids:** Draw or type it out as best you can, or simply tell us what you had in mind.

★ **Fiction:** This is tough, and easy. You see, we have dozens of stories on file, but VERY few of them are in condition to be published. They all contain flaws, errors, poor writing, or other problems which ADB will have to fix before they can be printed. If, just if, someone happened to submit a story that we did NOT have to do over again, it would go to the front of the pile. What kind of problems are these story-killers? Inventing a new ship. Inventing a new weapon. (They have to be approved before the story is written.) Doing something that is impossible under the rules of SFB. (Mr Petrick delights in going through a story line by line and tracing out what happened on the hex map and SSD. If he finds something that is in the story but which cannot possibly happen in SFB, the story goes to the bottom of the pile.) The most important thing, however, is a good story, with interesting people and an intriguing plot, which is well told. Stories should fit within the established game universe. You might try to add something to the background. The danger is that if you add nothing, it's just another story. If you add something, it may be something other, unpublished, background may contradict, and it could have to be re-written. We can't give you a list of every unpublished item on file, but we can answer specific questions about whether a particular concept would create a problem.

★ **Rules:** New rules are hard to sell, mostly because the game already has so many. You should probably try a query first.

✪ Hint: Watch Starletter and Captain's Log for the production schedule. It's a waste of time to send in material for a product that isn't going to be done within the next year. Such material goes into the file unread, and the only evaluation you are likely to get is a note of which file we put it in.

★ **Ships:** It's hard to come up with something here. The game has 800 ships with another 50 or 75 on file and already approved. Still, it does happen, and you are welcome to try. Draw your SSD neatly on graph paper (or use your favorite graphics program). Some ships that are not accepted: captured/converted ships, use of foreign technology, excessive weapons or power, new races, ships scheduled for Module R5 (battleships, battle control ships, new heavy cruisers, heavy command cruisers). There is one particular category that deserves note: the Obvious Variant, e.g. sticking special sensors on the only basic hull type of a given race not already used as a scout. While such a ship may be published, it generally is not credited to any specific one of the dozens of gamers who suggested it.

★ **New Races:** These are not being accepted for consideration and will be filed unread. We do not expect to consider new races in the foreseeable future.

✪ Hint: We are always getting material with a note saying that the author knows it cannot be used but that he would appreciate it if we would have an evaluation done and send it back. Sorry, but we are having enough trouble getting new products on the market without stopping to evaluate something we already know can never be published.

★ **Product Ideas** relating to the Star Fleet Universe background but not to SFB or F&E will be considered.

★ **Software:** We are not currently considering computer software.

Authors submitting material used in Captain's Log will be paid at standard rates set from time to time by ADB. Authors submitting other material used in a future product will receive a copy of that product or other compensation at the discretion of ADB. Subsequent development and/or re-use of the same material is not generally subject to further compensation.

In cases where an author only suggested the idea, or where it was something relatively minor or obvious, published credit as the designer may be the only compensation offered.

Authors warrant, by their submission, that it is entirely their own work and does not violate any copyrights or other rights. Authors will be held responsible for any such violation of rights.

TAKE NOTE! Submission of any material is considered to be acceptance of these terms without reservation, which are legally binding on all submissions not specifically exempted by the Bureau in advance and in writing.

For additional details, contact the Bureau.

(Z9.4) COPYRIGHT & LICENSING

The original Designer's Edition Expansions for STAR FLEET BATTLES was copyright © 1980, 1981, and 1982 by Stephen V. Cole and Allen D. Eldridge. All rights were transferred to Stephen V. Cole in 1982.

STAR FLEET BATTLES — THE COMMANDER'S EDITION — VOLUME II was copyright © 1984 by Amarillo Design Bureau and Stephen V. Cole. Some revised elements are copyright 1984 or later.

STAR FLEET BATTLES — THE COMMANDER'S EDITION — VOLUME III was copyright © 1985 by Amarillo Design Bureau and Stephen V. Cole. Some revised elements are copyright 1986 or later.

Various other material used in this product that was not in Volumes II or III was copyright © ADB during 1982-89.

All of this material was substantially revised, expanded, and rewritten and effectively constitutes a new document.

STAR FLEET BATTLES — THE CAPTAIN'S EDITION — ADVANCED MISSIONS and all contents thereof are copyright © 1991 by Amarillo Design Bureau. All rights are reserved under the Pan-American, Berne, and International Copyright Conventions.

No material which is based on, for use with, incorporates elements of, or is designed for use with Star Fleet Battles, F&E, or the Star Fleet Universe background, can be published by any party without the advanced written permission of ADB.

This game was produced under license from Franz Joseph Designs, authors of the STAR FLEET TECHNICAL MANUAL.

Elements of the Star Fleet Universe are the property of Paramount Pictures Corporation and are used with their permission.

STARLETTER: THE OFFICIAL STAR FLEET UNIVERSE NEWSLETTER

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

★ Announcements, conventions, product schedule, etc.
★ A new ship for Star Fleet Battles, with rules, a complete Captain's SSD, and even F&E data!
★ A new Star Fleet Battles playtest scenario.
★ A new rule or other material for Deluxe F&E.
★ Instructions on how to submit official SFB playtest reports.

ADB writes Starletter, and TFG publishes it. There are six issues per year, each four pages long. A sample copy is $1. Subscriptions are $5 per year in the US, Canada, APO, and FPO. (Overseas is $10 per year airmail.) All payments must be in US funds drawn on a US bank or by international postal money order.

If after 1992, send $1 for a sample copy and current rates.

SFB ON GEnie COMPUTER NETWORK

Talk to the Star Fleet Staff directly by computer modem. Star Fleet is Category 10 on Page 805 Menu Item #1. Call 1–800-638–9636 for info on GEnie. The computer system provides overnight access to the staff and the answers to your game questions. New SSDs, scenarios, and playtest modules are available for downloading on page 1021. Get updated product release and order information on page 1020. Join in ongoing discussions of new rules and ships, or propose your own. Weekly real-time conferences with SFB staff (every Tuesday at 11pm Eastern) include "The Tactics Board," "Ask Uncle Ardak," "F&E Night," and "Playtest Night." You can contact "TFG$" or "ADB$" directly via Electronic Mail on GEnie. You can even play SFB (Board Game) by electronic mail with other gamers. New features are under development.

END OF SECTION (Z0.0) ADVANCED MISSIONS

STAR FLEET BATTLES

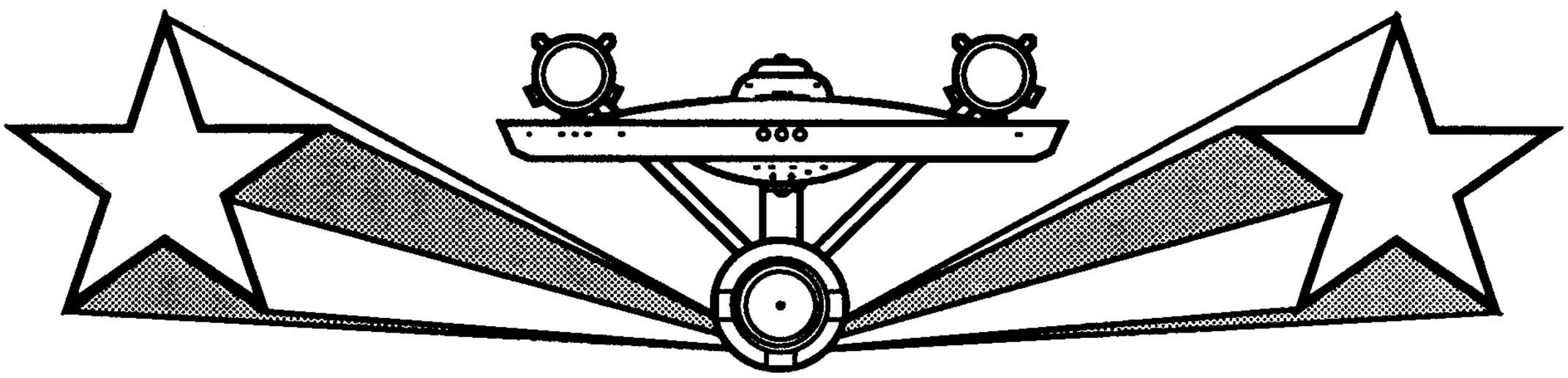
CAPTAIN'S ADVANCED MISSIONS

RULEBOOK

TASK FORCE GAMES

Made in USA

STAR FLEET BATTLES



CAPTAIN'S ADVANCED MISSIONS

CREW UNITS

			*							10
										20
										30
										40

TRANSPORTER BOMBS

				D	D	D	D			

BOARDING PARTIES

										10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

PROBES

1										10
2										10

SHIP DATA TABLE

TYPE	=	GSC
POINT VALUE	=	142/122
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.16
PLUS REFIT	=	+10
AWR REFIT	=	+2
Y175 REFIT	=	+0

CNTR

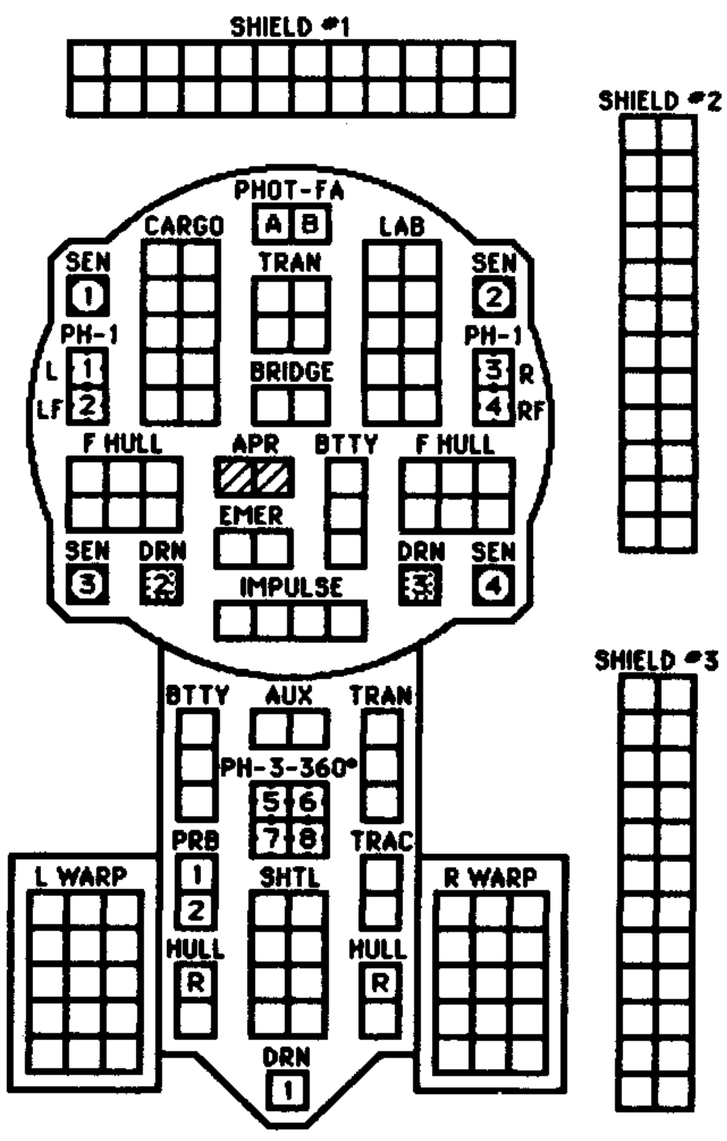
SENSOR: 6 6 6 5 3 1 0

SCANNER: 0 0 0 1 3 5 9

DAM CON: 6 4 4 2 2 2 0

EX DAM

FEDERATION GALACTIC SURVEY CRUISER



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



FA = LF + RF

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

TYPE III DEFENSE PHASER

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DMGE, OVERLOAD	------VARIES------				NA	NA

ANTI-DRONE TABLE

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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

DRONE RACKS

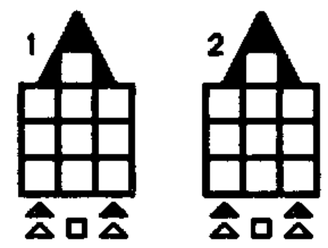
1							6
2							6
3							6

RACKS HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER.
ONE RELOAD IS ENTIRELY ADDs.

WARTIME FIGHTER DEPLOYMENT

(REPLACE 2 ADMIN)

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



DECK CREWS 2

SHIELD #4

THE LEFT AND RIGHT PHASERS CAN FIRE DOWN THE ROW OF HEXES DIRECTLY TO THE REAR OF THE SHIP.

SHADED BOXES ARE THE GSC+ REFIT.

APR CONVERTED TO AWR BY THE AWR REFIT.

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

STAR FLEET BATTLES CAPTAIN'S EDITION

SSD BOOK

TASK FORCE GAMES

STAR FLEET BATTLES

CAPTAIN'S ADVANCED MISSIONS SSD BOOK

TABLE OF CONTENTS

RULE	SSD	PAGE#
R1.7	Q-Ships	27-32
R1.8	Armed Priority Transport	2
R1.9	Free Trader	3
R1.10	Fleet Repair Dock	4
R1.11	Federation Express	5
R1.12A	Small Mine-Laying Freighter	6
R1.12B	Large Mine-Laying Freighter	7
R1.14	Ground-Based Weapons	9-16
R1.15	Defense Satellites	10-16
R1.20	Small Armed Freighters	17-20
R1.21	Large Armed Freighters	21-24
R1.22	Monitor	25-26
R1.23	Civilian Large Ore Carrier	8
R2.12	Federation Police Cutter	33
R2.16	Federation Galactic Survey Cruiser	34
R2.17	Federation Improved Dreadnought	35
R2.18	Federation New Light Cruiser	36
R2.19	Federation New Scout Cruiser	37
R2.20	Federation New Escort Cruiser	38
R2.21	Federation Minesweeper	39
R2.22	Federation Carrier Tug	41
R2.22	Federation Carrier Pod	42
R2.25	Federation Frigate	43
R2.26	Federation Improved Frigate	44
R2.27	Federation Destroyer Leader	45
R2.28	Federation DDG Destroyer	46
R2.29	Federation Strike Carrier	47
R2.30	Federation New Minesweeper	48
R2.31	Federation Commando Cruiser	40
R2.41	Federation Escort Frigate	49
R2.55	Federation CX Cruiser	50
R3.8	Klingon D7A Stasis Cruiser	51
R3.9	Klingon Fleet Tug–A	53
R3.10	Klingon Transport Tug–B	54
R3.11-14	Klingon Pods	52
R3.14	Klingon Battle Tug	55
R3.16	Klingon Carrier Tug	56
R3.17	Klingon B10 Battleship	59
R3.18	Klingon E3 Escort	57
R3.19	Klingon G2 Police Gunboat	58
R3.20	Klingon F5S Scout	60
R3.21	Klingon D6V Carrier	63
R3.23	Klingon D5 War Cruiser	61
R3.24	Klingon D5A Stasis War Cruiser	62
R3.26	Klingon E3E Carrier Escort	64
R3.27	Klingon F5M Minehunter	65
R3.31	Klingon D7C Command Cruiser	66
R3.32	Klingon D6D Drone Cruiser	67
R3.33	Klingon D6M Mauler Cruiser	68
R3.34	Klingon F5C Destroyer Leader	69
R3.35	Klingon F5D Drone Frigate	70
R3.40	Klingon DX Advanced Battlecruiser	71
R3.41	Klingon FX Advanced Frigate	72
R4.6	Romulan Condor Dreadnought	73
R4.8	Romulan Pelican Minesweeper	74
R4.9	Romulan Falcon Mauler	75
R4.10	Romulan K4R Escort	76
R4.11	Romulan K5S Scout	77
R4.12	Romulan Scout Eagle	78
R4.14	Romulan SparrowHawk–A Light Cruiser	79
R4.16	Romulan SparrowHawk–C Scout	80
R4.17	Romulan SparrowHawk–D Minesweeper	81
R4.19	Romulan SparrowHawk–F Mauler	82
R4.21	Romulan SkyHawk–A Destroyer	83
R4.24	Romulan SkyHawk–D Minesweeper	84
R4.26	Romulan SkyHawk–F Scout	85
R4.28	Romulan SkyHawk–H Transport	86
R4.30	Romulan Freight Eagle	87
R4.31	Romulan SparrowHawk–H Transport	88
R4.32	Romulan KRC Command Cruiser	89
R4.33	Romulan KRT Transport Tug	90
R4.35	Romulan K7R Battlecruiser	91
R4.36	Romulan KRM Mauler Cruiser	92
R4.37	Romulan KillerHawk Super-Heavy Cruiser	93
R4.38	Romulan FireHawk–A Heavy Cruiser	94
R4.38	Romulan FireHawk-K Heavy Cruiser	95
R4.39	Romulan King Eagle Command Cruiser	96
R4.40	Romulan K9R Dreadnought	97
R4.41	Romulan Snipe–S Sublight Frigate	98
R4.42	Romulan Snipe–A Frigate	99
R4.43	Romulan Snipe–B Battle Frigate	100
R5.9	Kzinti Light Carrier	101
R5.10	Kzinti Escort Carrier	102
R5.12	Kzinti Transport Tug	103
R5.13-17	Kzinti Pods	104
R5.18	Kzinti Scout Frigate	105
R5.19	Kzinti Medium Cruiser	106
R5.21	Kzinti Minesweeper	107
R5.23	Kzinti Drone Frigate	108
R5.28	Kzinti Medium Escort Cruiser	109
R5.F	Kzinti Fighters	110
R6.5	Gorn Tug	111
R6.6-9	Gorn Pods	112
R6.	Gorn Battle Tug	113
R6.10	Gorn Large Scout	114
R6.11	Gorn Dreadnought	115
R6.12	Gorn Heavy Destroyer	116
R6.13	Gorn Scout	117
R6.15	Gorn Minesweeper	118
R6.17	Gorn Battle Destroyer	119
R6.18	Gorn Command Cruiser	120
R7.4	Tholian Destroyer	121
R7.5	Tholian Dreadnought	122
R7.6	Tholian Cruiser	123
R7.10	Tholian Web Tender	124
R7.11	Tholian Cargo Patrol Corvette	125
R7.12	Tholian Scout	126
R7.13	Tholian Minesweeper	127
R7.15	Tholian Command Cruiser	128
R7.16	Tholian Disruptor-Armed Patrol Corvette+	129
R7.17	Tholian TK5 Destroyer	130
R7.18	Tholian Repair Ship	131
R7.19	Tholian War Cruiser	132
R7.20	Tholian Heavy Cruiser	133
C14.211	Tholian PC-Pinwheel	134
R8.3	Orion Heavy Cruiser	135
R8.4	Orion Salvage Cruiser	136
R8.5	Orion Slaver	137
R8.7	Orion Light Raider	138
R8.10	Orion Free Traitor	139
R8.13	Orion Battle Raider	140
Drone Record Form		141
Plasma Torpedo Record Form		142
Master Player Record-Keeping Form		143
Useful Charts & Tables		144
Instructions for Forms		Back Cover

CAPTAIN'S ADVANCED MISSIONS SSD BOOK — Copyright © 1991 Amarillo Design Bureau

ARMED PRIORITY TRANSPORT

CREW UNITS
[*] [ ] [ ] [4]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	[ ] [ ] [ ] [ ] [ ] [ ]	

SHIP DATA TABLE

TYPE	=	APT
POINT VALUE	=	75/20
BREAKDOWN	=	3-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R1.8

BOARDING PARTIES
[ ] [2]

TRANSPORTER BOMBS
[ ] [ ] [D] [D]

TYPE III DEFENSE PHASER

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

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

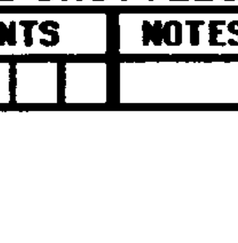
CNTR

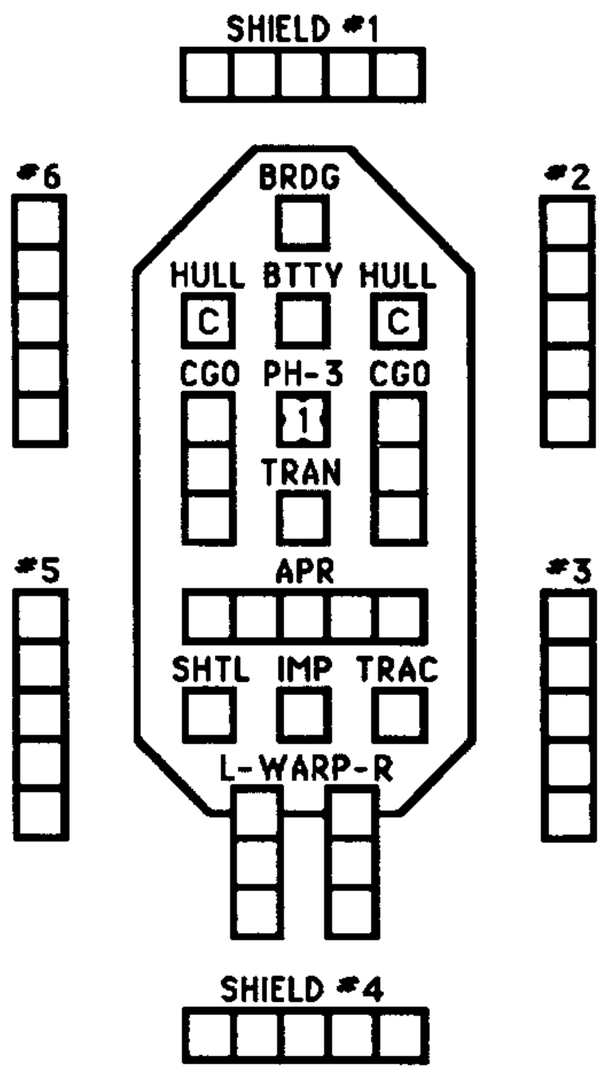
SENSOR
[6]
[0]

SCANNER
[0]
[9]

DAM CON
[2]
[0]

EX DAM
[ ]





THE FIRING ARC OF THE PH-3 IS 360°.

WARP ENERGY MOVEMENT COST = 1/5 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	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5	5	5	5	6	6	6	6	6
Fract.	1/5	2/5	3/5	4/5	1	1 1/5	1 2/5	1 3/5	1 4/5	2	2 1/5	2 2/5	2 3/5	2 4/5	3	3 1/5	3 2/5	3 3/5	3 4/5	4	4 1/5	4 2/5	4 3/5	4 4/5	5	5 1/5	5 2/5	5 3/5	5 4/5	6

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

FREE TRADER

CREW UNITS
[*] [ ] [3]

BOARDING PARTIES
[ ] [2]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

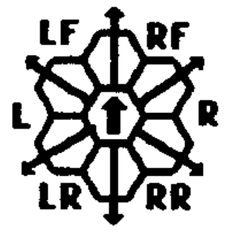
NO T-BOMBS

SHIP DATA TABLE

TYPE	=	FT
POINT VALUE	=	70/22
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R1.9

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 LAND ON PLANETS USING THE POWERED LANDING SYSTEM (P2.434).

BPV MAY BE MODIFIED BY ANNEX #8B.

DRONE RACKS
[1] [ ] [ ] [ ] [A] [ ] [ ] [B]

SHIP CAN HAVE TYPE-A DRONE RACK IN OPTION MOUNT (ONE RELOAD); AFTER THE Y175 REFIT, THIS CAN BE A TYPE-B DRONE RACK (2 RELOADS).

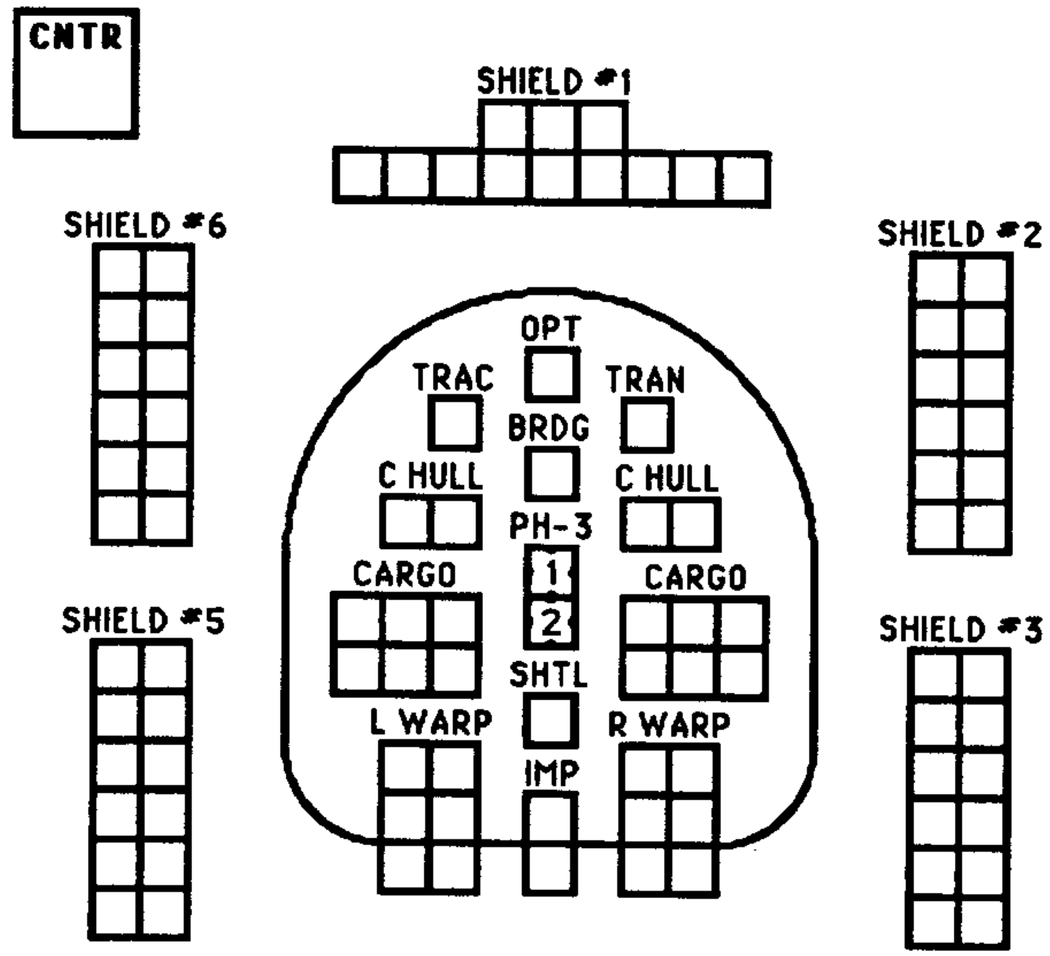
SELECTION OF OPTION MOUNT:
PH-2 [ ] 360° PH-3 [ ] 360° DRONE [ ] ADD [ ]

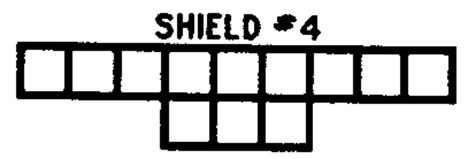
ANTI-DRONES
[1] [ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]

PRIOR TO Y175 REFIT, ADD HAD 6 ROUNDS.

ANTI-DRONE TABLE

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





SENSOR	SCANNER	DAM CON	EX DAM
6 3 0	0 3 9	2 2 0	[ ][ ]

PHASER-3 FIRING ARC IS 360°.

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

CAPTAIN'S ADVANCED MISSIONS SSD BOOK — Copyright © 1991 Amarillo Design Bureau

CREW UNITS

			*					10
								20
								30
								40
								50
								60
								70
								80

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CLOAK ☐ H&R

ROMULANS ONLY

BOARDING PARTIES

					6
					12

T-BOMBS

D	D	D	D	D	D

SHIP DATA TABLE

TYPE	=	FRD
POINT VALUE	=	200/50
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
CLOAK COST	=	10
SIZE CLASS	=	2
REFERENCE	=	R1.10
CLOAK BPV	=	+10

SEE R1.10 FOR SPECIAL MOVEMENT RULES.

TYPE I OFFENSIVE PHASER TABLE

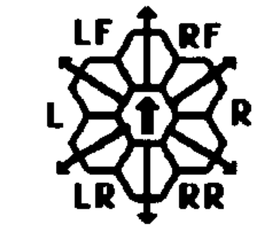
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

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

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

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		

DRONE RACKS

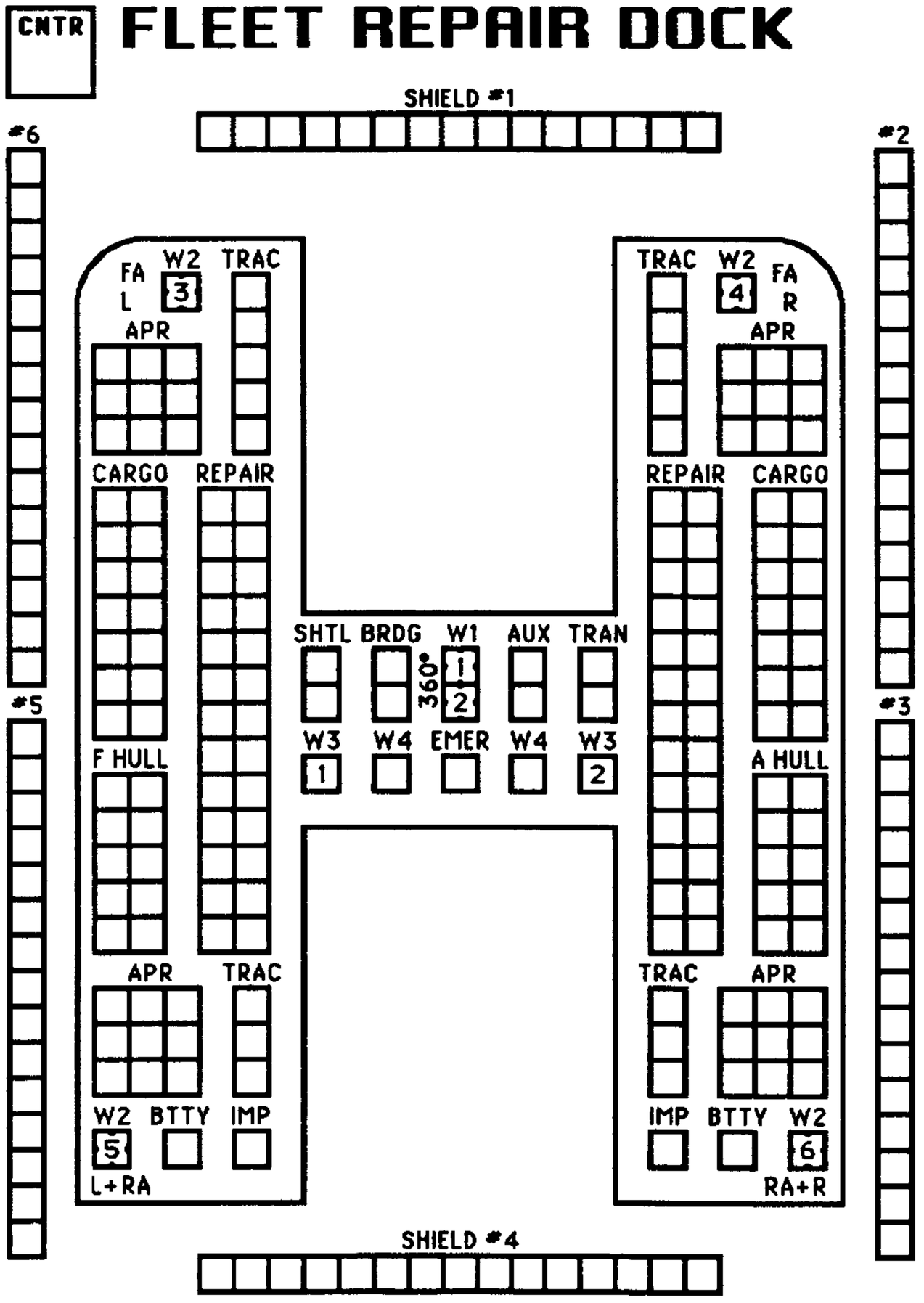
1						G					B
2						G					B

THE FRDS OF SOME RACES HAVE TYPE-G DRONE RACKS; OTHERS HAVE TYPE-B. SOME HAVE PLASMA-RACKS, WHICH THIS ABOVE TABLE CAN ALSO BE USED FOR. FRDs HAD TWO DRONE RELOADS BEFORE THE Y175 REFIT, THREE THEREAFTER. FRDs HAD ONE PLASMA-D RELOAD BEFORE THE Y175 REFIT, TWO THEREAFTER.

ANTI-DRONE TABLE

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

FLEET REPAIR DOCK



SENSOR	SCANNER	DAMAGE CONTROL	EX DAMAGE
6 6 0	0 0 9	8 6 6 6 4 4 4 2 0	

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

FEDERATION EXPRESS

CREW UNITS
[*] [ ] [3]

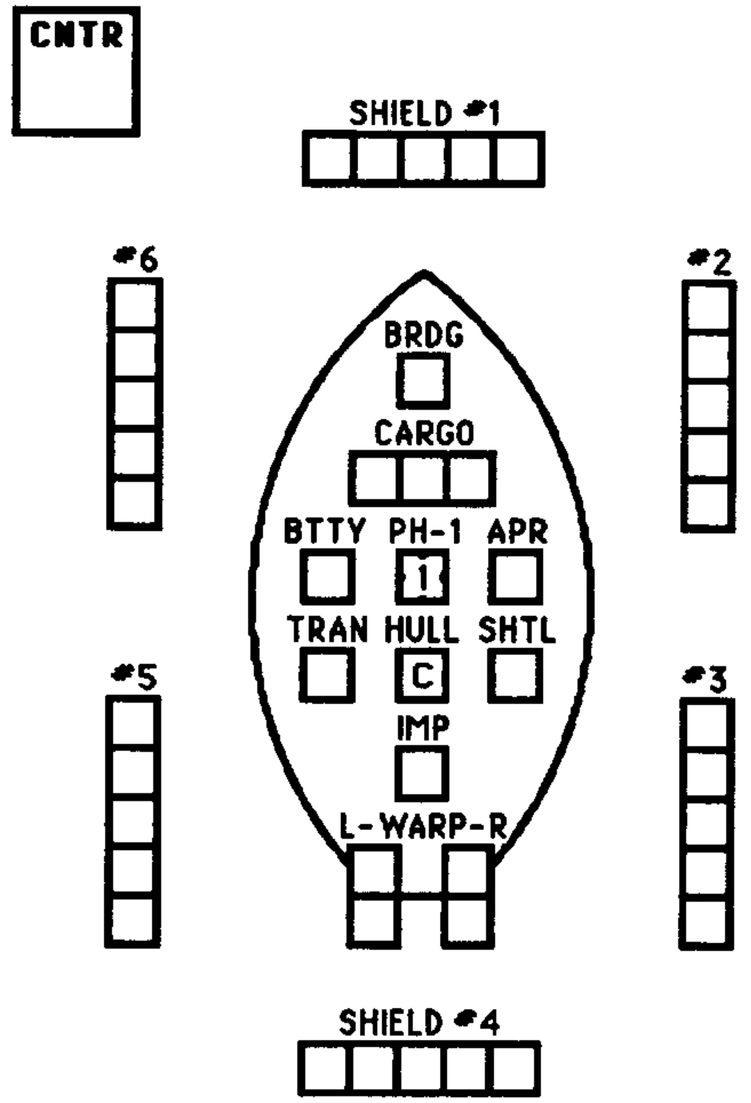
BOARDING PARTY
[1]

NO T-BOMBS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE		
TYPE	=	FDX
POINT VALUE	=	70/18
BREAKDOWN	=	3-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R1.11



TYPE I OFFENSIVE PHASER TABLE

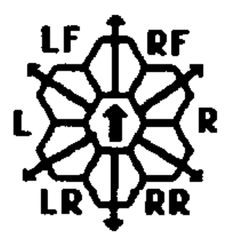
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE	SPEED
AA	
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

THIS SHIP CAN LAND ON PLANETS USING THE POWERED LANDING SYSTEM (P2.434).



SENSOR	SCANNER	DAM CON	EX DAM
6 0	0 9	2 0	

PHASER-1 FIRING ARC IS 360°.

MOVEMENT COST = 1/10
HET COST = 5/10
EM COST = 3/10

CAPTAIN'S ADVANCED MISSIONS SSD BOOK — Copyright © 1991 Amarillo Design Bureau

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

SMALL MINE-LAYING FREIGHTER

CREW UNITS [ ] [*] [ ] [ ] [5]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	[ ][ ][ ][ ][ ][ ]	MSS

BOARDING PARTY [1]

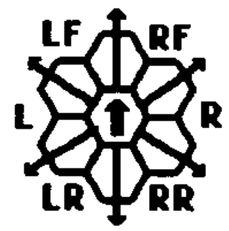
TRANSPORTER BOMBS [ ][ ] [D][D]

SHIP DATA TABLE

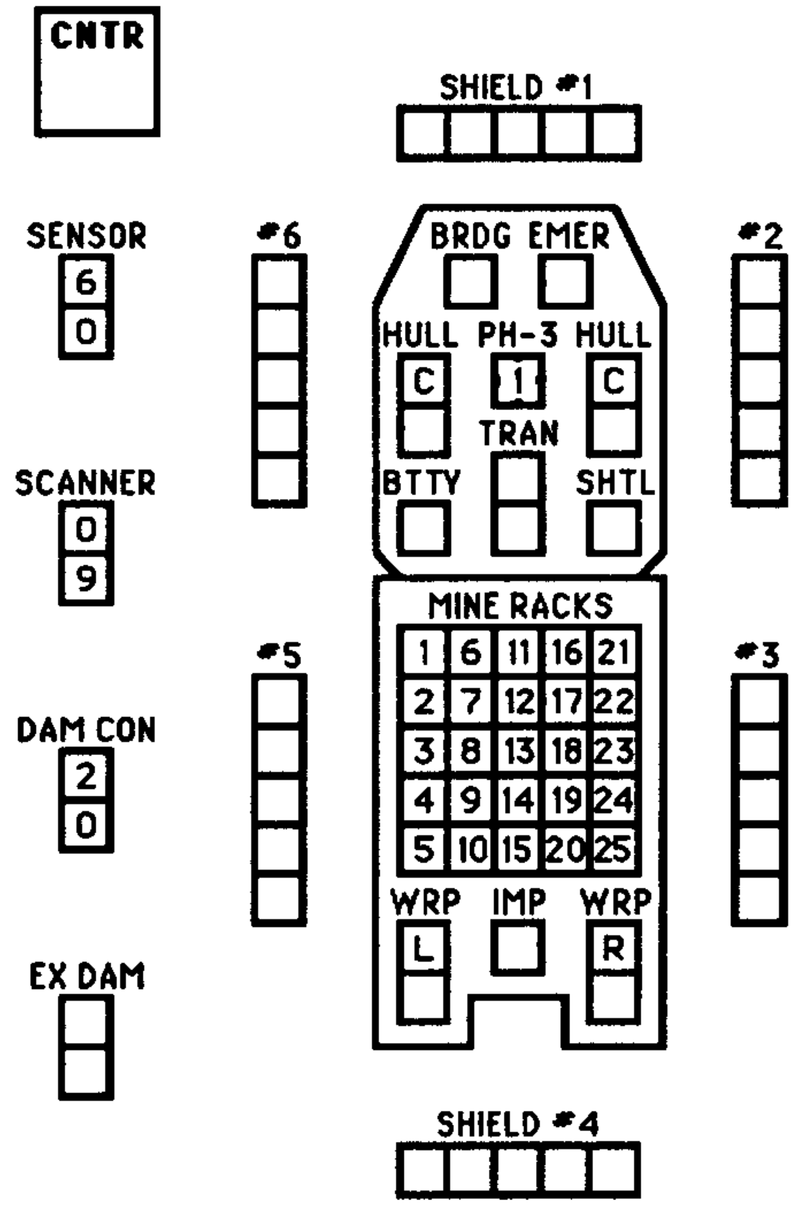
TYPE	=	F-MS
POINT VALUE	=	60/12
BREAKDOWN	=	1-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R1.12A

TYPE III DEFENSE PHASER

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

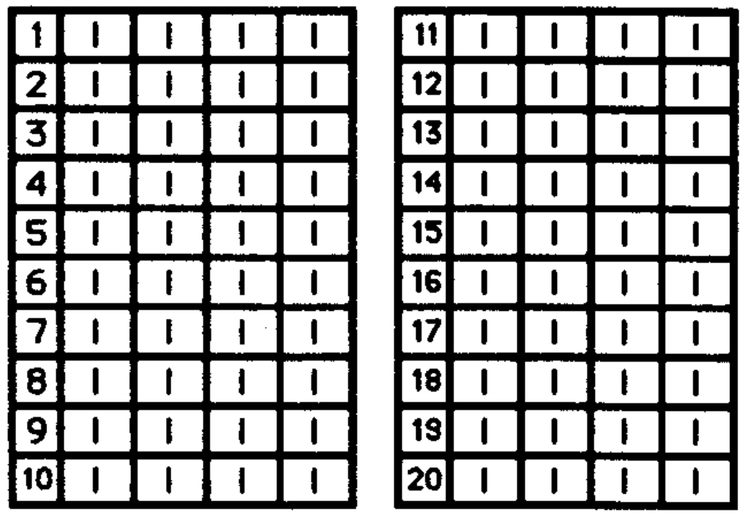


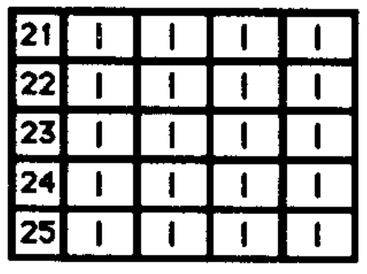
TURN MODE	SPEED
C	1 2-4
NO HET BONUS	2 5-9
	3 10-14
	4 15-20
	5 21-27
BD [ ][ ]	6 28+



PHASER-3 FIRING ARC IS 360°.

MINE RACKS





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.

THIS SHIP CANNOT DISENGAGE BY ACCELERATION.
THIS SHIP CAN ACCELERATE BY NO MORE THAN 3 MOVEMENT POINTS PER TURN.

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

LARGE MINE-LAYING FREIGHTER

CREW UNITS: ☐☐✱☐☐☐☐☐☐10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	☐☐☐☐☐☐	MSS

BOARDING PARTY: ☐2

TRANSPORTER BOMBS: ☐☐ D D

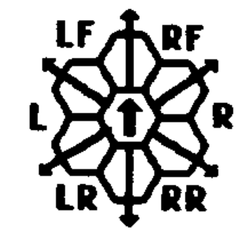
SHIP DATA TABLE

TYPE	= F-ML
POINT VALUE	= 120/20
BREAKDOWN	= 1-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.12B

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



RA = LR + RR

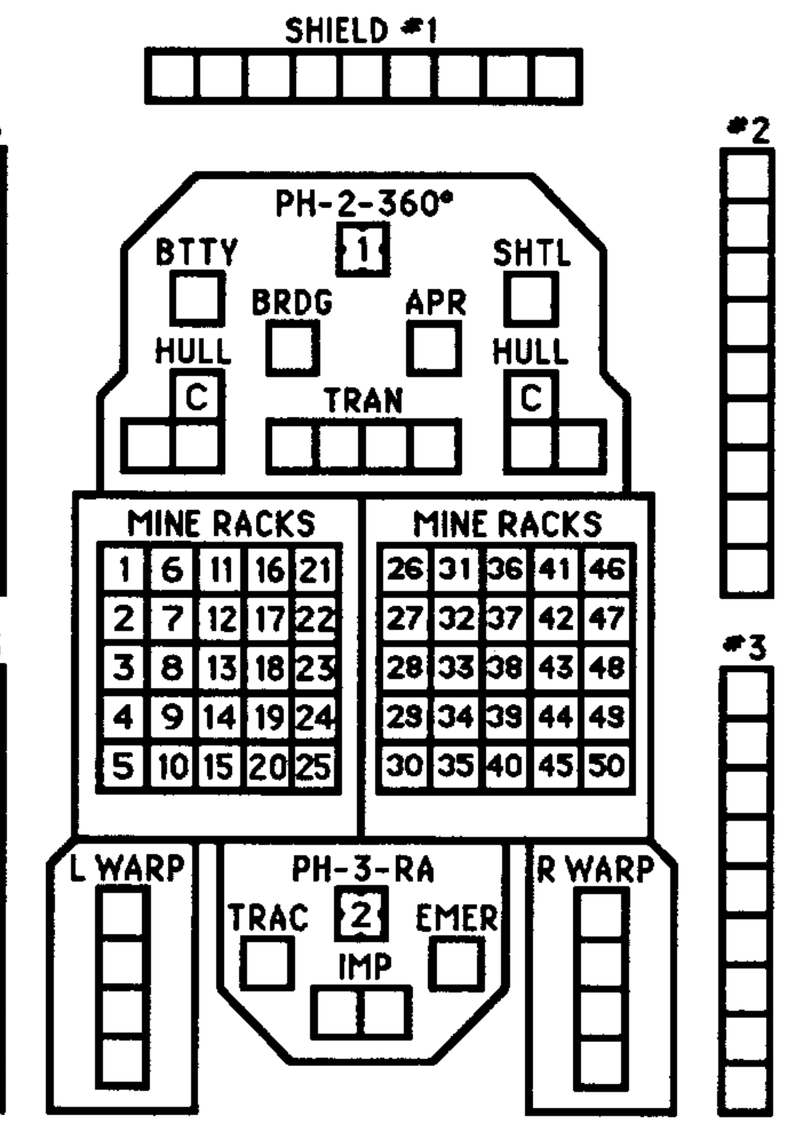
TURN MODE D		SPEED
NO HET BONUS	1	2-4
	2	5-8
	3	9-12
	4	13-17
BD ☐☐	5	18-24
	6	25+

SENSOR: 6 3 0

SCANNER: 0 2 9

DAM CON: 2 2 0

EX DAM: ☐☐☐☐



MINE RACKS

1	21	41		
2	22	42		
3	23	43		
4	24	44		
5	25	45		
6	26	46		
7	27	47		
8	28	48		
9	29	49		
10	30	50		
11	31			
12	32			
13	33			
14	34			
15	35			
16	36			
17	37			
18	38			
19	39			
20	40			

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.

THIS SHIP CANNOT DISENGAGE BY ACCELERATION.
THIS SHIP CAN ACCELERATE BY NO MORE THAN 4 MOVEMENT POINTS PER TURN.

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 = 1/2 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

CAPTAIN'S ADVANCED MISSIONS SSD BOOK — Copyright © 1991 Amarillo Design Bureau

CIVILIAN LARGE ORE CARRIER

CREW UNITS

✱	2

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	F-OL
POINT VALUE	=	100/25
BREAKDOWN	=	1-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R1.23

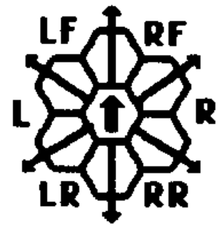
TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

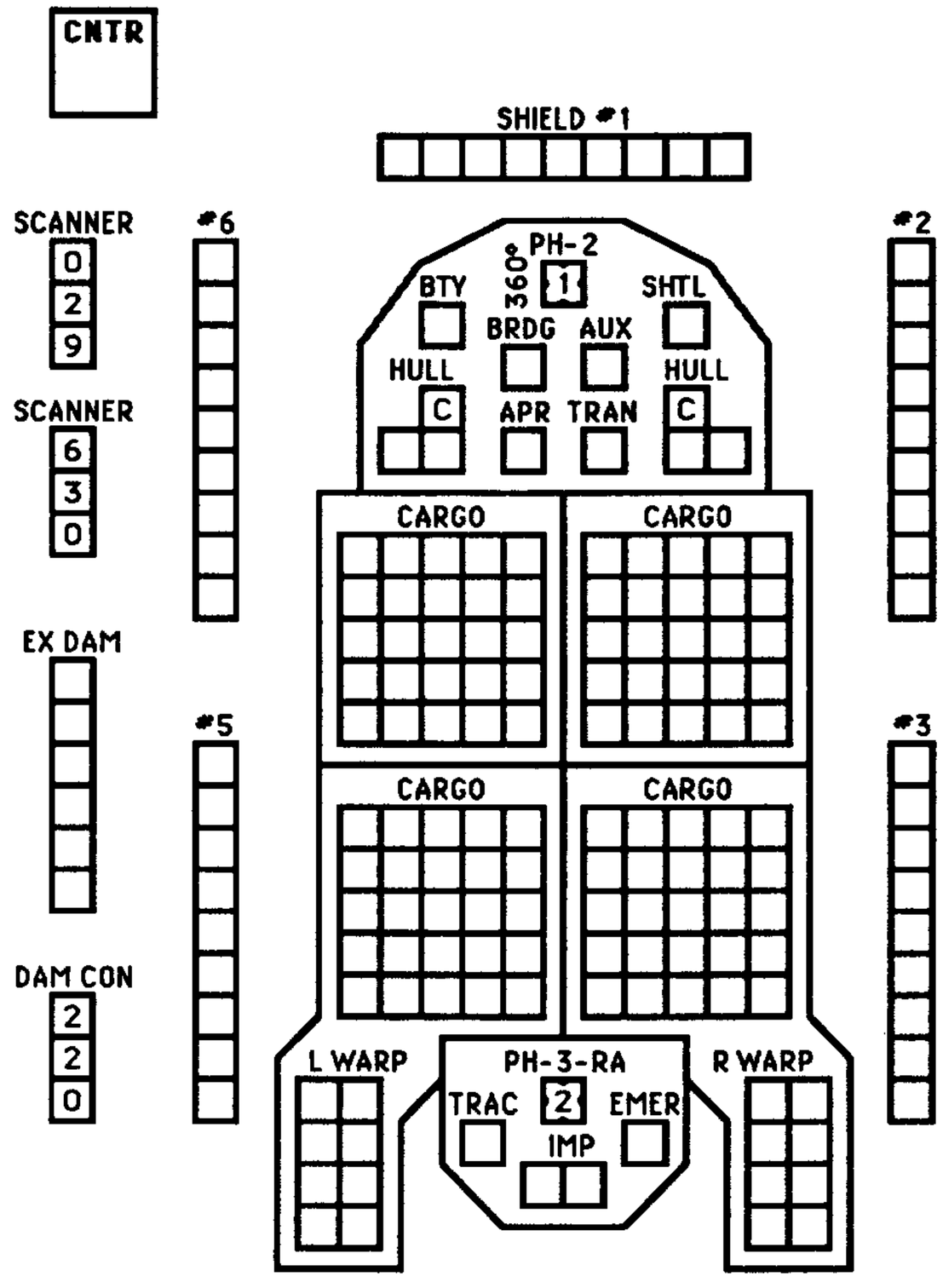
TURN MODE		SPEED
E	1	2 - 3
	2	4 - 6
NO HET BONUS	3	7 -10
	4	11-14
	5	15-20
BD	6	21-29
	7	30+

TYPE III DEFENSE PHASER

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



RA = LR + RR



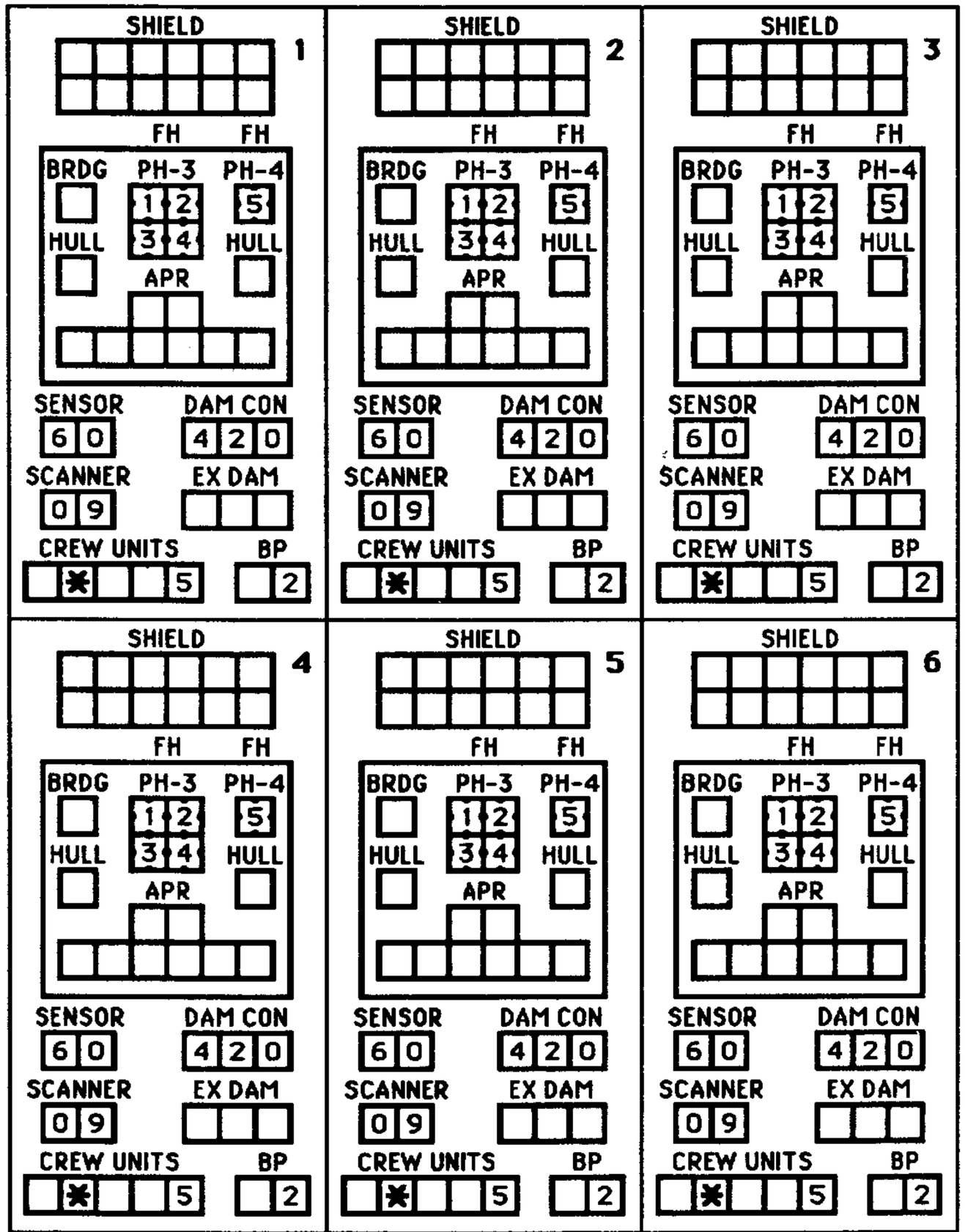
THIS SHIP CAN ACCELERATE BY NO MORE THAN 3 MOVEMENT POINTS PER TURN.
THIS SHIP CANNOT DISENGAGE BY ACCELERATION.
THIS SHIP DOES NOT USE T-BOMBS.

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

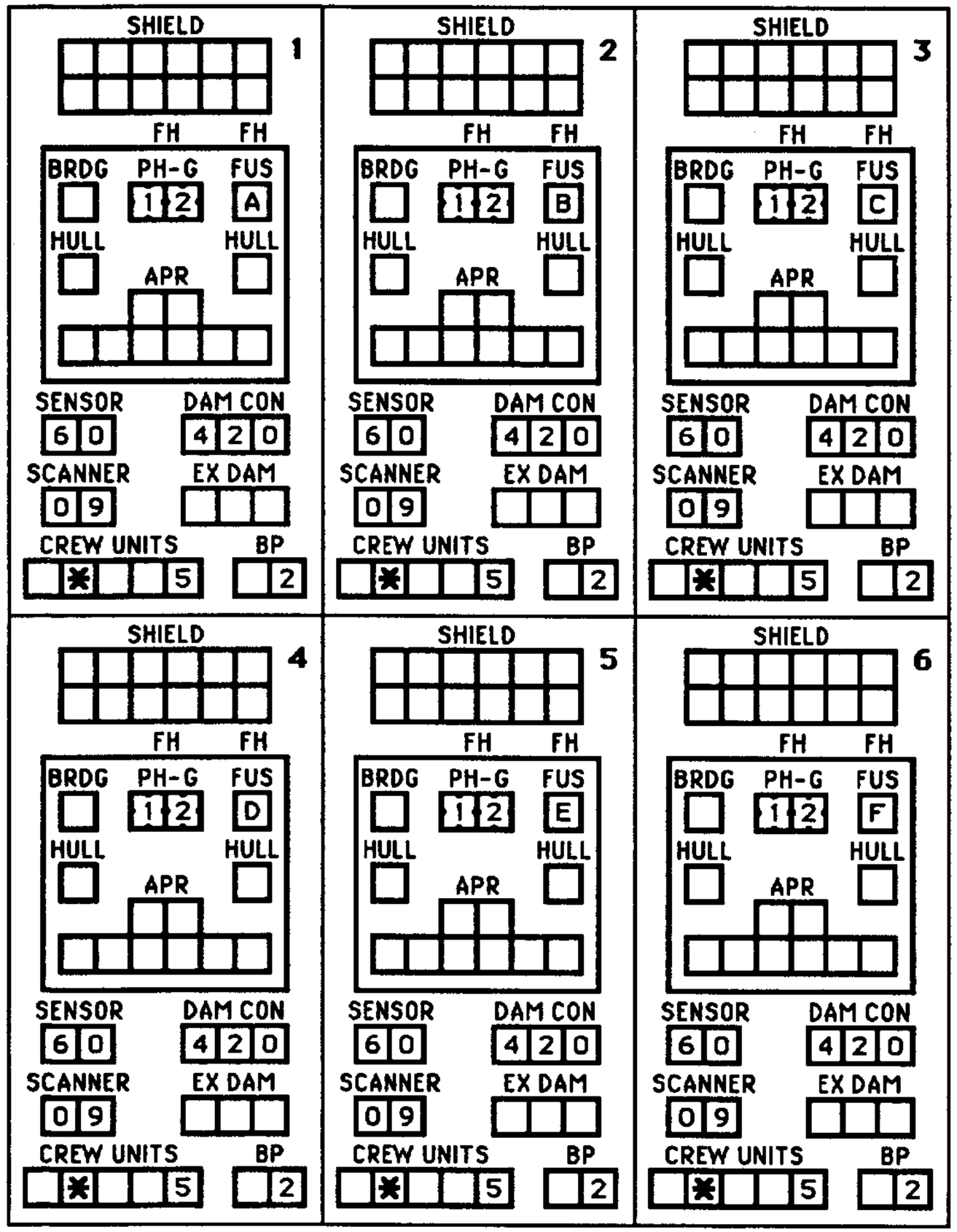
Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

PLANETARY DEFENSE SYSTEM

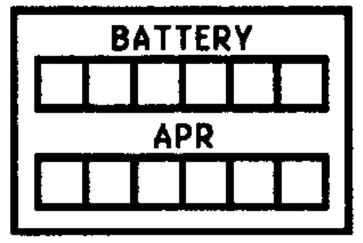
GROUND-BASED PHASER-4



GROUND-BASED FUSION BEAM

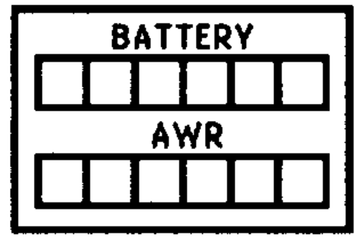


BASE POWER MODULE



TYPE = PAM
CREW = 10
BP = 0
BPV = 18
REF = R1.17

BASE WARP POWER MODULE



TYPE = WAM
CREW = 10
BP = 0
BPV = 24
REF = R1.17

TYPE = GBFB
BPV = 8
REF = R1.14

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

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

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

CAPTAIN'S ADVANCED MISSIONS SSD BOOK — Copyright © 1991 Amarillo Design Bureau

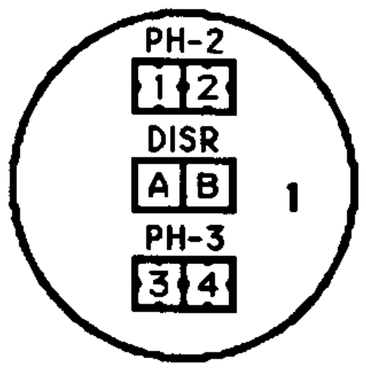
Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

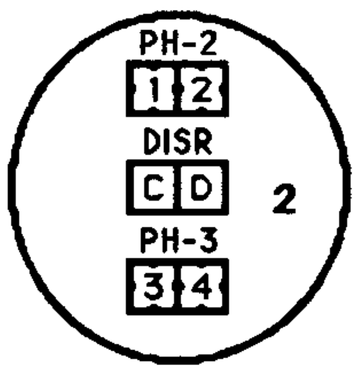
PLANETARY DEFENSE SYSTEM

DEFENSE SATELLITES (DISR)

HIGH ORBIT

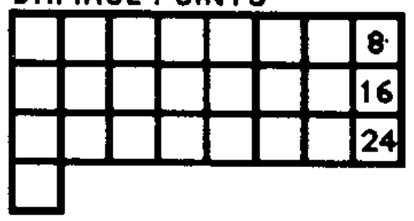
ALL WEAPONS ARE 360°.



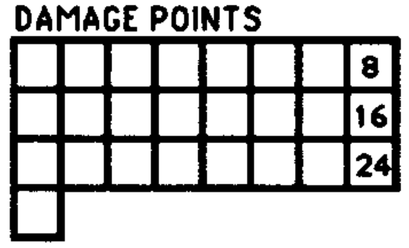


DATA TABLE	
TYPE	= DEFSAT
POINT VALUE	= 20
SIZE CLASS	= 7
REFERENCE	= R1.15

DAMAGE POINTS

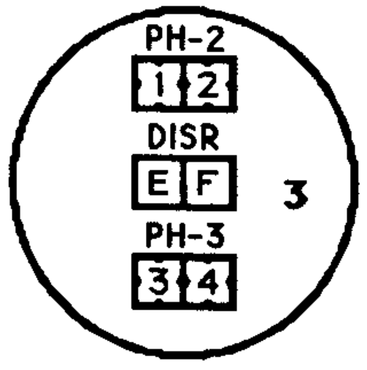


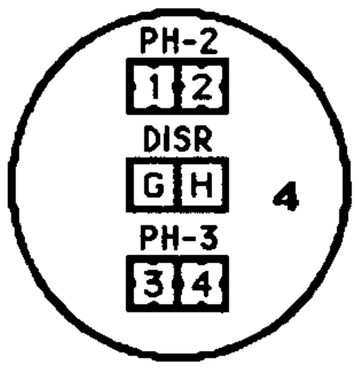
DAMAGE POINTS

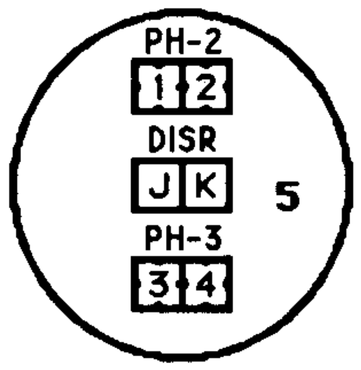


DEFENSE SATELLITES OF THIS TYPE ARE USED BY THE WYN, KLINGONS, LYRANS, KZINTIS, AND THOLIANS.

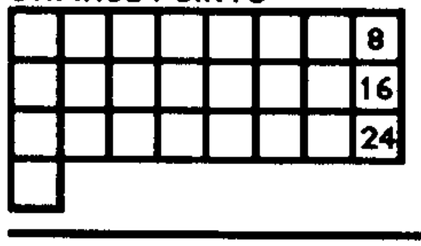
LOW ORBIT



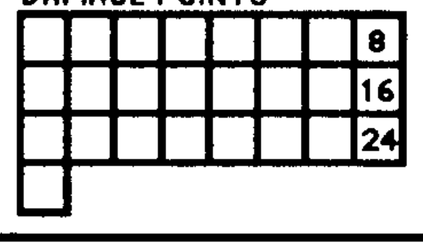




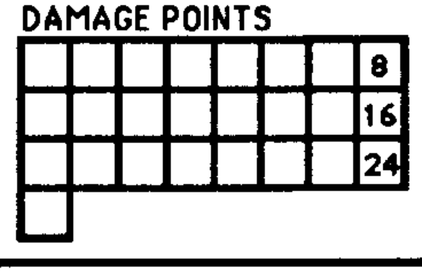
DAMAGE POINTS



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

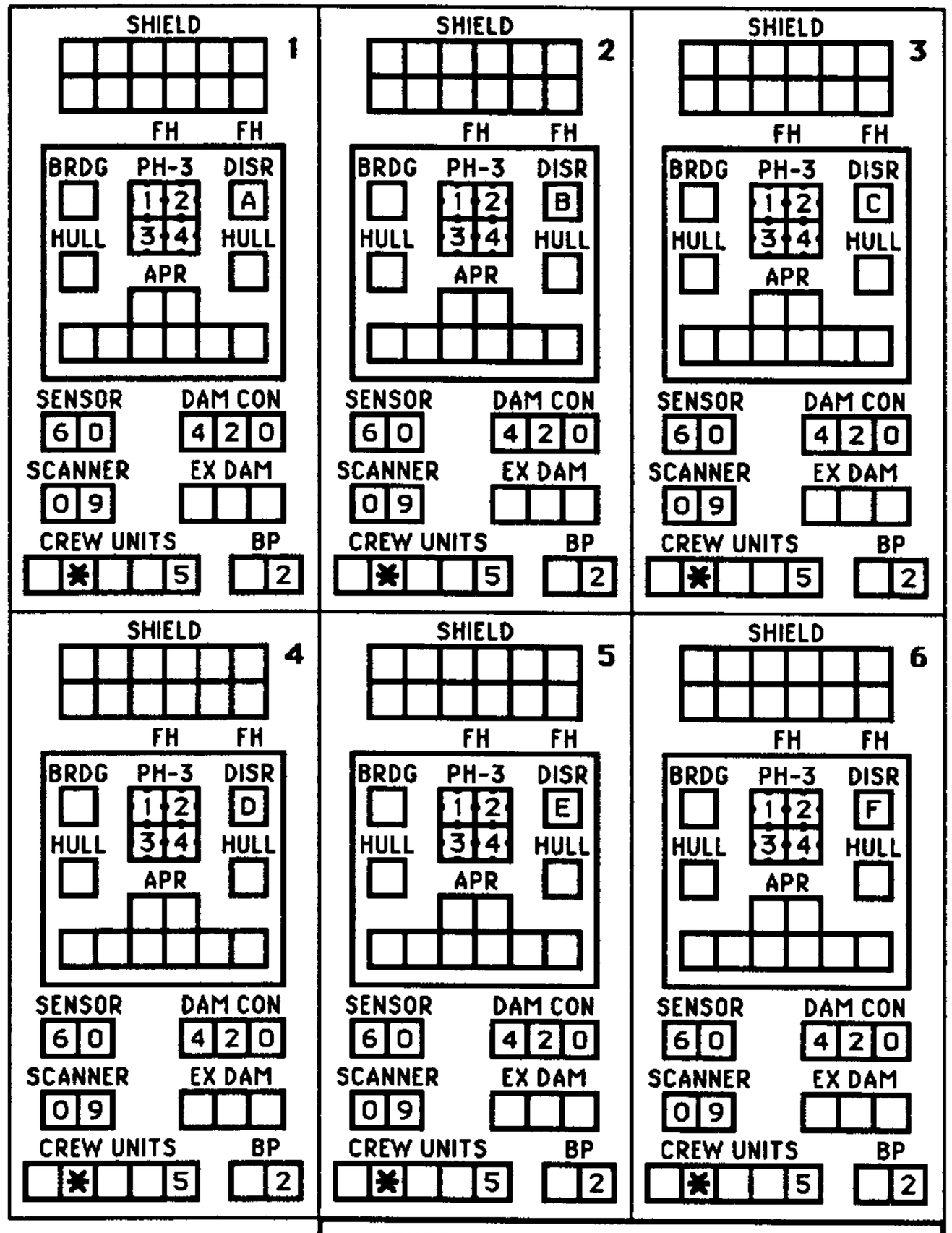
TYPE III DEFENSE PHASER

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

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
DAMAGE, STD	0	5	4	4	3	3

GROUND-BASED DISRUPTOR



TYPE = GBDD BPV = 10 REFERENCE = R1.14

DISRUPTOR TABLE

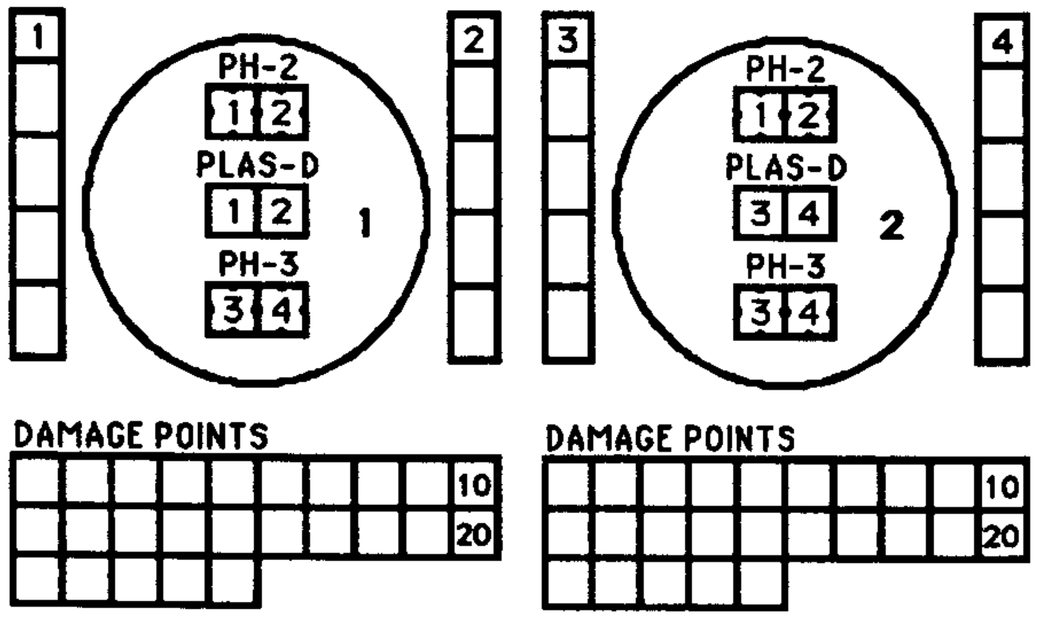
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2	1
DAMAGE, OVLD	10	10	8	8	6	0	0	0	0

PLANETARY DEFENSE SYSTEM

DEFENSE SATELLITES (PLAS-D)

HIGH ORBIT

ALL WEAPONS ARE 360°.

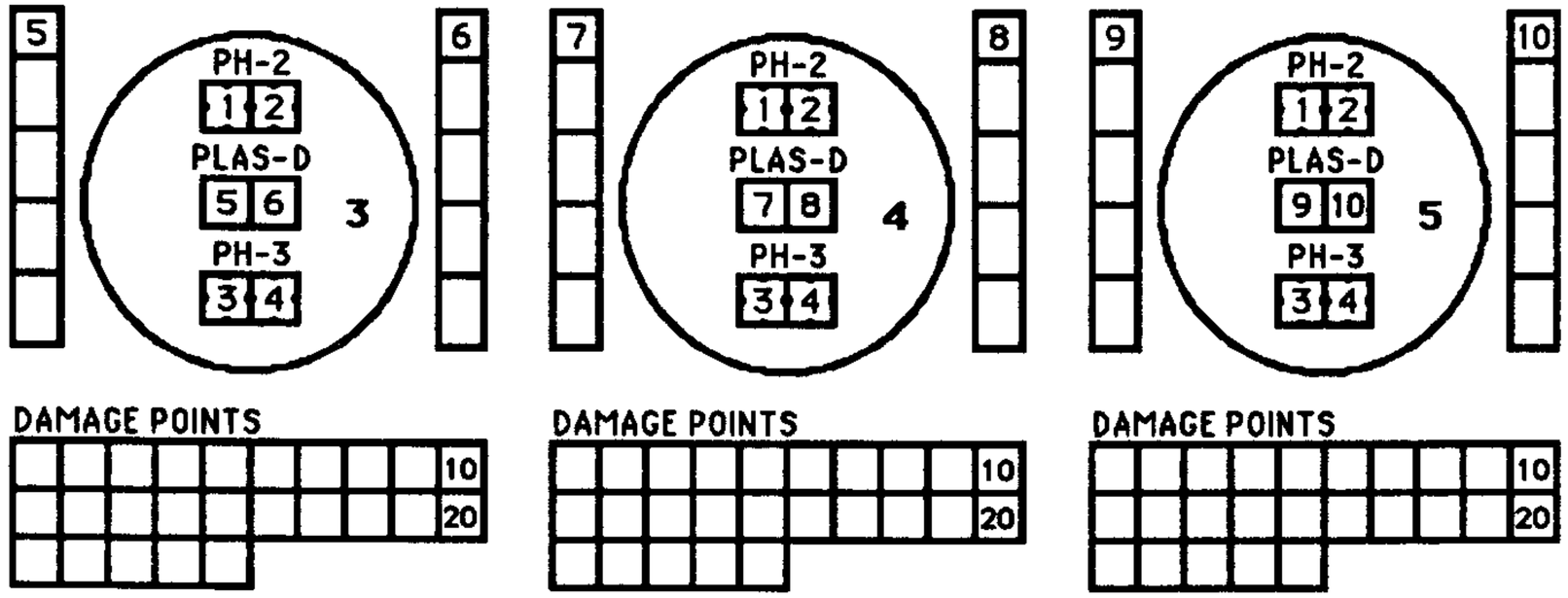


DATA TABLE	
TYPE	= DEFSAT
POINT VALUE	= 27
SIZE CLASS	= 7
REFERENCE	= R1.15

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

LOW ORBIT



TYPE II PHASER TABLE

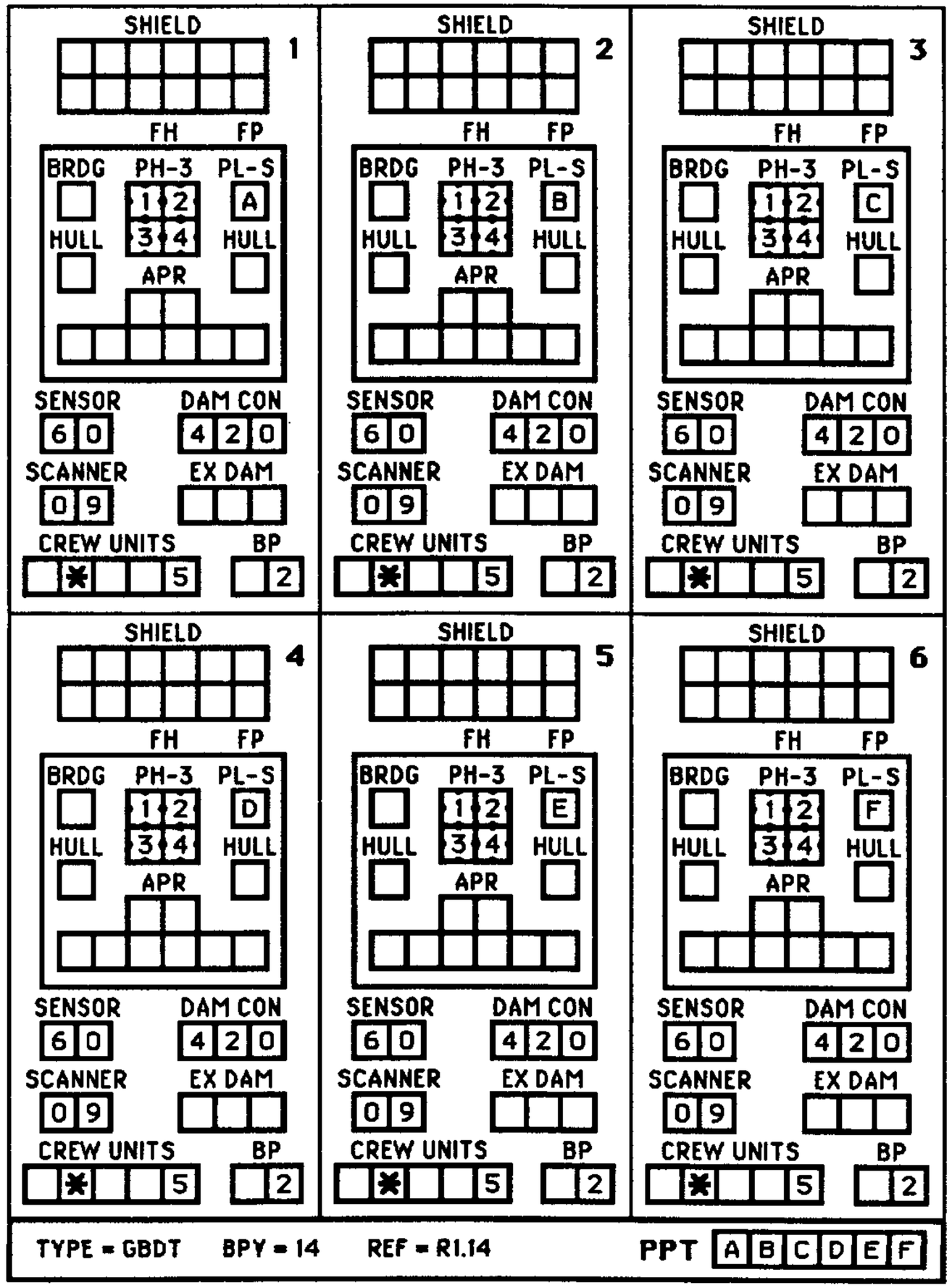
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		

DEFSATS OF THIS TYPE ARE USED BY ROMULANS, GORNS, ISC.
ALL WEAPONS HAVE A 360° FIRING ARC.
PLASMA-D RACKS CANNOT BE RELOADED DURING A SCENARIO.

GROUND-BASED PLASMA-S



PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1		

CAPTAIN'S ADVANCED MISSIONS SSD BOOK — Copyright © 1991 Amarillo Design Bureau

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

PLANETARY DEFENSE SYSTEM

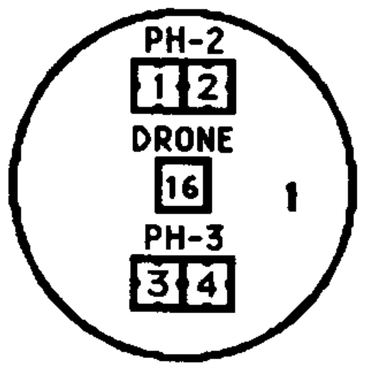
DEFENSE SATELLITES (DRONE)

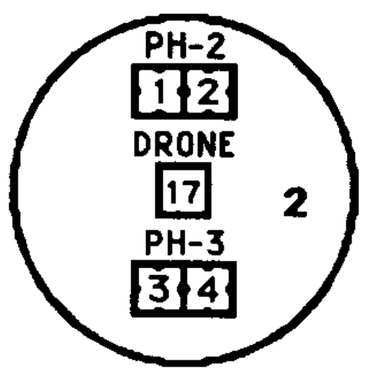
DEFENSE SATELLITES OF THIS TYPE ARE USED BY THE FEDERATION, KLINGONS, WYNS, AND KZINTIS.

DATA TABLE	
TYPE	= DEFSAT
POINT VALUE	= 20
SIZE CLASS	= 7
REFERENCE	= R1.15

HIGH ORBIT

ALL WEAPONS ARE 360°.

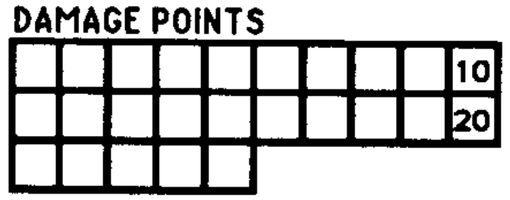




DAMAGE POINTS



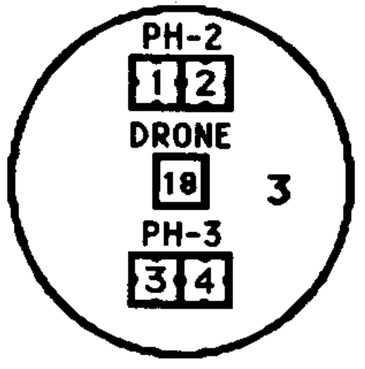
DAMAGE POINTS

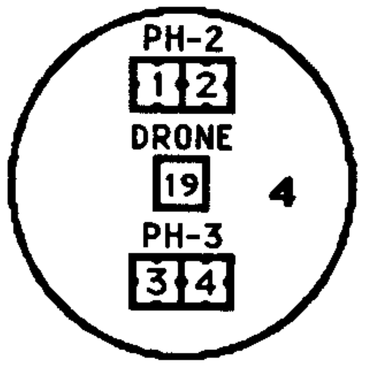


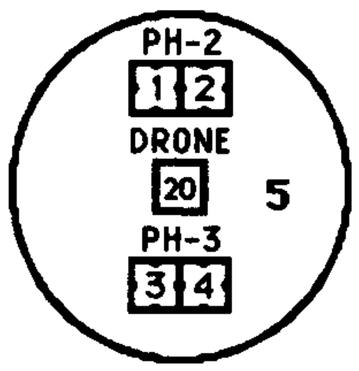
DRONE RACKS

16							B
17							B
18							B
19							B
20							B

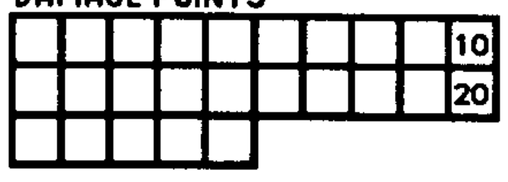
LOW ORBIT



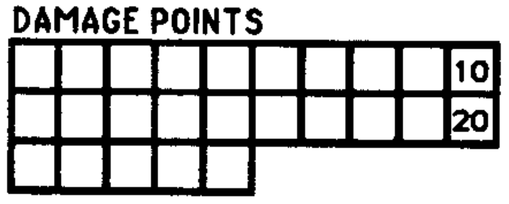




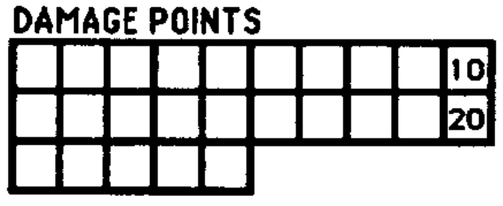
DAMAGE POINTS



DAMAGE POINTS

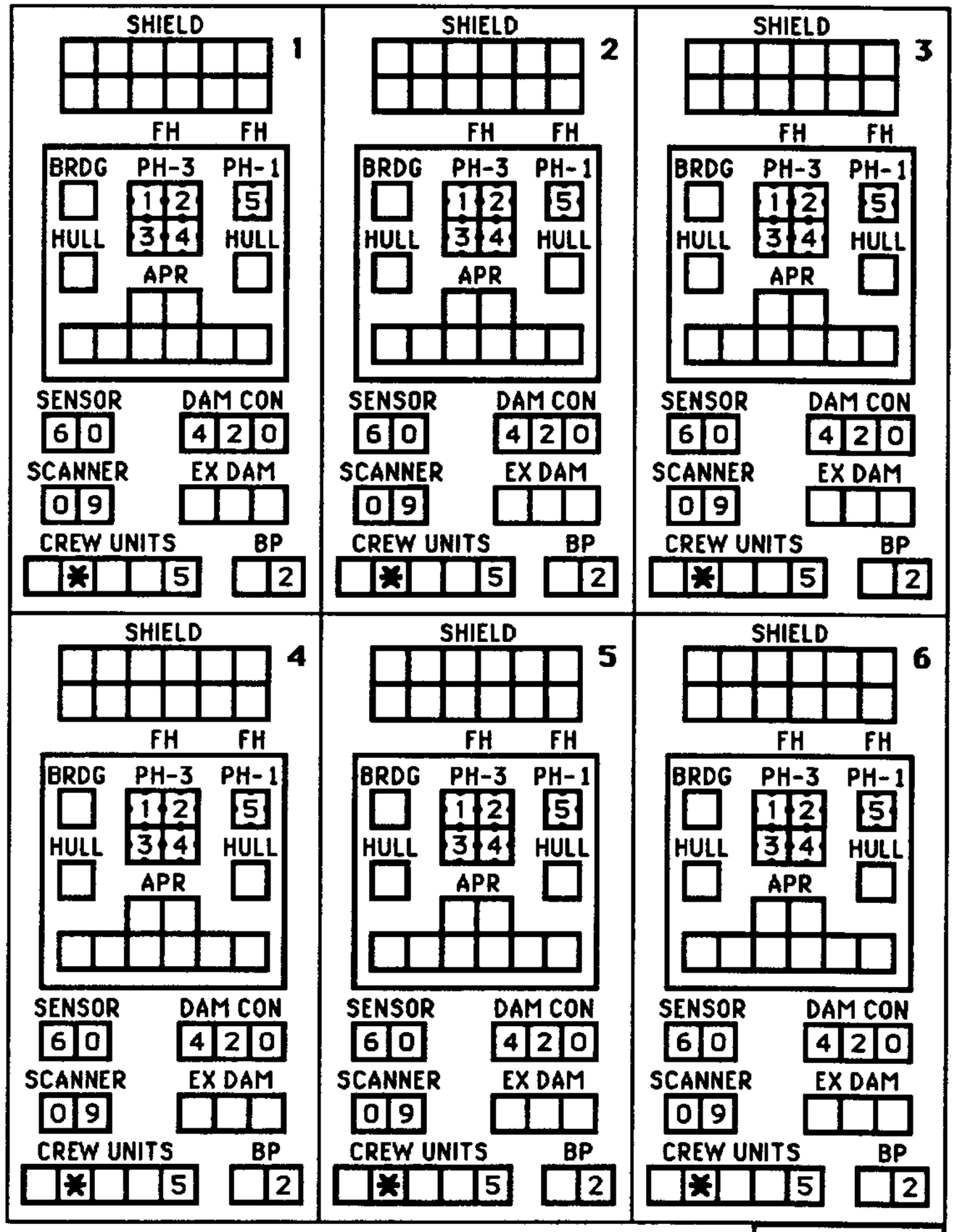


DAMAGE POINTS



DRONE RACKS CANNOT BE RELOADED DURING A SCENARIO.

GROUND-BASED PHASER-1



TYPE = GBD1
BPV = 8
REF = R1.14

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 OFFENSIVE/DEFENSIVE 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

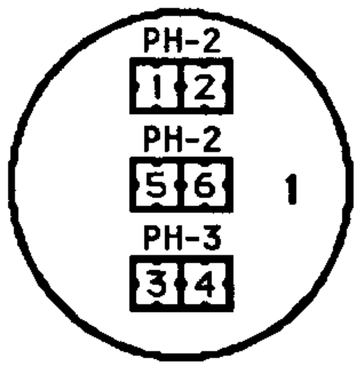
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

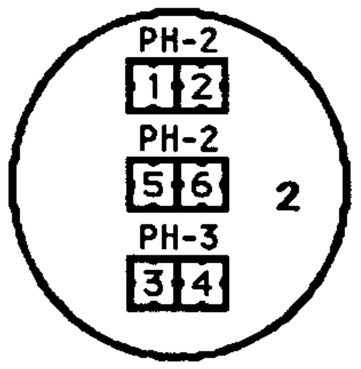
PLANETARY DEFENSE SYSTEM

DEFENSE SATELLITES (PHAS-2)

HIGH ORBIT

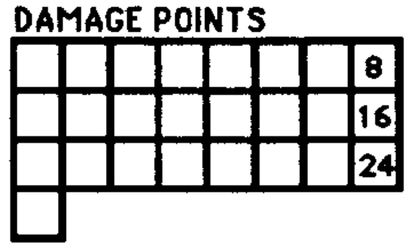
ALL WEAPONS ARE 360°.



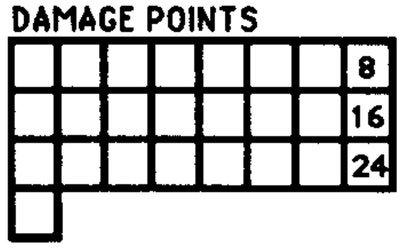


DATA TABLE	
TYPE	= DEFSAT
POINT VALUE	= 20
SIZE CLASS	= 7
REFERENCE	= R1.15

DAMAGE POINTS

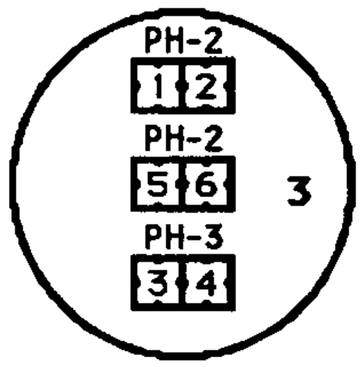


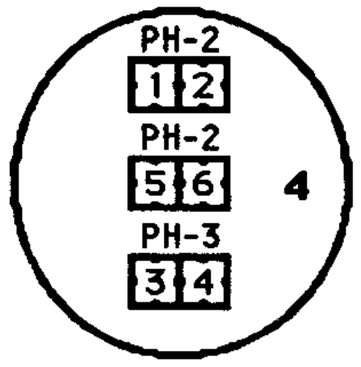
DAMAGE POINTS

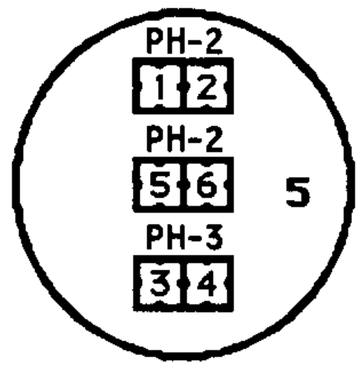


DEFENSE SATELLITES OF THIS TYPE ARE USED BY ALL RACES.

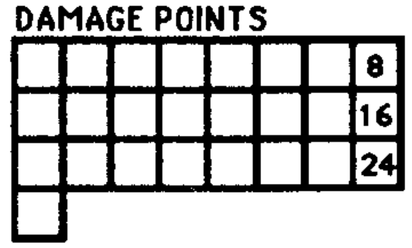
LOW ORBIT



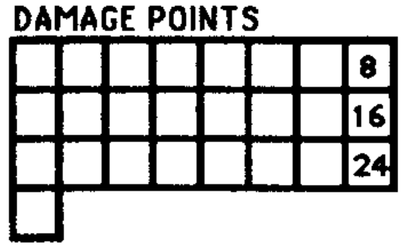




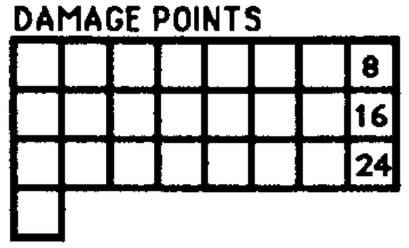
DAMAGE POINTS



DAMAGE POINTS



DAMAGE POINTS



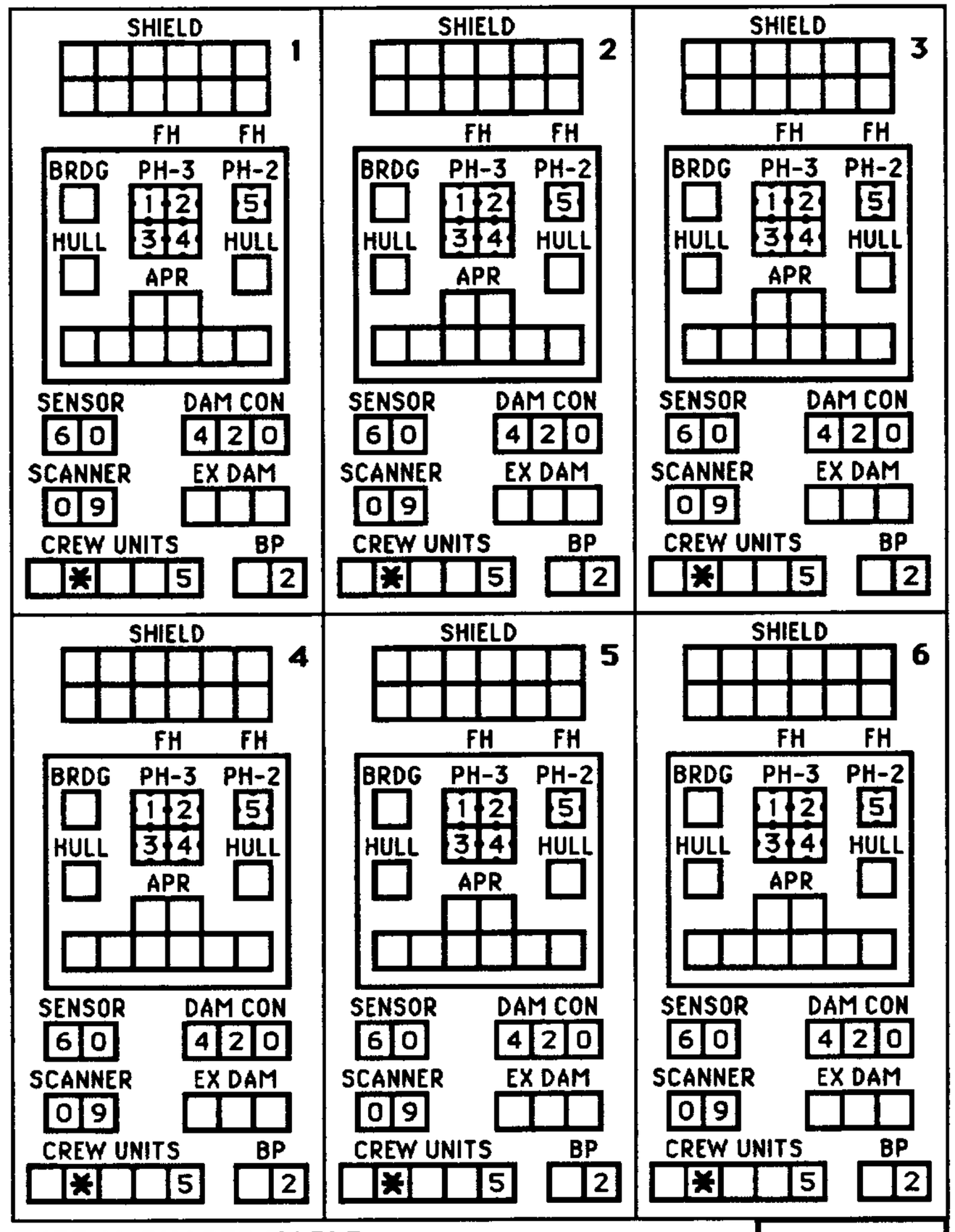
TYPE II PHASER TABLE

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

CAPTAIN'S ADVANCED MISSIONS SSD BOOK — Copyright © 1991 Amarillo Design Bureau

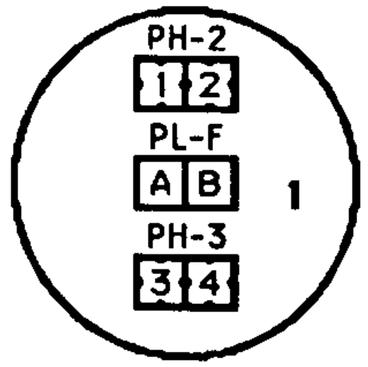
Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

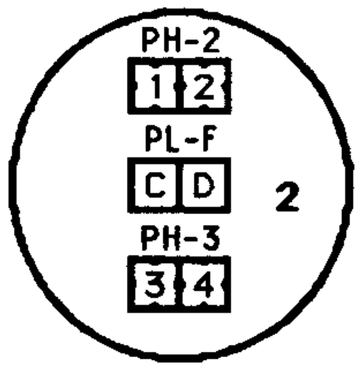
PLANETARY DEFENSE SYSTEM

DEFENSE SATELLITES (PLAS-F)

HIGH ORBIT

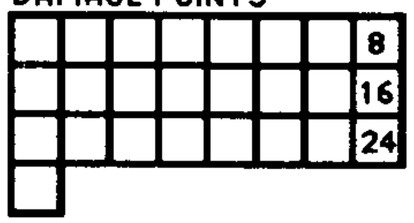
ALL WEAPONS ARE 360°.



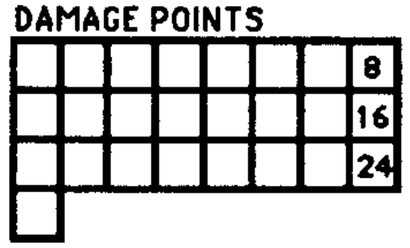


DATA TABLE	
TYPE	= DEFSAT
POINT VALUE	= 20
SIZE CLASS	= 7
REFERENCE	= R1.15

DAMAGE POINTS

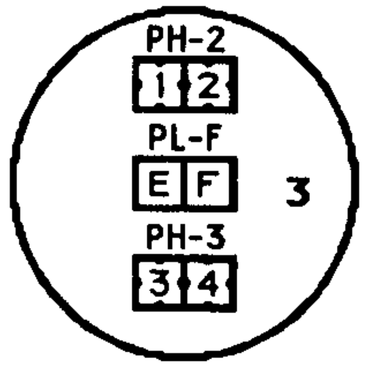


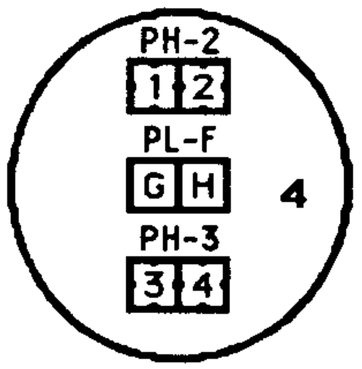
DAMAGE POINTS

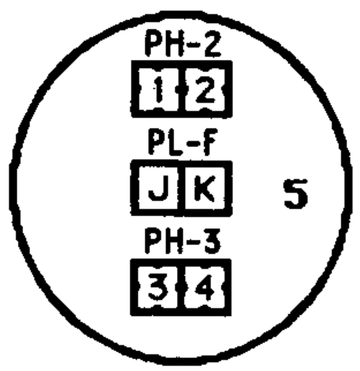


DEFENSE SATELLITES OF THIS TYPE ARE USED BY THE ISC, ROMULANS, AND GORNS.

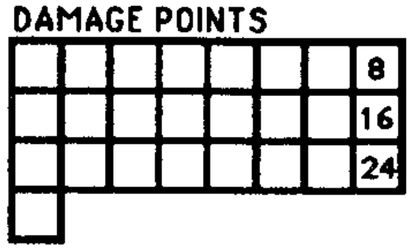
LOW ORBIT



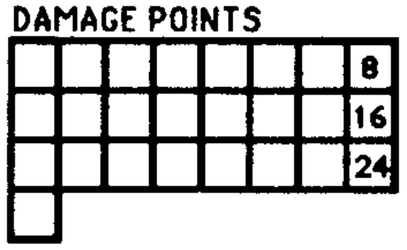




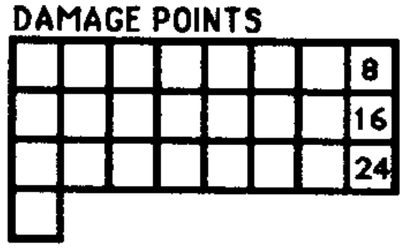
DAMAGE POINTS



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

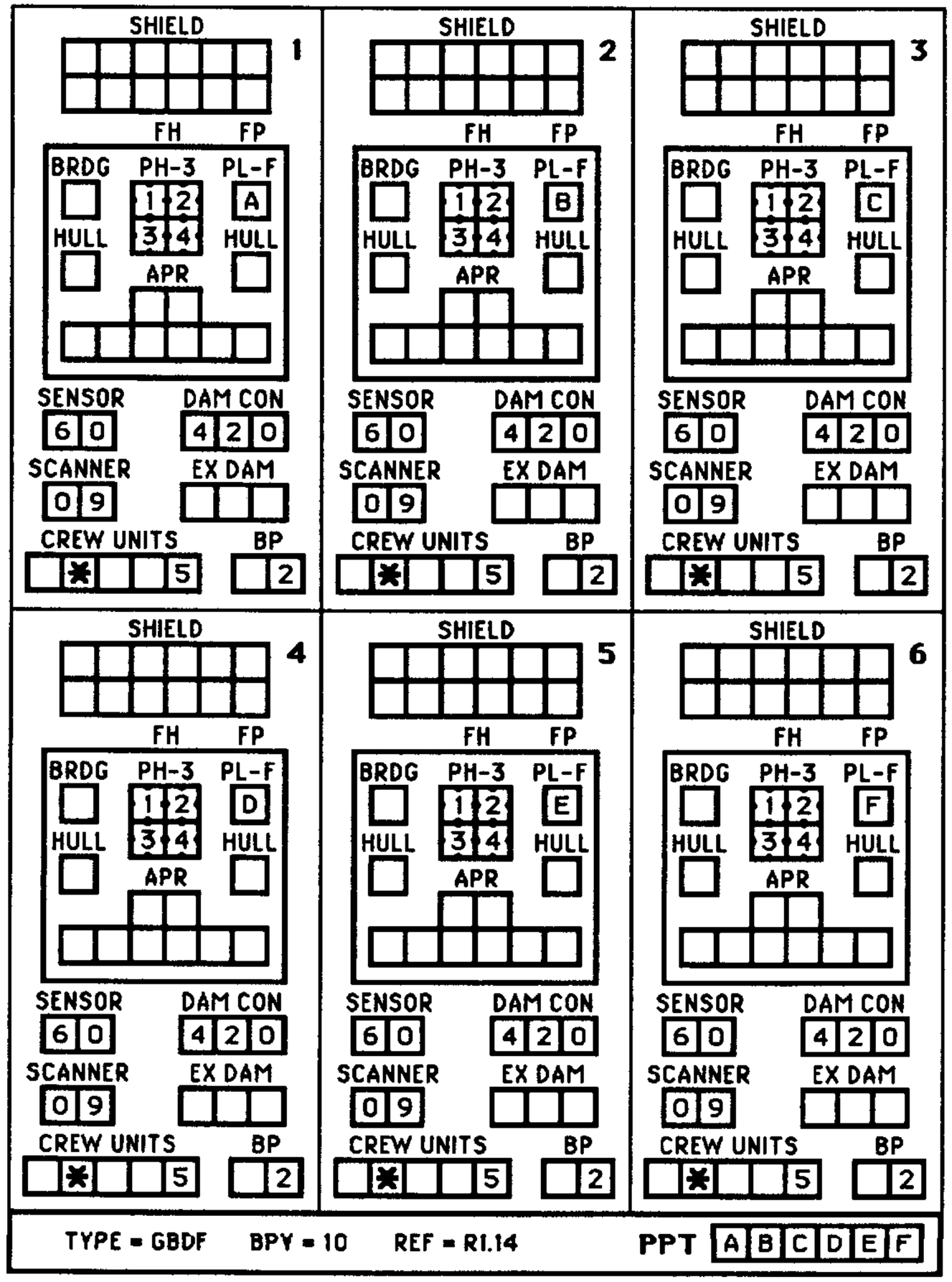
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PLASMA TORPEDO WARHEAD TABLE

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

NO PPTs

GROUND-BASED PLASMA-F



PLASMA TORPEDO WARHEAD TABLE

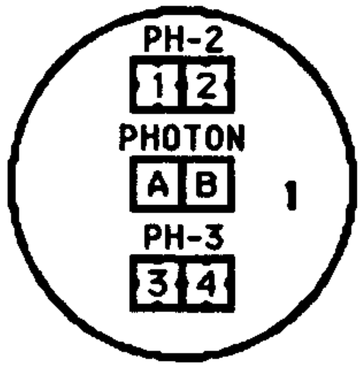
RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
BOLT	1-4	1-3	1-2		

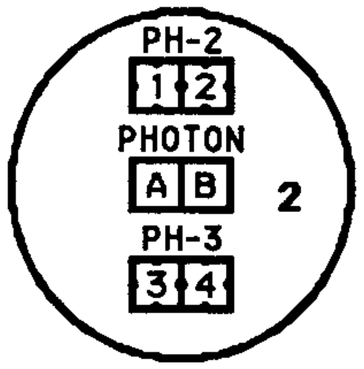
PLANETARY DEFENSE SYSTEM

DEFENSE SATELLITES (PHOTON)

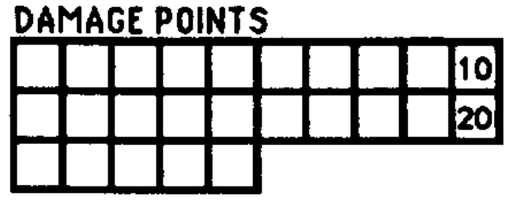
HIGH ORBIT

ALL WEAPONS ARE 360°.

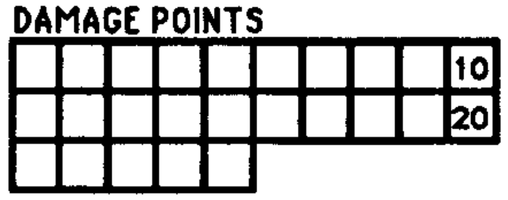




DAMAGE POINTS



DAMAGE POINTS

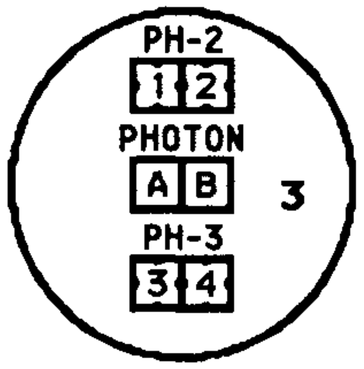


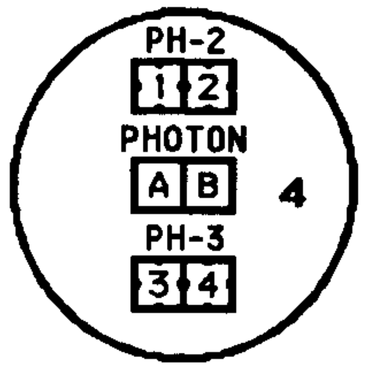
DATA TABLE	
TYPE	= DEFSAT
POINT VALUE	= 20
SIZE CLASS	= 7
REFERENCE	= R1.15

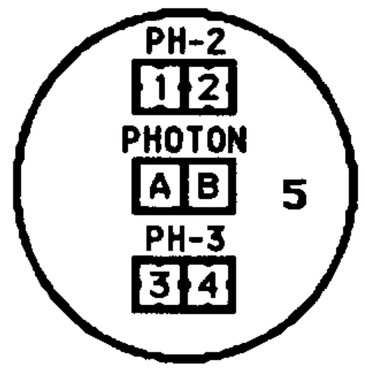
TYPE III DEFENSE PHASER

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

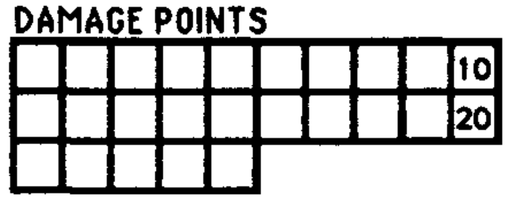
LOW ORBIT



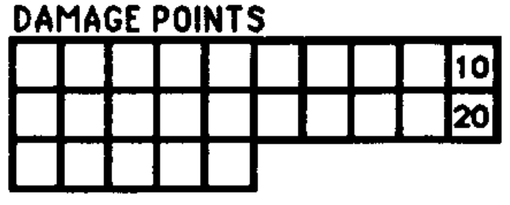




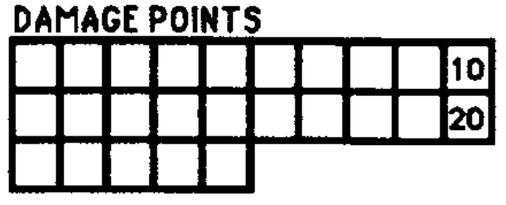
DAMAGE POINTS



DAMAGE POINTS



DAMAGE POINTS



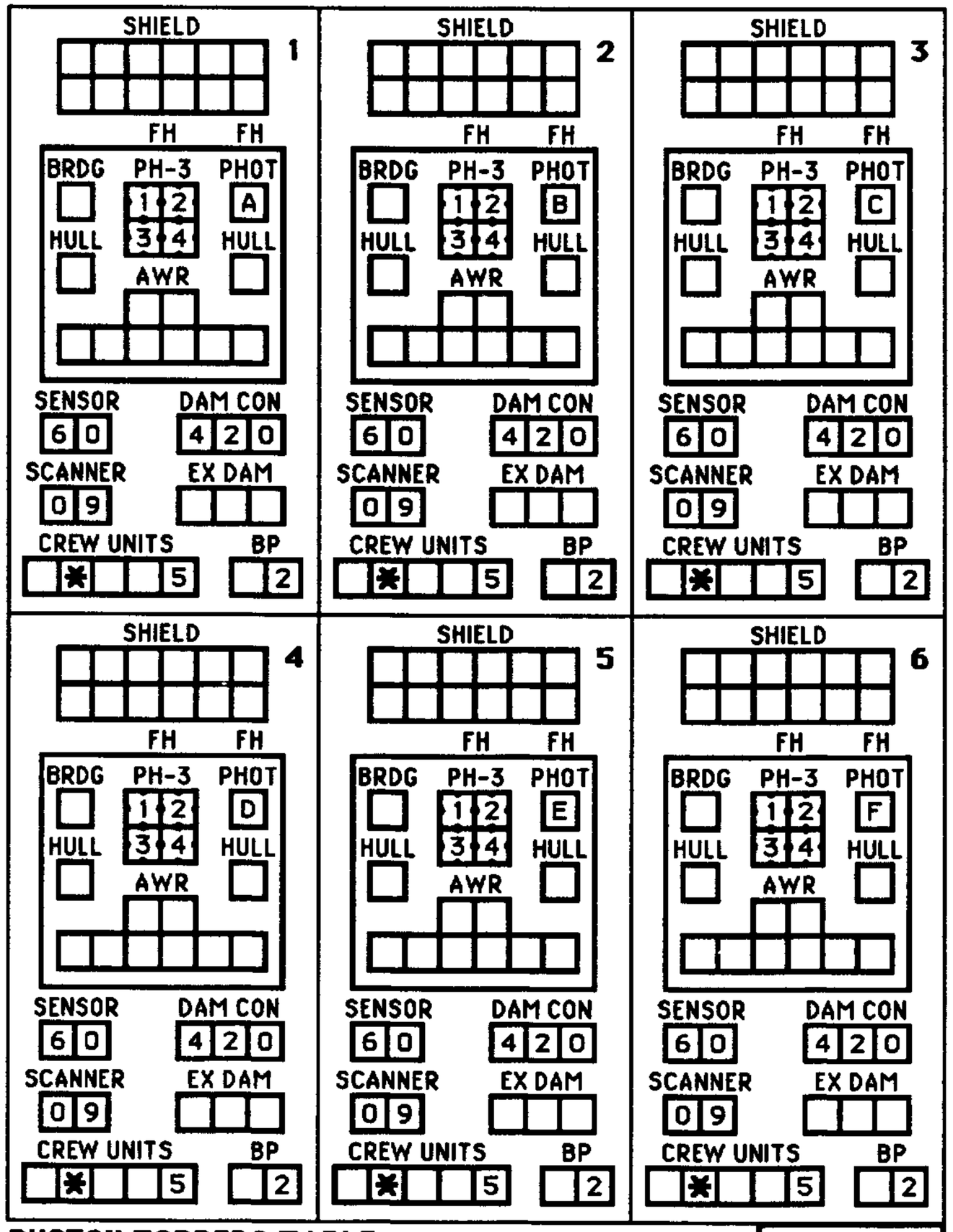
TYPE II PHASER TABLE

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4

GROUND-BASED PHOTON



PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DMGE, OVERLOAD	------VARIES------				NA	NA

TYPE = GBPT
BPV = 8
REF = R1.14

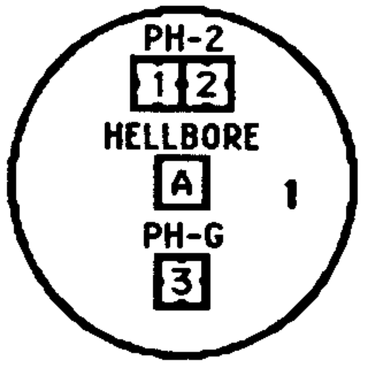
CAPTAIN'S ADVANCED MISSIONS SSD BOOK — Copyright © 1991 Amarillo Design Bureau

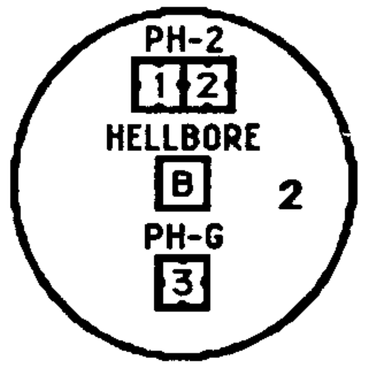
Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

PLANETARY DEFENSE SYSTEM

HYDRAN DEFENSE SATELLITES

HIGH ORBIT ALL WEAPONS ARE 360°.





DAMAGE POINTS 10 20

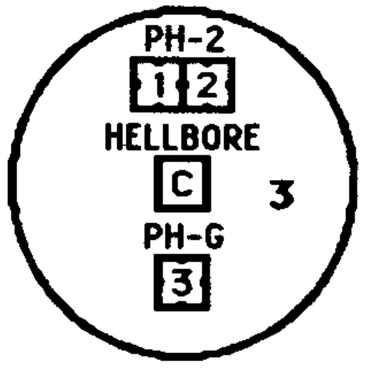
DAMAGE POINTS 10 20

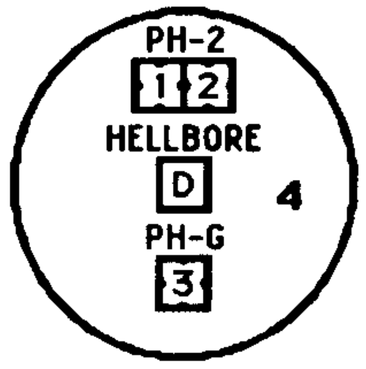
DATA TABLE	
TYPE	= DEFSAT
POINT VALUE	= 20
SIZE CLASS	= 7
REFERENCE	= R1.15

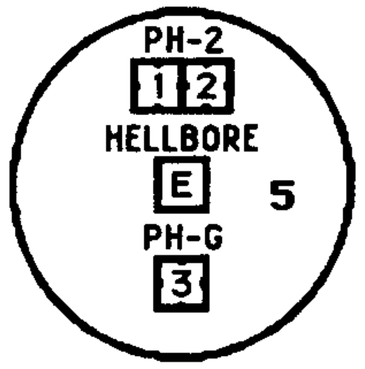
TYPE III DEFENSE PHASER

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

LOW ORBIT







DAMAGE POINTS 10 20

DAMAGE POINTS 10 20

DAMAGE POINTS 10 20

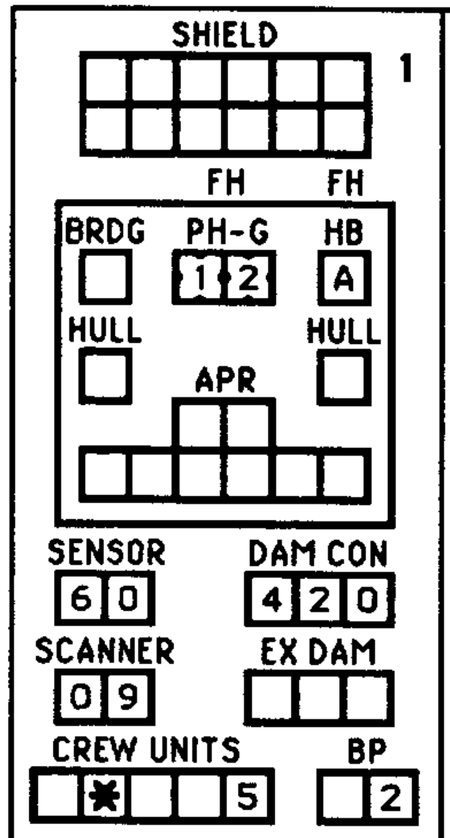
TYPE II PHASER TABLE

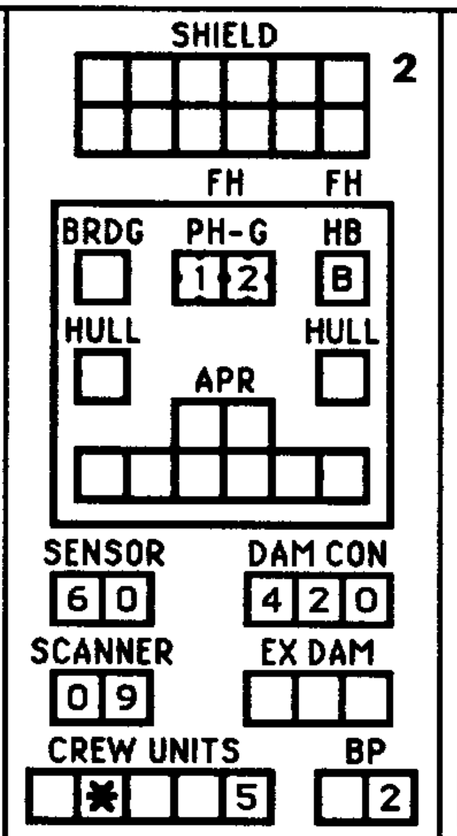
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

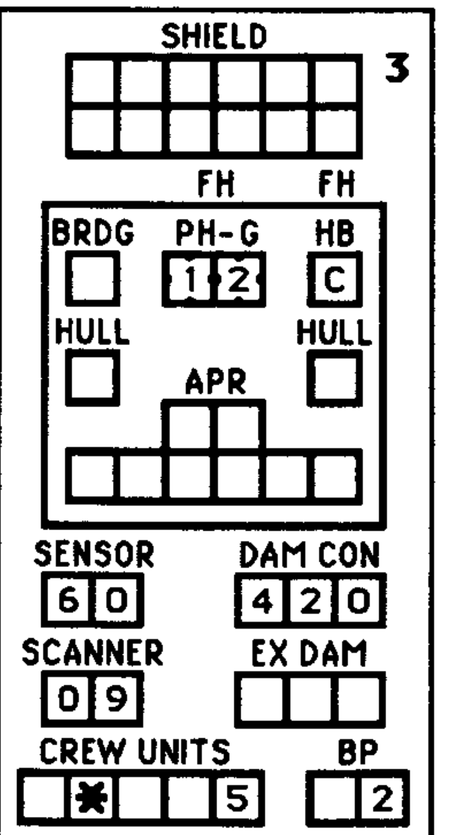
HELLBORE COMBAT RESOLUTION TABLE

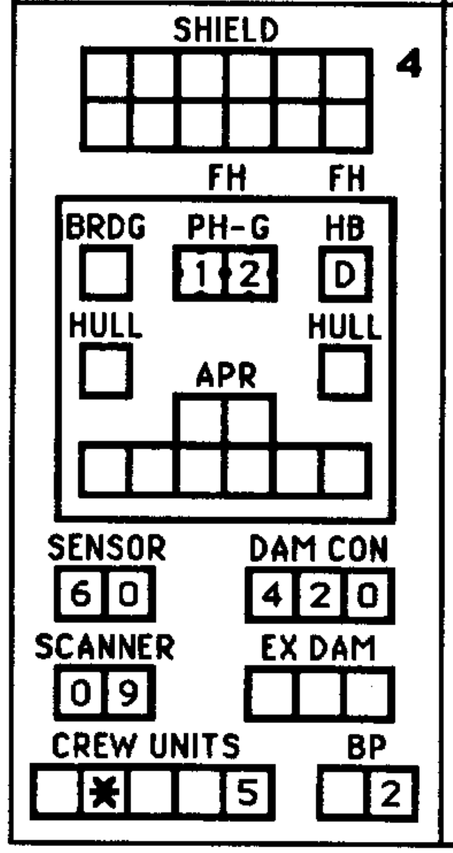
RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT*	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4

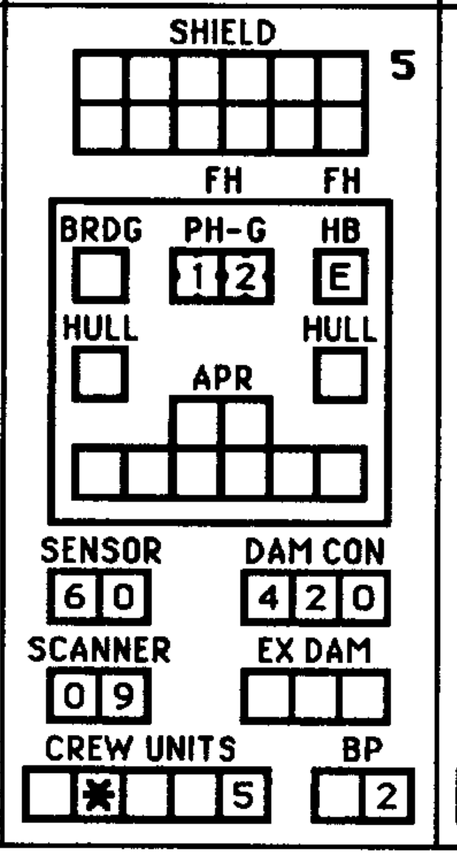
GROUND-BASED HELLBORE

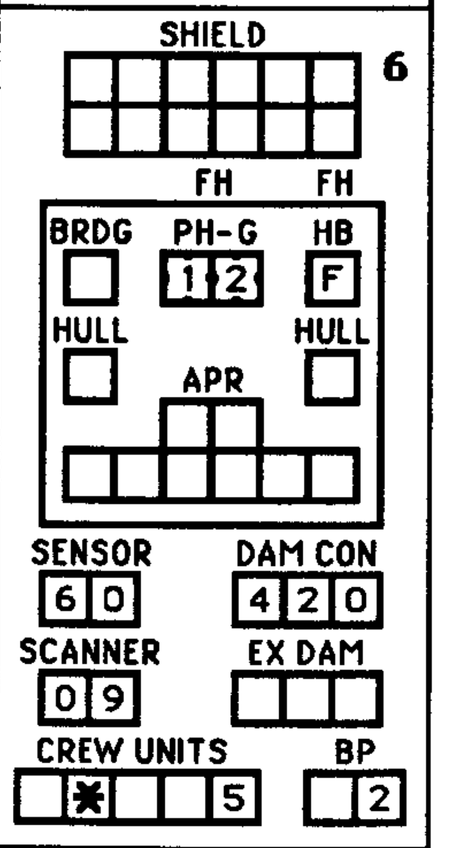












HELLBORE COMBAT RESOLUTION TABLE

RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT*	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19	0	0	0

TYPE = GBDH
BPV = 14
REF = R1.14

SMALL DRONE-ARMED FREIGHTER

SMALL ARMED FREIGHTERS OF THIS TYPE ARE USED BY THE FEDERATION, KLINGONS, KZINTIS, ORIONS, AND WYN CLUSTER.

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
Y175 REFIT	=	+1

DRONE RACK [1][ ][ ][ ][ ][A][ ][ ][B]

SHIP HAD TYPE-A DRONE RACK (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED IT TO A TYPE-B DRONE RACK (2 RELOADS)

THE SMALL ARMED FREIGHTER CAN ACCELERATE BY 5 MOVEMENT POINTS PER TURN. IT CAN DISENGAGE BY ACCELERATION.

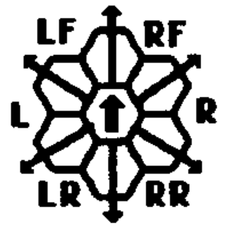
TYPE II PHASER TABLE

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

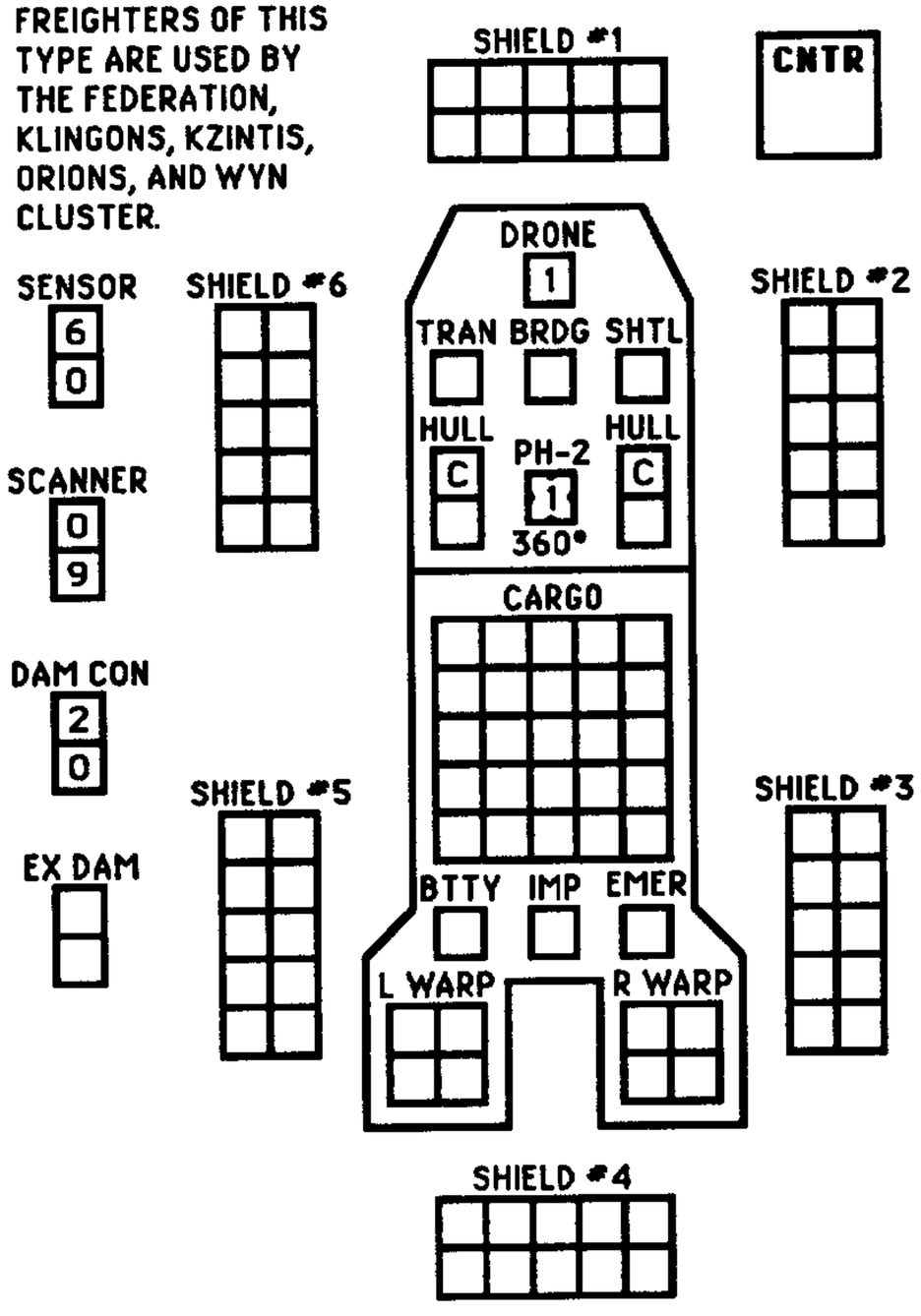
TURN MODE	SPEED
C	1 2-4
NO HET BONUS	2 5-9
	3 10-14
	4 15-20
	5 21-27
BD [ ][ ]	6 28+

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



KLINGON ONLY SCTY [ ]



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

CAPTAIN'S ADVANCED MISSIONS SSD BOOK — Copyright © 1991 Amarillo Design Bureau

SMALL PHASER-ARMED FREIGHTER

CREW UNITS

	*						8

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

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

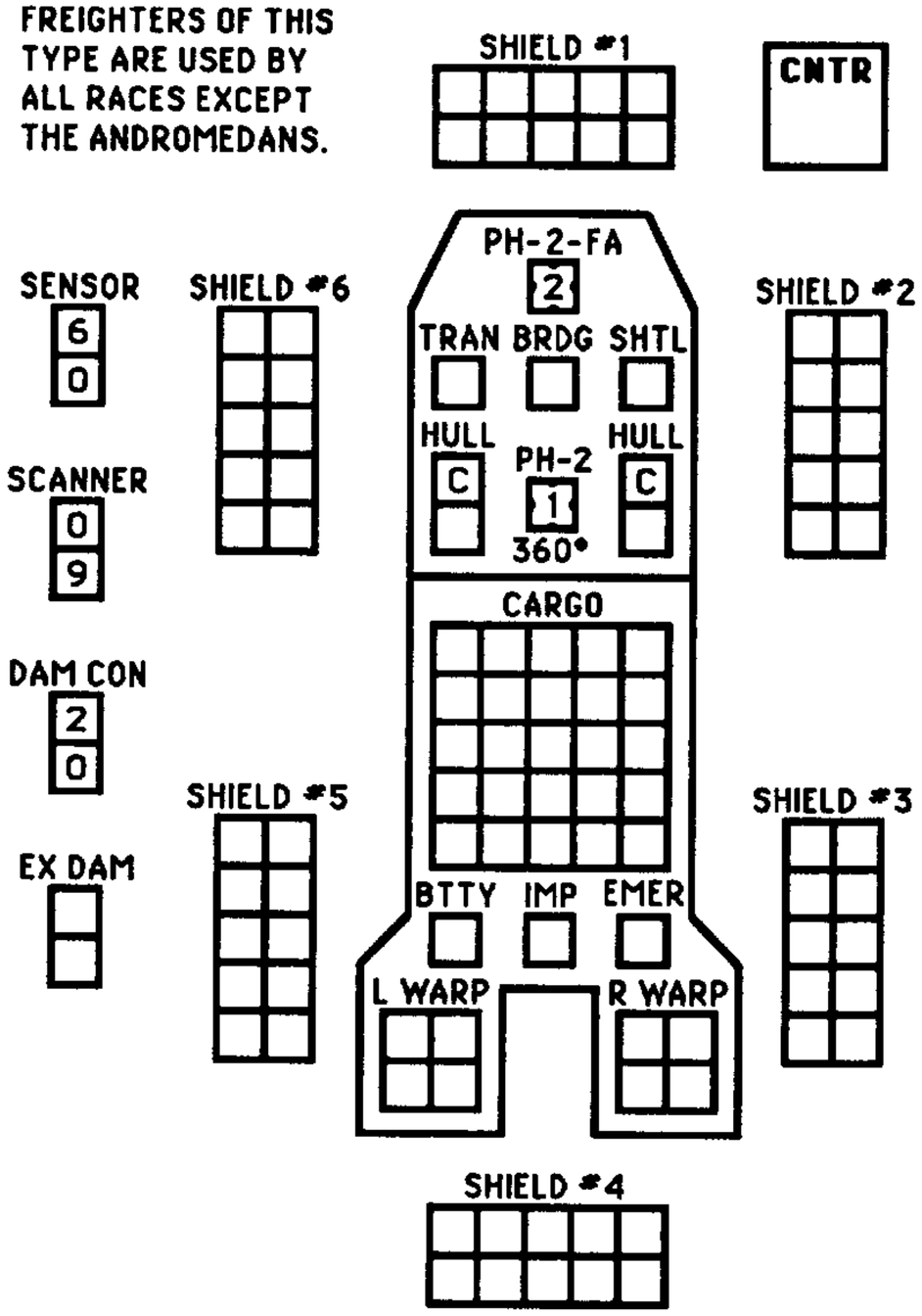
BOARDING PARTIES

			4

TRANSPORTER BOMBS

		D	D

SMALL ARMED FREIGHTERS OF THIS TYPE ARE USED BY ALL RACES EXCEPT THE ANDROMEDANS.



THE SMALL ARMED FREIGHTER CAN ACCELERATE BY 5 MOVEMENT POINTS PER TURN. IT CAN DISENGAGE BY ACCELERATION.

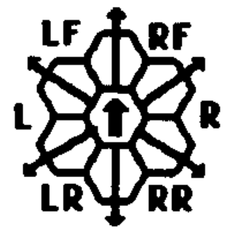
TYPE II PHASER TABLE

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

TURN MODE	SPEED
C	
NO HET BONUS	1 2-4
	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



FA = LF + RF

KLINGON ONLY — SCTY ☐

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

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

SMALL PLASMA-ARMED FREIGHTER

CREW UNITS [ ][*][ ][ ][ ][ ][8]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	[ ][ ][ ][ ][ ][ ]	

BOARDING PARTIES [ ][ ][ ][4]

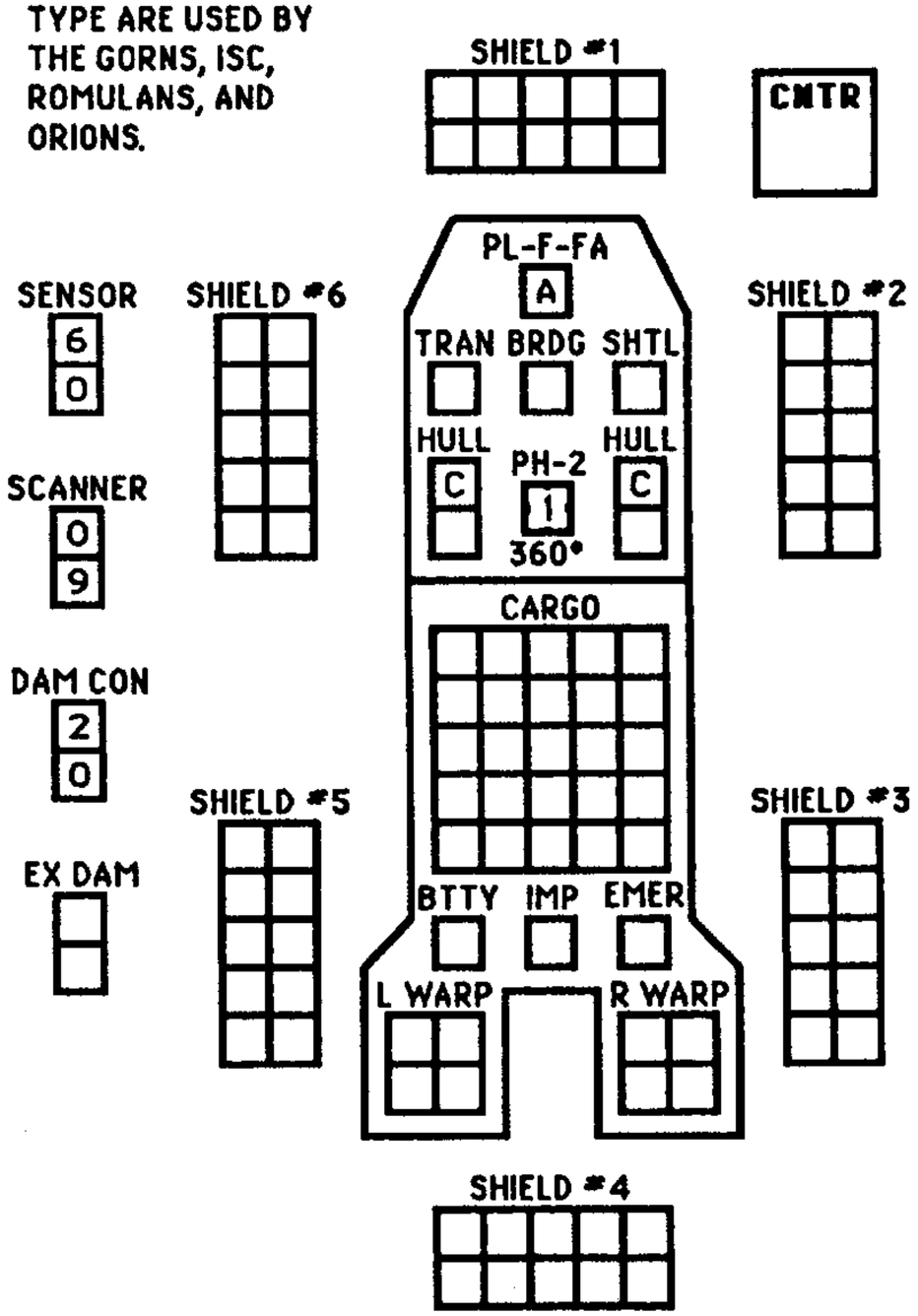
TRANSPORTER BOMBS [ ][ ] [D][D]

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

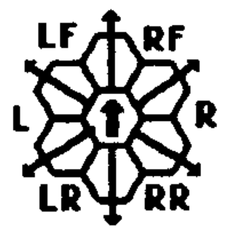
THE SMALL ARMED FREIGHTER CAN ACCELERATE BY 5 MOVEMENT POINTS PER TURN. IT CAN DISENGAGE BY ACCELERATION.

SMALL ARMED FREIGHTERS OF THIS TYPE ARE USED BY THE GORNS, ISC, ROMULANS, AND ORIONS.



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

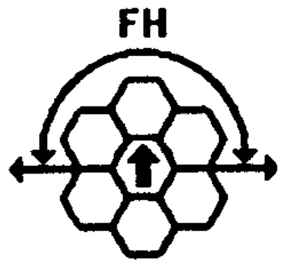


FA = LF + RF

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



D-RACK VARIANT
FOR THIS VARIANT, A D-RACK (FH) REPLACES THE F-TORP.
PLASMA-D RACKS
[1][ ][ ][ ][ ][ ]
ONE RELOAD PRIOR TO Y175; TWO RELOADS Y175 & AFTER.

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		

PSEUDO-PLASMA TORPEDO
[A] F

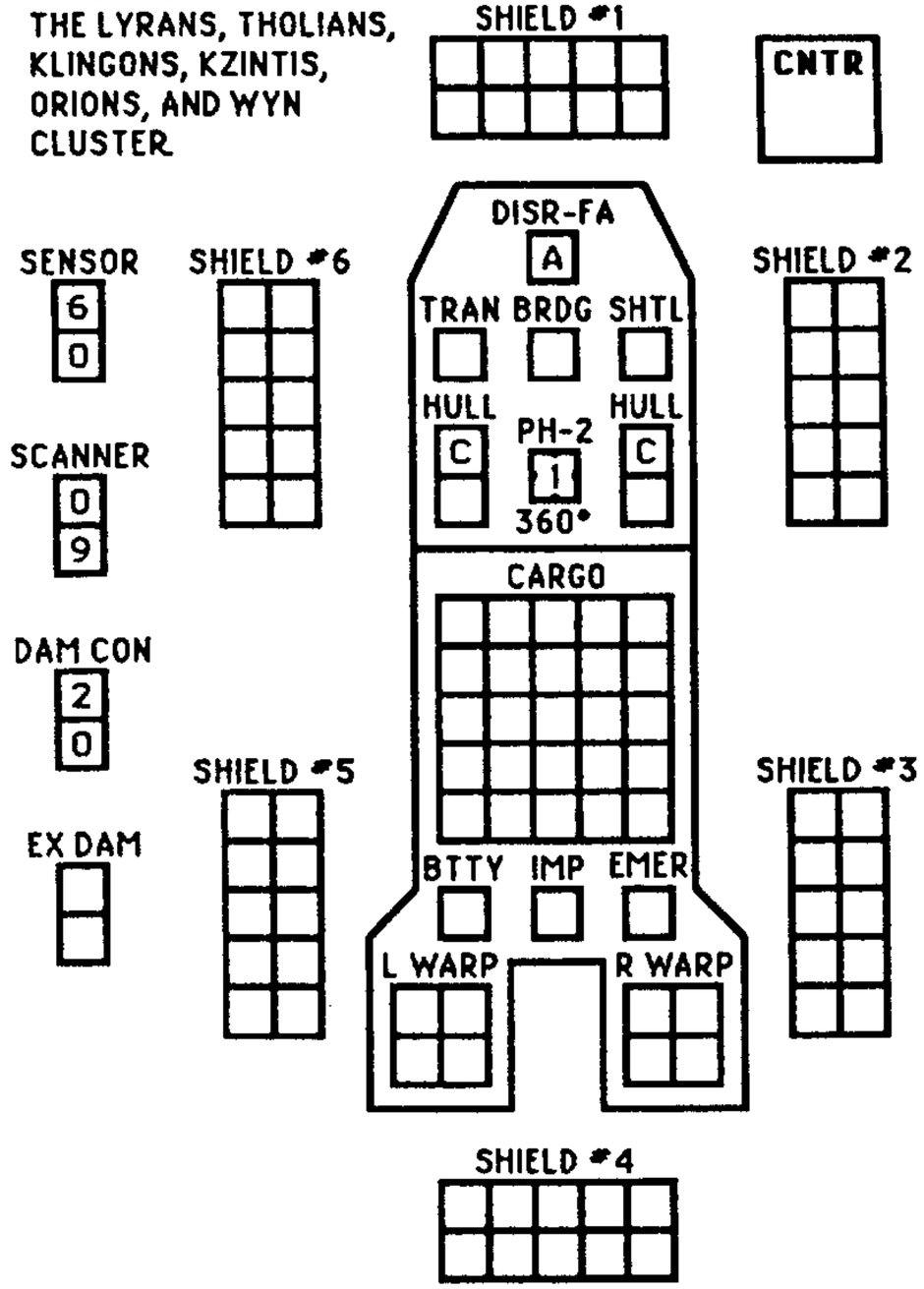
WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

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

CAPTAIN'S ADVANCED MISSIONS SSD BOOK — Copyright © 1991 Amarillo Design Bureau

SMALL DISRUPTOR-ARMED FREIGHTER

SMALL ARMED FREIGHTERS OF THIS TYPE ARE USED BY THE LYRANS, THOLIANS, KLINGONS, KZINTIS, ORIONS, AND WYN CLUSTER.



CREW UNITS [ ][*][ ][ ][ ][ ][ ][8]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES [ ][ ][ ][4]

TRANSPORTER BOMBS [ ][ ] [D][D]

KLINGON ONLY SCTY [ ]

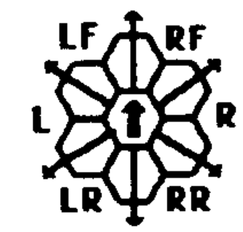
THE SMALL ARMED FREIGHTER CAN ACCELERATE BY 5 MOVEMENT POINTS PER TURN. IT CAN DISENGAGE BY ACCELERATION.

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

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

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

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

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

LARGE DRONE-ARMED FREIGHTER

LARGE ARMED FREIGHTERS OF THIS TYPE ARE USED BY THE FEDERATION, KLINGONS, KZINTIS, ORIONS, AND WYN CLUSTER.

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	[ ][ ][ ][ ][ ][ ]	

BOARDING PARTIES [ ][ ][ ][ ][ ][6]

TRANSPORTER BOMBS [ ][ ] [D][D]

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)

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
Y175 REFIT	=	+2

THE LARGE ARMED FREIGHTER CAN ACCELERATE BY 5 MOVEMENT POINTS PER TURN. IT CAN DISENGAGE BY ACCELERATION.

TYPE II PHASER TABLE

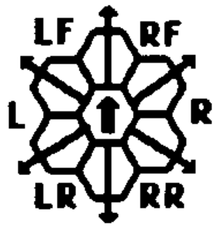
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TURN MODE	SPEED
D	1 2-4
NO HET BONUS	2 5-8
	3 9-12
	4 13-17
BD	5 18-24
[ ][ ]	6 25+

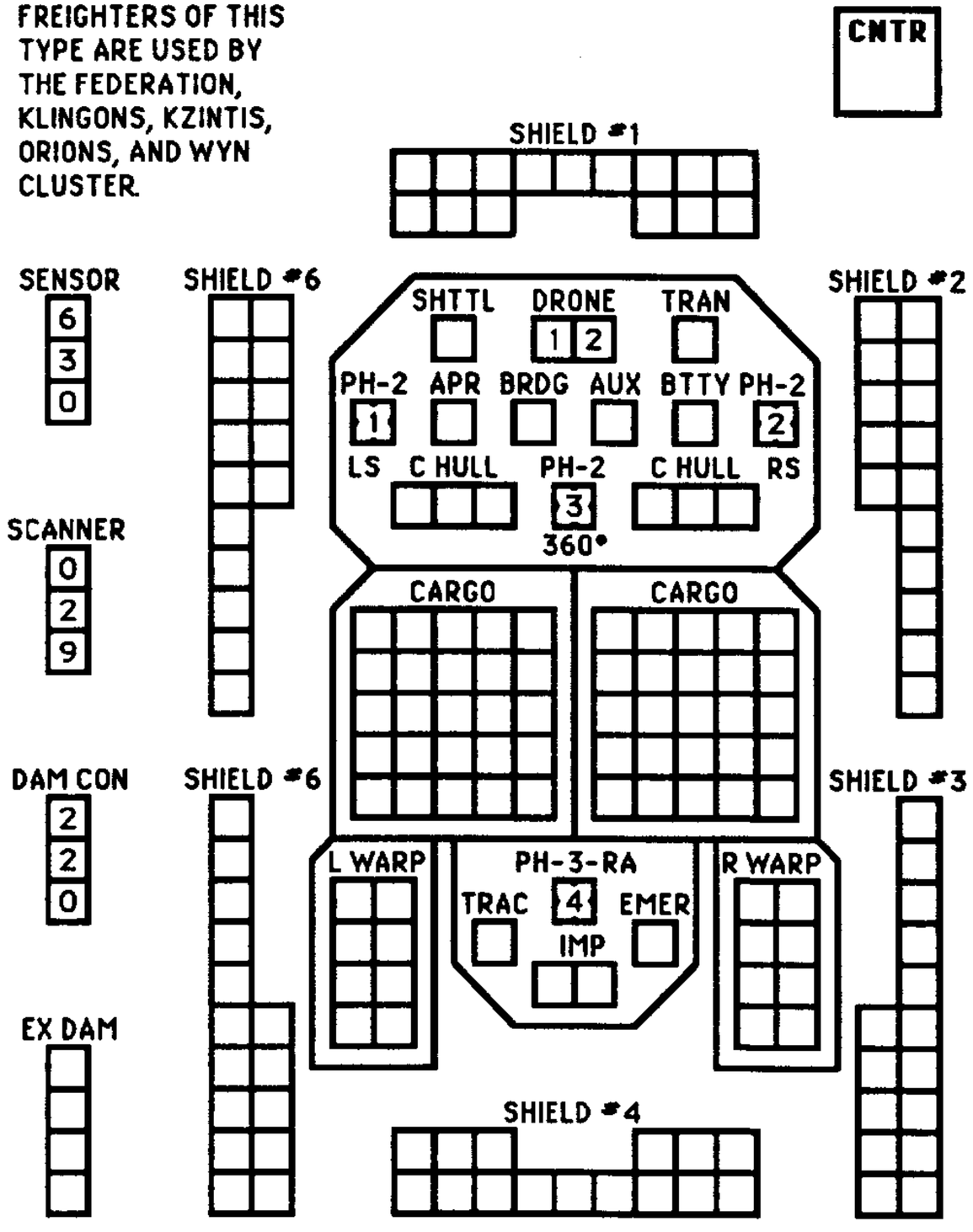
TYPE III DEFENSE PHASER

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

KLINGON ONLY SCTY [ ]



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

CAPTAIN'S ADVANCED MISSIONS SSD BOOK — Copyright © 1991 Amarillo Design Bureau

LARGE PHASER-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

LARGE ARMED FREIGHTERS OF THIS TYPE ARE USED BY ALL RACES EXCEPT THE ANDROMEDANS.

THE LARGE 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

TYPE III DEFENSE PHASER

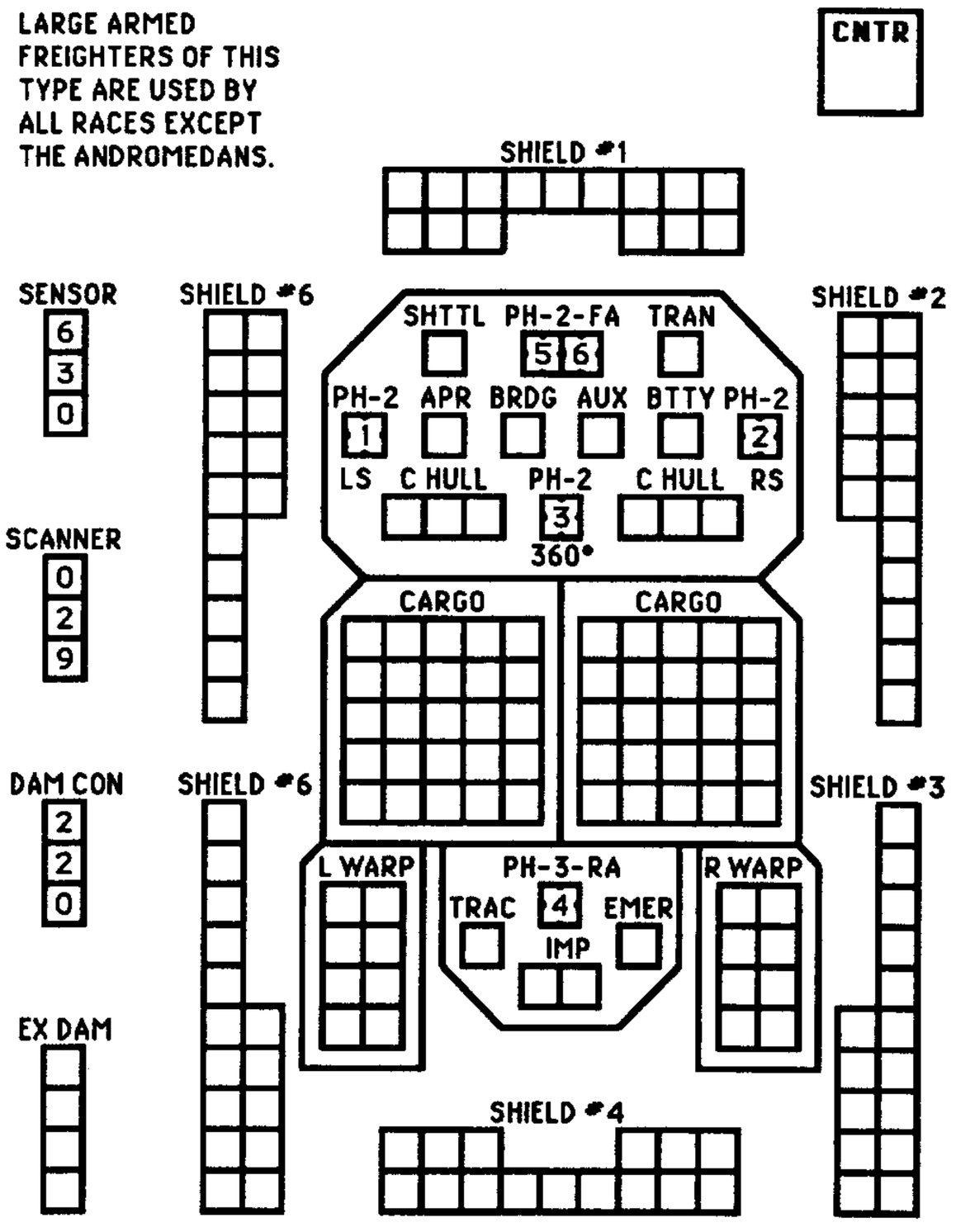
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

TURN MODE		SPEED
D	1	2-4
NO HET BONUS	2	5-8
	3	9-12
	4	13-17
BD	5	18-24
	6	25+

KLINGON ONLY SCTY ☐

LF RF L R LR RR

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

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

LARGE PLASMA-ARMED FREIGHTER

LARGE ARMED FREIGHTERS OF THIS TYPE ARE USED BY THE GORNS, ISC, ROMULANS, AND ORIONS.

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.

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

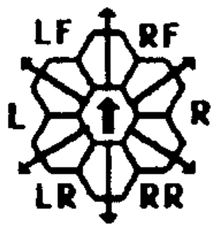
PSEUDO-PLASMA TORPEDOES

[A] F [B] F

TURN MODE	SPEED
D	1 2-4
NO HET BONUS	2 5-8
	3 9-12
	4 13-17
BD [ ][ ]	5 18-24
	6 25+

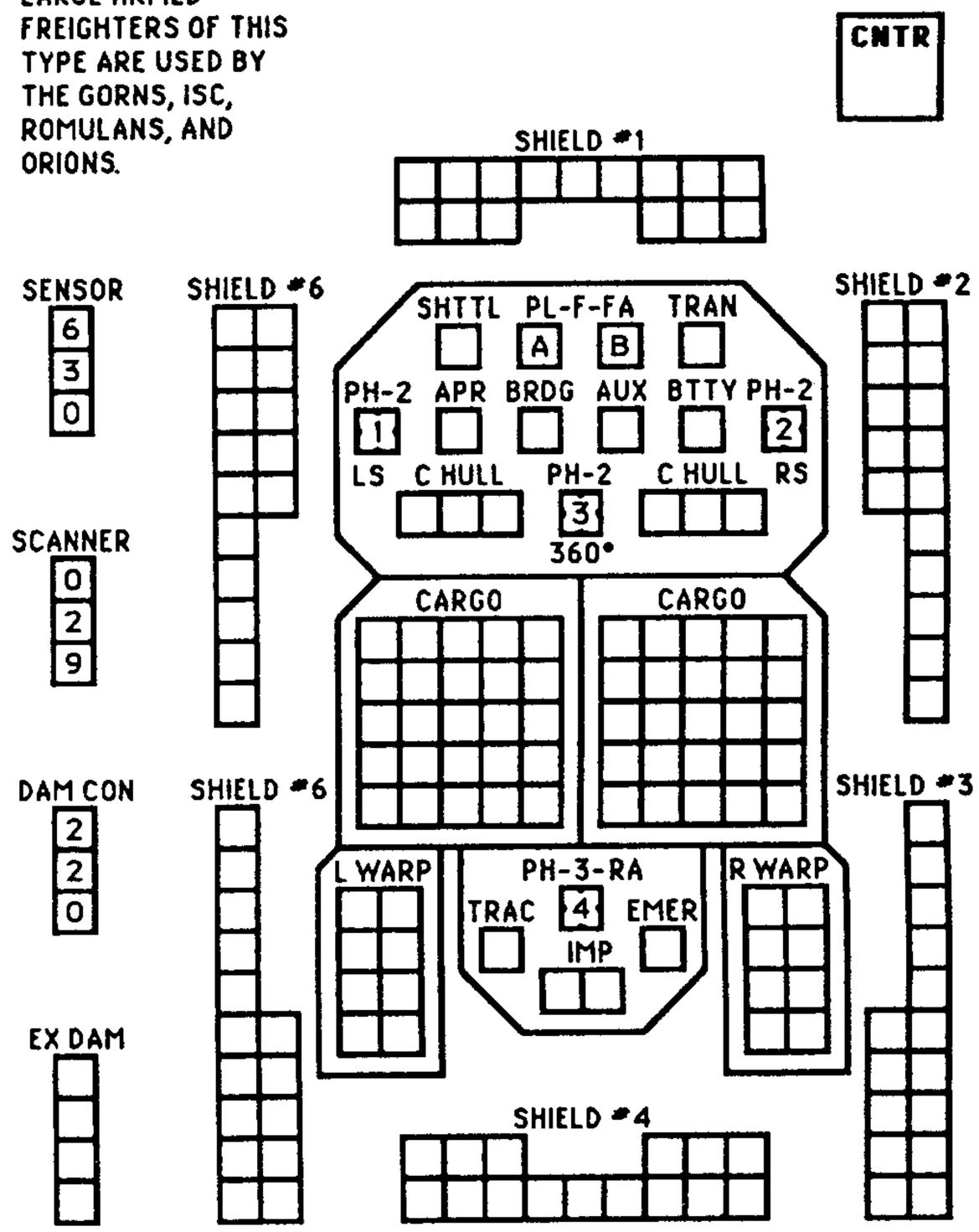
TYPE III DEFENSE PHASER

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



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

D-RACK VARIANT
FOR THIS VARIANT, D-RACKS (1xLS, 1xRS) REPLACE F-TORPS.
PLASMA-D RACKS
[1] [ ][ ][ ][ ][ ][ ]
[2] [ ][ ][ ][ ][ ][ ]
ONE RELOAD PRIOR TO Y175; TWO RELOADS Y175 & AFTER.



PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		

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

CAPTAIN'S ADVANCED MISSIONS SSD BOOK — Copyright © 1991 Amarillo Design Bureau

LARGE DISRUPTOR-ARMED FREIGHTER

CREW UNITS

		*								10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

					6

TRANSPORTER BOMBS

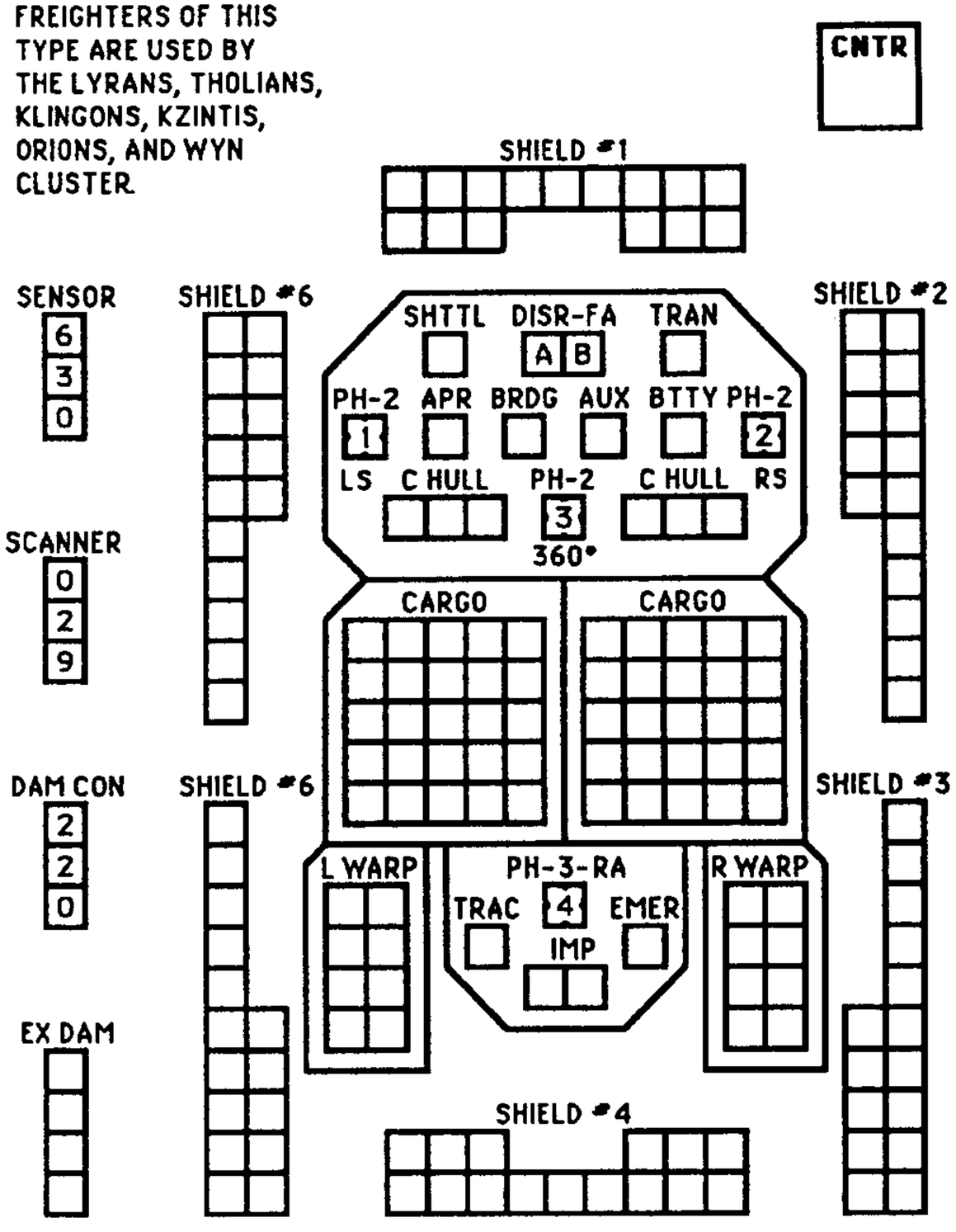
		D	D

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 LYRANS, THOLIANS, KLINGONS, KZINTIS, ORIONS, AND WYN CLUSTER.



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

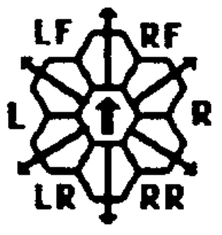
TYPE III DEFENSE PHASER

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

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

TURN MODE	SPEED
D 1	2-4
NO 2	5-8
HET 3	9-12
BONUS 4	13-17
5	18-24
BD 6	25+



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

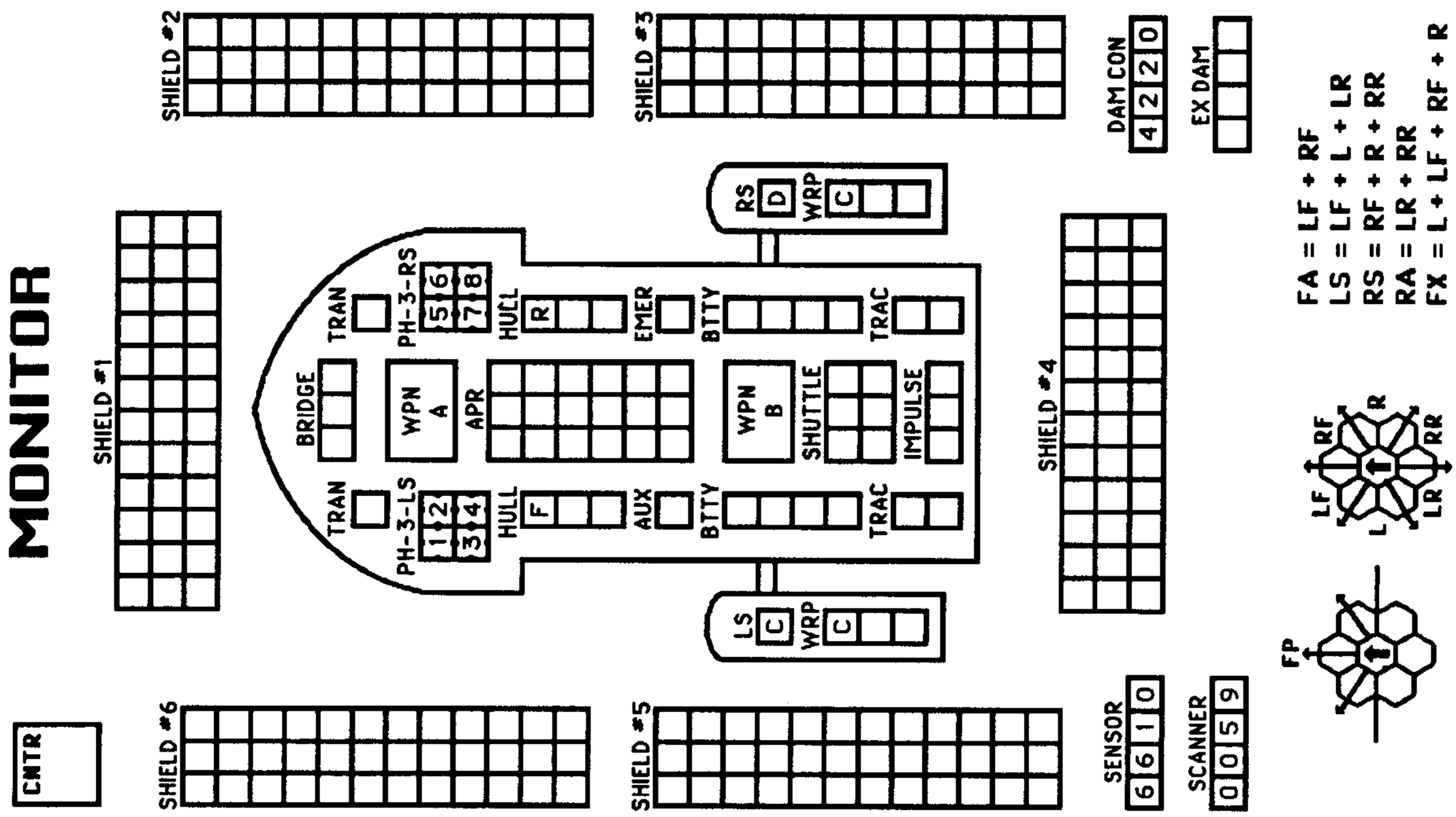
KLINGON ONLY SCTY ☐

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

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

MONITOR



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

WARP COST	25	26	27	28	29	30
	13	13	14	14	15	15
	12½	13	13½	14	14½	15

⑥ = ERRATIC MANEUVER	4	15	16	17	18	19	20	21	22	23	24	25
		8	8	9	9	10	10	11	11	12	12	13
		7½	8	8½	9	9½	10	10½	11	11½	12	12½

5 = HET COST	4	15	16	17	18	19	20	21	22	23	24	25
		8	8	9	9	10	10	11	11	12	12	13
		7½	8	8½	9	9½	10	10½	11	11½	12	12½

SHIP DATA TABLE	MON
TYPE	
POINT VALUE	85/145
BREAKDOWN	2-6
SHIELD COST	1+1
LIFE SUPPORT	1
SIZE CLASS	3
REFERENCE	R1.22

SUP, FTR, PF PALLET	
POINT VALUE	15
CREW	6

SPACE CONTROL PALLET	
POINT VALUE	30
CREW	12
MARINES	4

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

HET ☐ BD ☐☐

SEE (R1.22B) FOR MANEUVER LIMITATIONS.

SEE (R1.22D) FOR RACIAL MODIFICATIONS.

INSERT PHASER-1 OR PHASER-2 TABLE

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS ☐☐☐ D D D D

TYPE III DEFENSE PHASER

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

CREW UNITS 10 20 30 (*)

BOARDING PARTIES 10

PALLET
CREW UNITS 6 12
DECK CREWS 6 12
BOARDING PARTIES 4

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX	SPEED	1	2	3	4	5	⑥	7	8	9	10	11	12	13	14
	Standard	1	2	2	2	2	3	3	4	4	5	5	6	6	7
	Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7

TABLES AND PALLETS FOR MONITORS

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE,STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DMG,OVERLOAD	------VARIES------				NA	NA

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	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2	1
DAMAGE,OVLD	10	10	8	8	6	0	0	0	0

WEB CASTER STRENGTH TABLE

ENERGY USED	# OF WEB HEXES CREATED 1	2	3	4	5
1-2-3	10	5	3	2	2
2-3-4	20	10	6	5	4
3-4-5	30	15	10	7	6
4-5-N	35*	20	13	10	8
5-N-N	35*	25	16	12	10

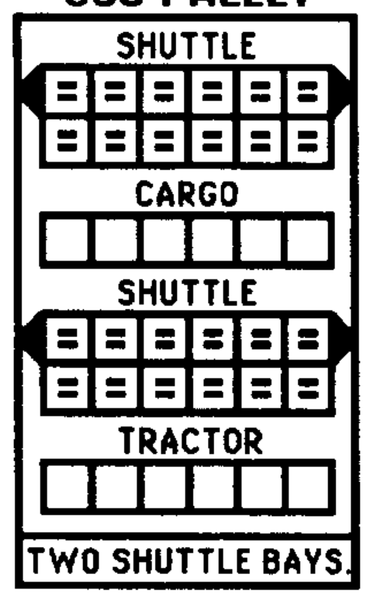
FUSION BEAM TABLE

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

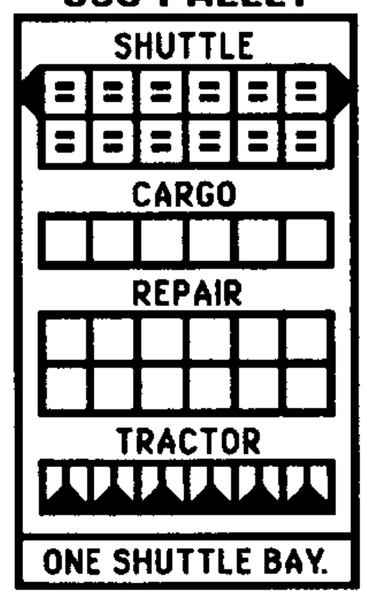
FUSION OVERLOAD

DIE ROLL	RANGE 0	1	2-8
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

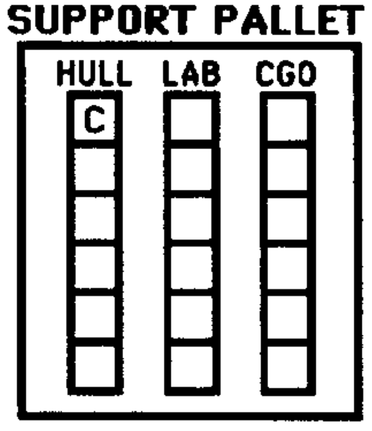
FEDERATION SCS PALLET



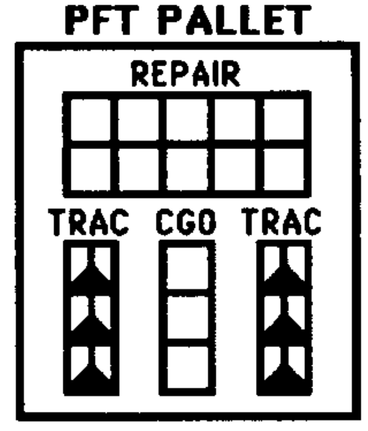
SCS PALLET



SUPPORT PALLET



PFT PALLET



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

HIT & RUN UIM ☐

DERFACS ☐

HIT & RUN CLOAK ☐

PPT [A] [B] [C] [D] [E] [F]

DRONE RACKS

						A			B
1						A			B
2						A			B
3						A			B
4						A			B
5						A			B
6						A			B

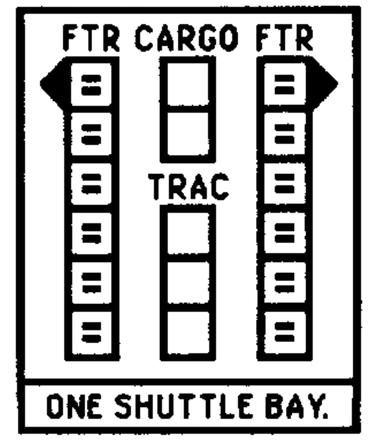
SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-B DRONE RACKS (2 RELOADS)

PLASMA-D RACKS

1					
2					

ONE RELOAD PRIOR TO Y175; TWO RELOADS Y175 & AFTER.

FIGHTER PALLET



PLASMATIC PULSAR DEVICE COMBAT TABLE

RANGE	0-3	4-10	11-15	16-20	21-25	26-30	31-40
HIT*	-	9	8	7	6	5	4
DAMAGE	0	6	5	4	3	2	1
SPLASH	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0
ALT	0	3+3	3+2	2+2	2+1	1+1	1+0

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

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

WEB FIST TABLE

RANGE	1-10	11-20	21-30
HIT	1-4	1-3	1-2
MISS	5-6	4-6	3-6
ENERGY			
1	2	0	0
2	4	2	0
3	6	4	2
4	8	6	4
5	10	8	6

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

KZINTI LARGE Q SHIP

CREW UNITS

									10
			*						

BOARDING PARTIES

									10

DECK CREWS

			4

T-BOMBS

		D	D

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

SHIP DATA TABLE

TYPE	=	L-Q
POINT VALUE	=	62
BREAKDOWN	=	2-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R1.7
Y175 REFIT	=	+4

CNTR

TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE	SPEED
D	
NO HET BONUS	1 2-4
	2 5-8
	3 9-12
	4 13-17
BD	5 18-24
	6 25+

DRONE RACKS

							A	C
1							A	C
2							A	C

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-C DRONE RACKS (2 RELOADS)

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).

SEE (D4.12) FOR ARMOR RULES.

ANTI-DRONES

1										

ADDS HAD 6 ROUNDS BEFORE Y175 REFIT.

ANTI-DRONE TABLE

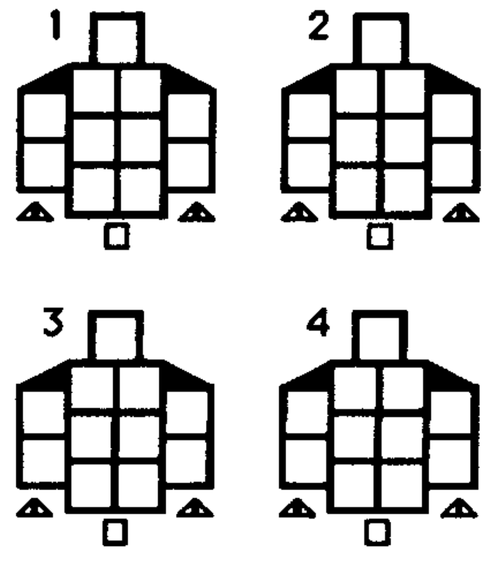
RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-

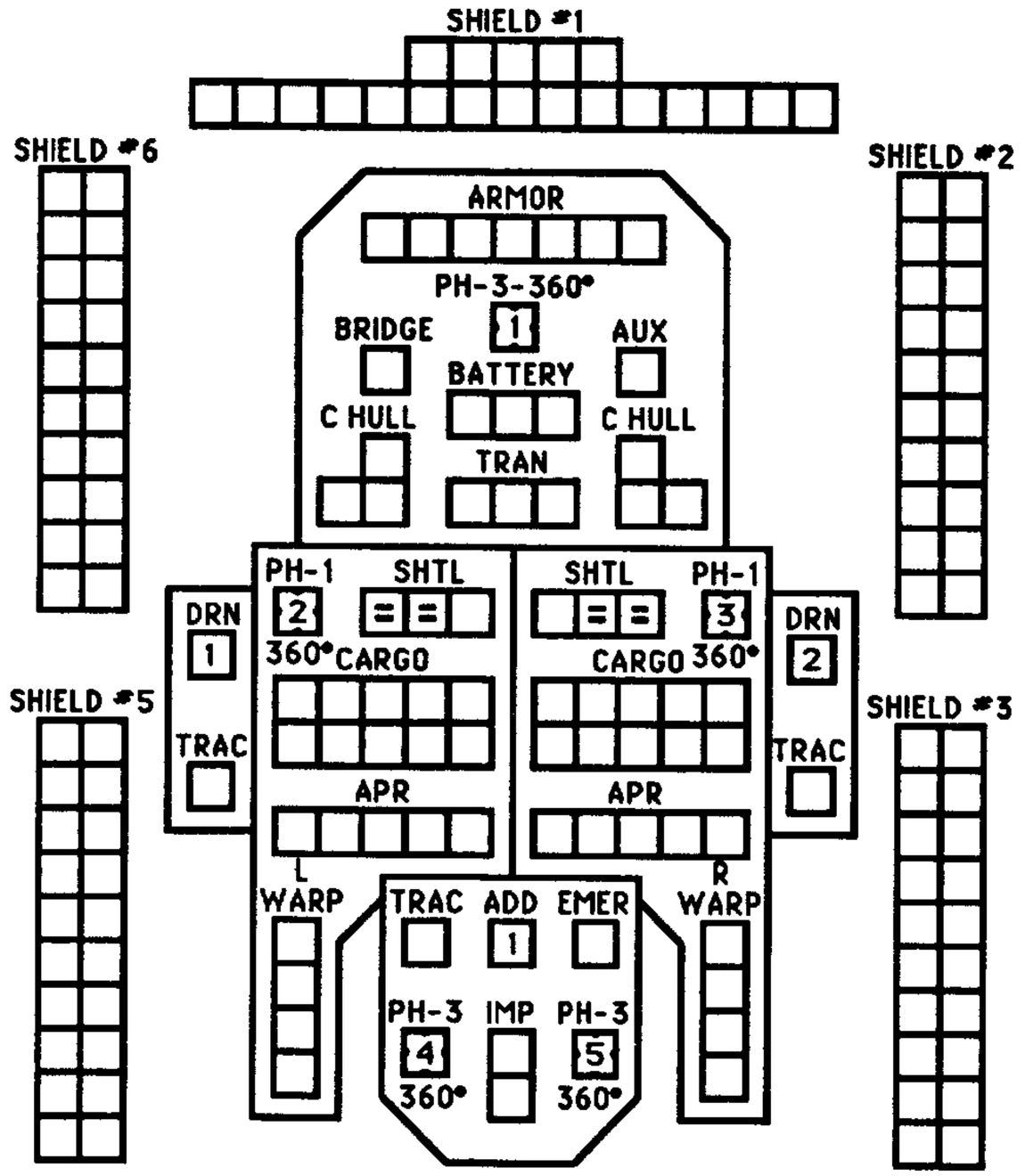
TYPE III DEFENSE PHASER

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



HAAS FIGHTERS
1xPH-3-FA
DFR = 3
CRIPPLED = 8
SPEED = 15





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

CAPTAIN'S ADVANCED MISSIONS SSD BOOK — Copyright © 1991 Amarillo Design Bureau

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

CREW UNITS

[ ][*][ ][ ][ ][6]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

BOARDING PARTIES

[ ][ ][ ][ ][ ][6]

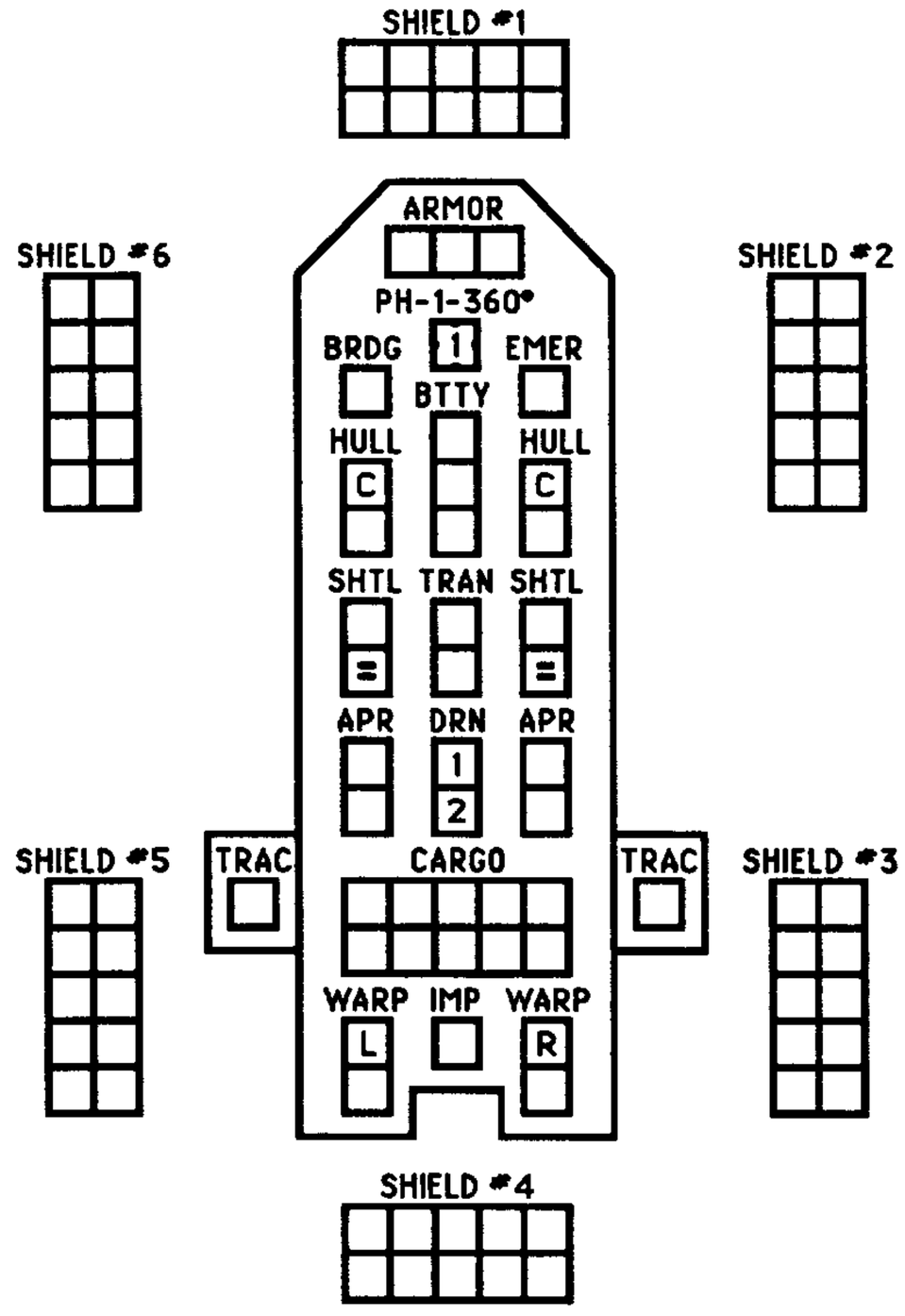
T-BOMBS

[ ][ ] [D][D]

SHIP DATA TABLE		
TYPE	=	S-Q
POINT VALUE	=	30
BREAKDOWN	=	2-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R1.7
Y175 REFIT	=	+2

CNTR

KZINTI SMALL Q SHIP



SENSOR [6][4][0]

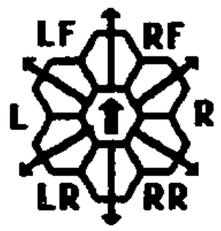
SCANNER [0][0][9]

DAM CON [4][2][0]

EX DAM [ ][ ]

TYPE I OFFENSIVE PHASER TABLE

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



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).

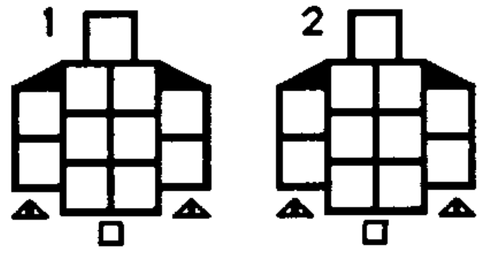
SEE (D4.12) FOR ARMOR RULES.

DRONE RACKS

1						A	C
2						A	C

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-C DRONE RACKS (2 RELOADS)

HAAS FIGHTERS
1xPH-3-FA
DFR = 3
CRIPPLED = 8
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.	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

ROMULAN LARGE Q SHIP

CREW UNITS

		*							10

BOARDING PARTIES

							8

T-BOMBS

		D	D

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

MINE RACKS

1	I	I	I	I	I
2	I	I	I	I	I

RACKS ARE SHOWN FOR LARGE MINES; FOR SMALL MINES WRITE AN "S" ON EACH SIDE OF THE DIVIDING BAR.

SHIP DATA TABLE

TYPE	=	L-Q
POINT VALUE	=	80
BREAKDOWN	=	2-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R1.7

TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE	SPEED
D	
	1 2-4
NO HET BONUS	2 5-8
	3 9-12
	4 13-17
BD	5 18-24
	6 25+

TYPE III DEFENSE PHASER

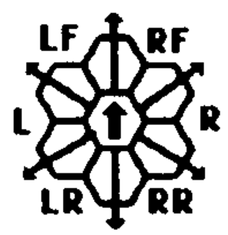
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

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).

SEE (D4.12) FOR ARMOR RULES.

MINE RACKS ARE DESTROYED ON "CARGO," "SHUTTLE," OR "EXCESS DAMAGE" HITS.



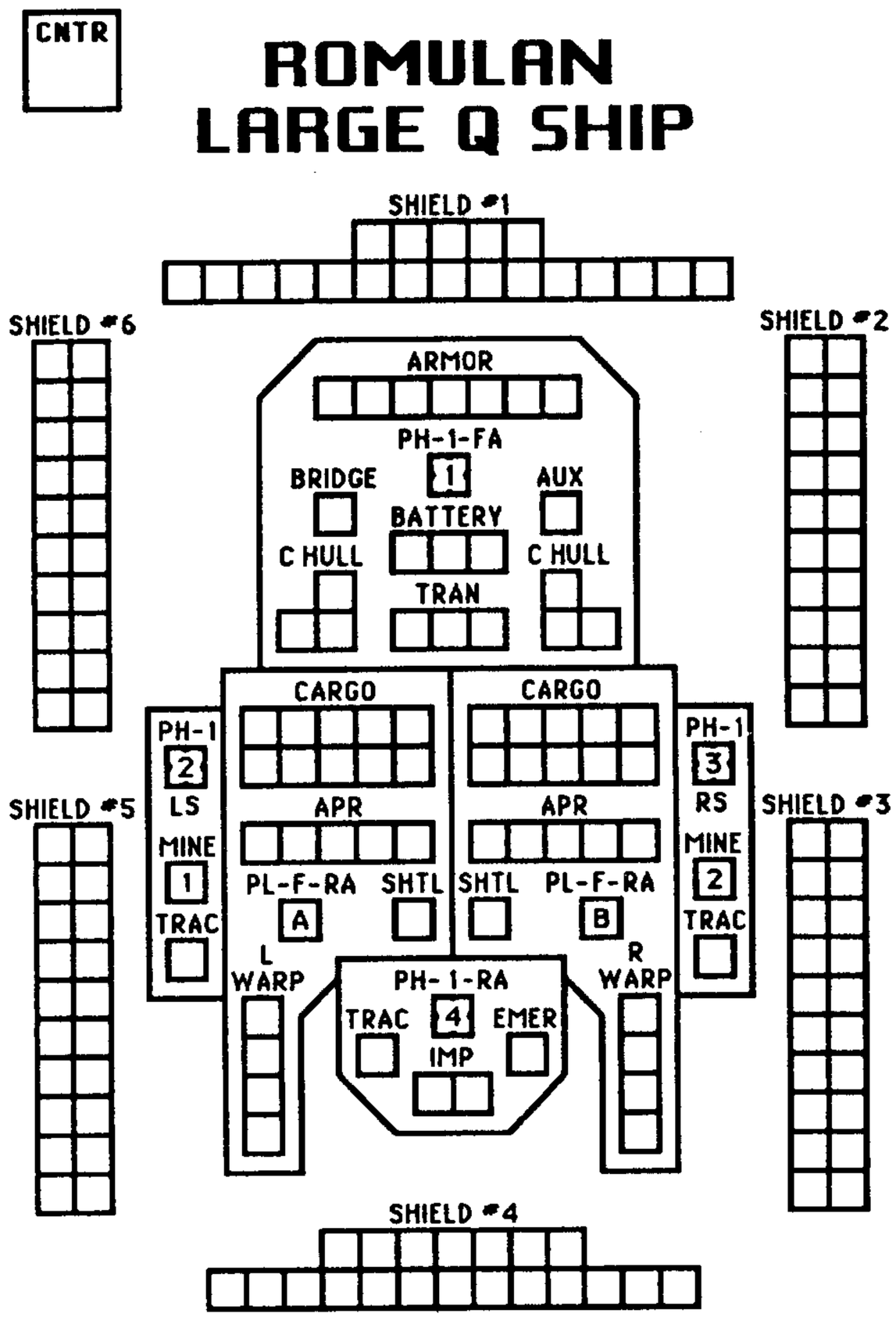
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

PLASMA TORPEDO WARHEAD TABLE

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

PSEUDO PLASMA TORPEDOES

[A] F [B] F



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

CAPTAIN'S ADVANCED MISSIONS SSD BOOK — Copyright © 1991 Amarillo Design Bureau

CREW UNITS

	*			5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

			4

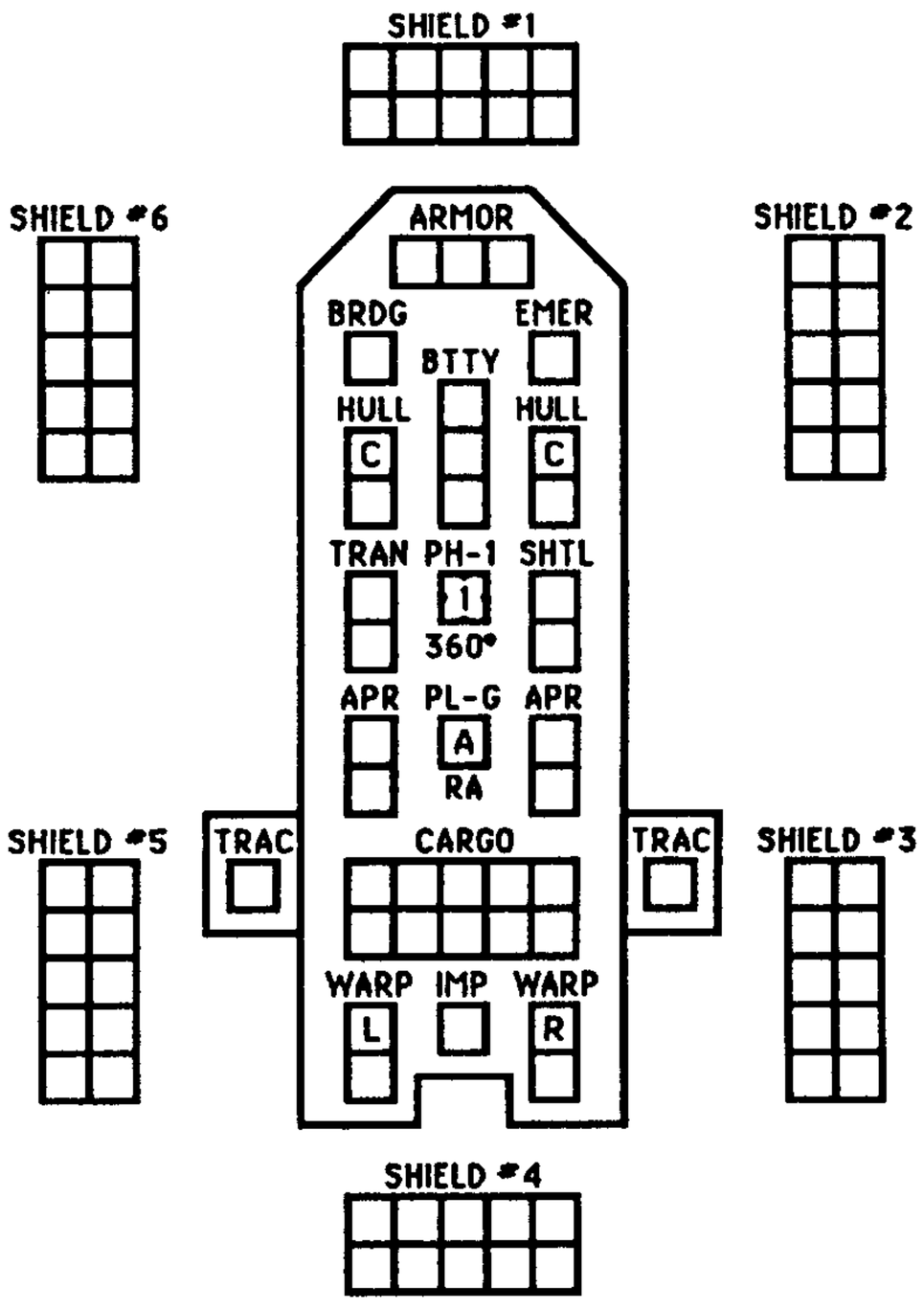
T-BOMBS

		D	D

SHIP DATA TABLE		
TYPE	=	S-Q
POINT VALUE	=	40
BREAKDOWN	=	2-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R1.7

CNTR

ROMULAN SMALL Q SHIP



TYPE I OFFENSIVE PHASER TABLE

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

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+

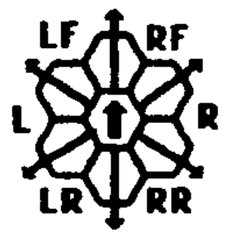
TYPE III DEFENSE PHASER

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).

SEE (D4.12) FOR ARMOR RULES.



RA = LR + RR

SENSOR 6 4 0 | SCANNER 0 0 9 | DAM CON 4 2 0 | EX DAM

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

PSEUDO PLASMA TORPEDO	NSM
A G	

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

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

THOLIAN LARGE Q SHIP

CREW UNITS

		✱							10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

BOARDING PARTIES

							8

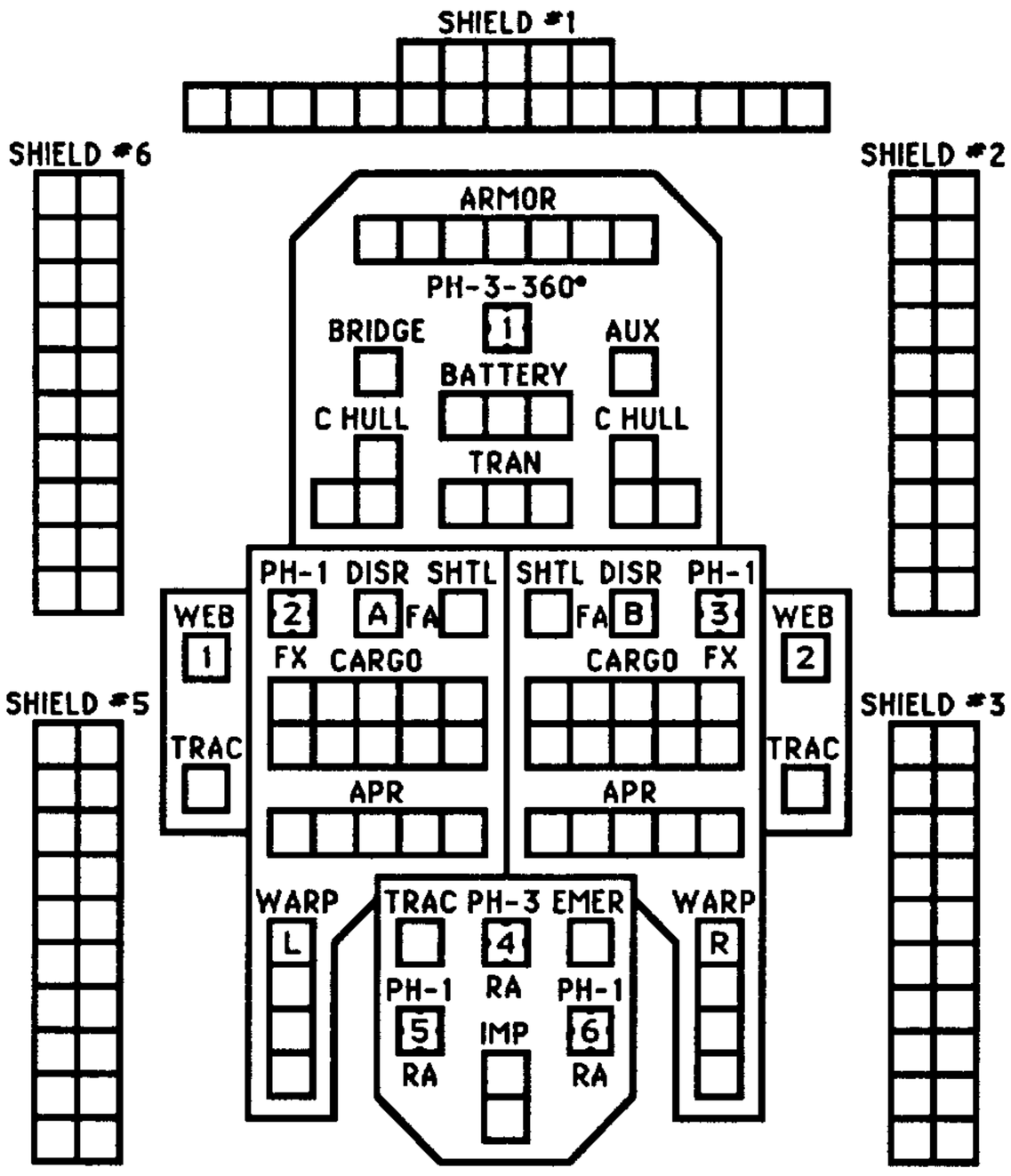
T-BOMBS

		D	D

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
SNARE REFIT	=	+6

CNTR



TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE	SPEED
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

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).

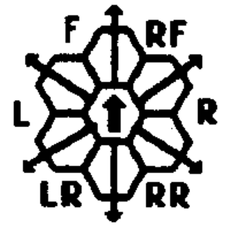
SEE (D4.12) FOR ARMOR RULES.

WEB GENERATOR IS DESTROYED ON FLAG BRIDGE HITS.

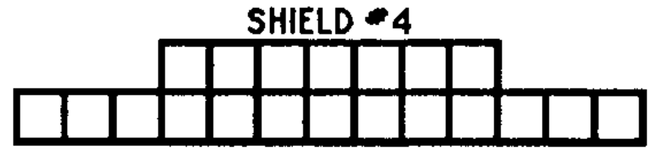
SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS SNARES; SEE (E13.3).

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2
DAMAGE,OVLD	10	10	8	8	6	0	0



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



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

CAPTAIN'S ADVANCED MISSIONS SSD BOOK — Copyright © 1991 Amarillo Design Bureau

CREW UNITS

	✱			5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

			4

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
SNARE REFIT	=	+3

CNTR

THOLIAN SMALL Q SHIP

SHIELD #1

SHIELD #6

SHIELD #2

ARMOR

DISR-FA PH-1-FX

A PH-3 1

BRDG 2 EMER

360°

HULL BTTY HULL

C C

TRAN SHTL

WEB

APR PH-1 APR

3

RA

TRAC CARGO TRAC

WARP IMP WARP

L R

SHIELD #5

SHIELD #3

SHIELD #4

TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE		SPEED
C	1	2-4
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).

SEE (D4.12) FOR ARMOR RULES.

WEB GENERATOR IS DESTROYED ON FLAG BRIDGE HITS.

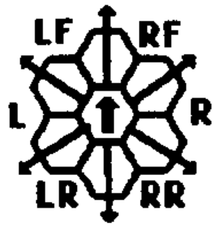
SNARE REFIT ALLOWS THE WEB GENERATOR TO OPERATE AS A SNARE; SEE (E13.3).

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



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

SENSOR 6 4 0

SCANNER 0 0 9

DAM CON 4 2 0

EX DAM

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

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

FEDERATION POLICE CUTTER

CREW UNITS: [ ][*][ ][ ][ ][6]

BOARDING PARTIES: [ ][2]

PROBES: [ ][ ][ ][ ][5]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

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

DRONE RACKS: [1] [ ] [ ] [ ] [ ] [G]

RACK HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER.
ONE RELOAD IS ENTIRELY ADDs.

SHIP DATA TABLE		
TYPE	=	POL
POINT VALUE	=	40
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R2.12
PLUS REFIT	=	+8
AWR REFIT	=	+1
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
A 1	2-6
HET 2	7-12
[ ][ ] 3	13-19
BD 4	20-26
[ ][ ] 5	27+
NIMBLE SHIP	

TYPE III DEFENSE PHASER

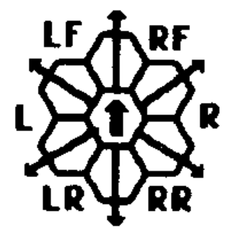
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

ANTI-DRONE TABLE

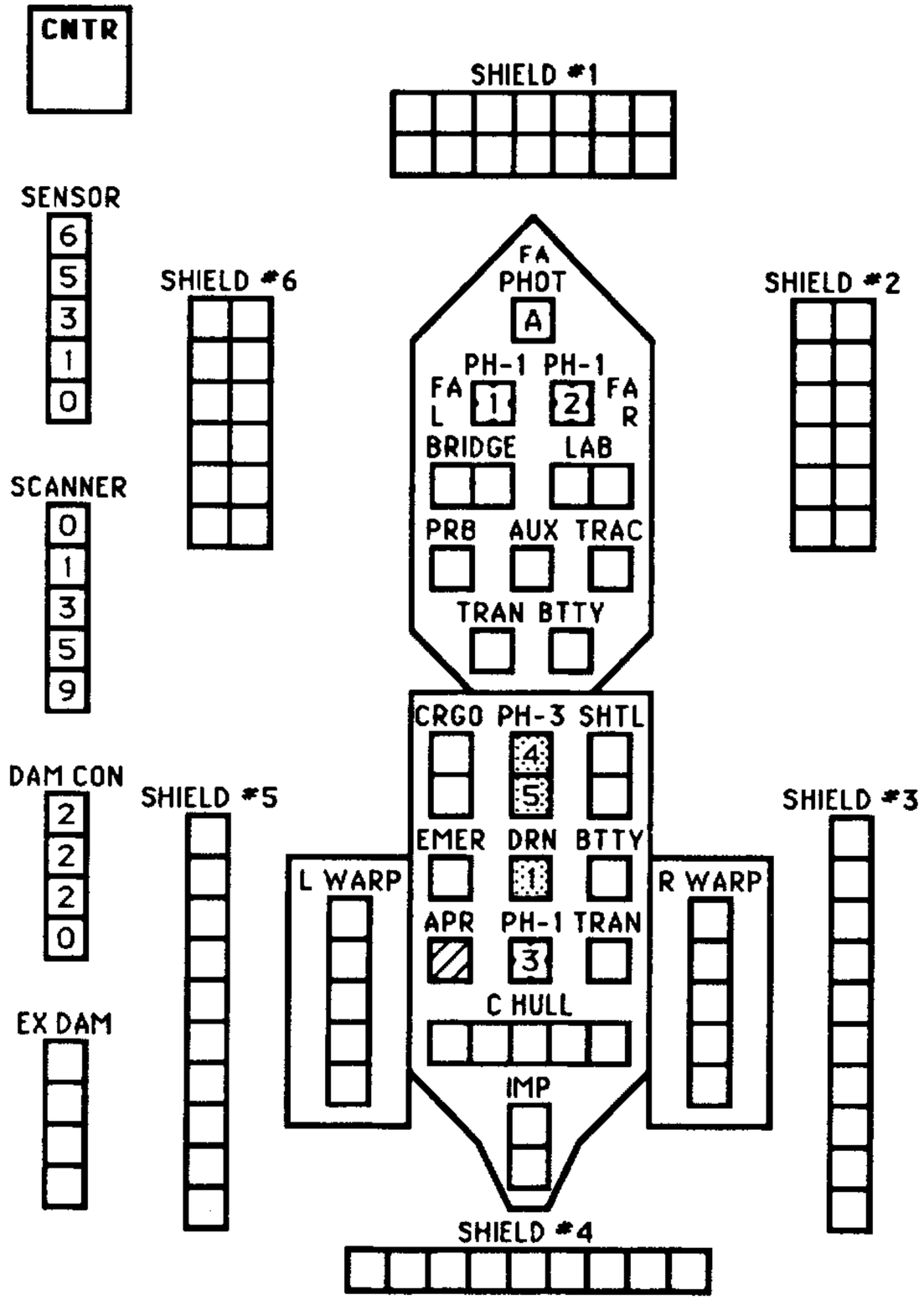
RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DMGE, OVERLOAD	------VARIES------				NA	NA



FA = LF + RF



REAR PHASER-1 IS 360°.
PHASER-3 IS 360°.

▒ SHADED BOXES ARE THE PLUS REFIT.

▨ APR CONVERTED TO AWR BY THE AWR REFIT.

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

FEDERATION GALACTIC SURVEY CRUISER

CREW UNITS

			*					10
								20
								30
								40

TRANSPORTER BOMBS

				D	D	D	D	

BOARDING PARTIES

										10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

PROBES

1										10
2										10

SHIP DATA TABLE

TYPE	=	GSC
POINT VALUE	=	142/122
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.16
PLUS REFIT	=	+10
AWR REFIT	=	+2
Y175 REFIT	=	+0

CNTR

SENSOR

6
6
6
5
3
1
0

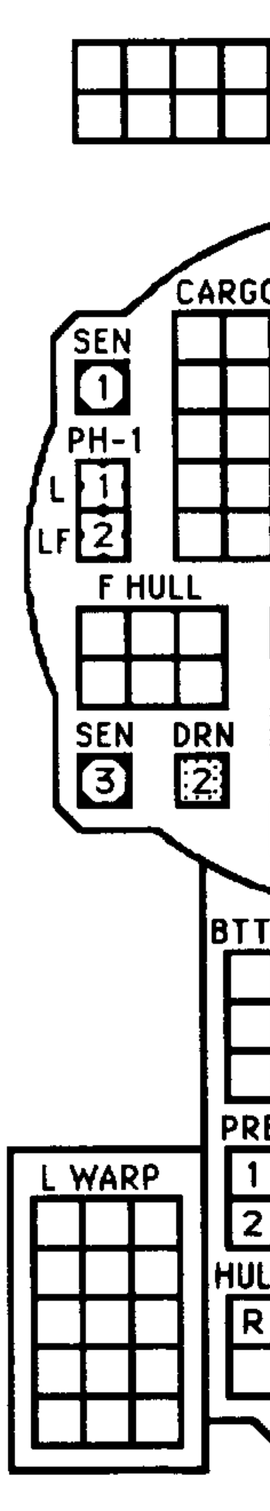
SCANNER

0
0
0
1
3
5
9

DAM CON

6
4
4
2
2
2
0

EX DAM



SHIELD #4

THE LEFT AND RIGHT PHASERS CAN FIRE DOWN THE ROW OF HEXES DIRECTLY TO THE REAR OF THE SHIP.

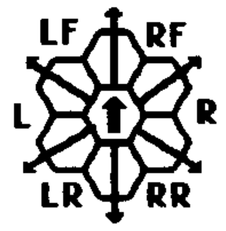
▒ SHADED BOXES ARE THE GSC+ REFIT.

▨ APR CONVERTED TO AWR BY THE AWR REFIT.

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



FA = LF + RF

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

TYPE III DEFENSE PHASER

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DMGE, OVERLOAD	------VARIES------				NA	NA

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

ANTI-DRONE TABLE

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

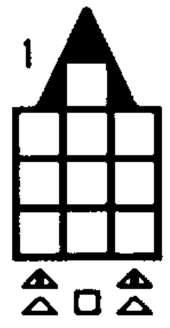
DRONE RACKS

1						G
2						G
3						G

RACKS HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER.
ONE RELOAD IS ENTIRELY ADDs.

WARTIME FIGHTER DEPLOYMENT

(REPLACE 2 ADMIN)



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

DECK CREWS

	2

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

FEDERATION IMPROVED DREADNOUGHT

CREW UNITS

			*						10
									20
									30
									40
									50

PROBES

				5

BOARDING PARTIES

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

DRONE RACKS

1						G

RACK HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER.
ONE RELOAD IS ENTIRELY ADDs.

SHIP DATA TABLE

TYPE	=	DN+
POINT VALUE	=	207
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R2.17
AWR REFIT	=	+4
Y175 REFIT	=	+0

TRANSPORTER BOMBS

						D	D	D	D	D	D

TYPE I OFFENSIVE PHASER TABLE

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

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

THE RIGHT AND LEFT PHASERS CAN FIRE DOWN THE ROW OF HEXES DIRECTLY TO THE REAR OF THE SHIP.

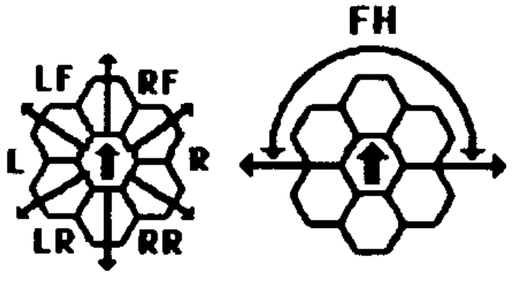
TURN MODE		SPEED
E	1	2 - 3
	2	4 - 6
	3	7 - 10
HET	4	11-14
	5	15-20
BD	6	21-29
	7	30+

ANTI-DRONE TABLE

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DMGE, OVERLOAD	------VARIES------				NA	NA



FA = LF + RF
RA = LR + RR

SENSOR: 6 6 6 6 5 4 3 2 1 0
SCANNER: 0 0 0 0 1 2 3 4 5 9
DAM CON: 6 6 6 4 4 4 2 2 2 0
EX DAM

CNTR

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

PHOTON-FA (A B C D E F)
BTTY
LAB
PH-1-FH (1 2)
PH-1 (3 4 5) LF L
TRAN
APR
BRIDGE
PH-1 (6 7 8) RF R
F HULL
FLAG
EMER
F HULL
IMPULSE

TRAN SHUTTLE TRAN
BTTY
TRAC
APR
PRB
PH-1-360° (9 10)
DRN 1
HULL R
AUX CON
HULL R
PH-1-RA (11 12)

L WARP
R WARP
C WARP

APR CONVERTED TO AWR BY THE AWR 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

CAPTAIN'S ADVANCED MISSIONS SSD BOOK — Copyright © 1991 Amarillo Design Bureau

FEDERATION (NEW) LIGHT CRUISER

CREW UNITS

			*						10
									20
									30

BOARDING PARTIES

							8

PROBES

				5

TRANSPORTER BOMBS

				D	D	D	D

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

DRONE RACKS

1				G

RACK HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER.
ONE RELOAD IS ENTIRELY ADDs.

SHIP DATA TABLE

TYPE	=	NCL
POINT VALUE	=	116
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.18
PLUS REFIT	=	+4
AWR REFIT	=	+4
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

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

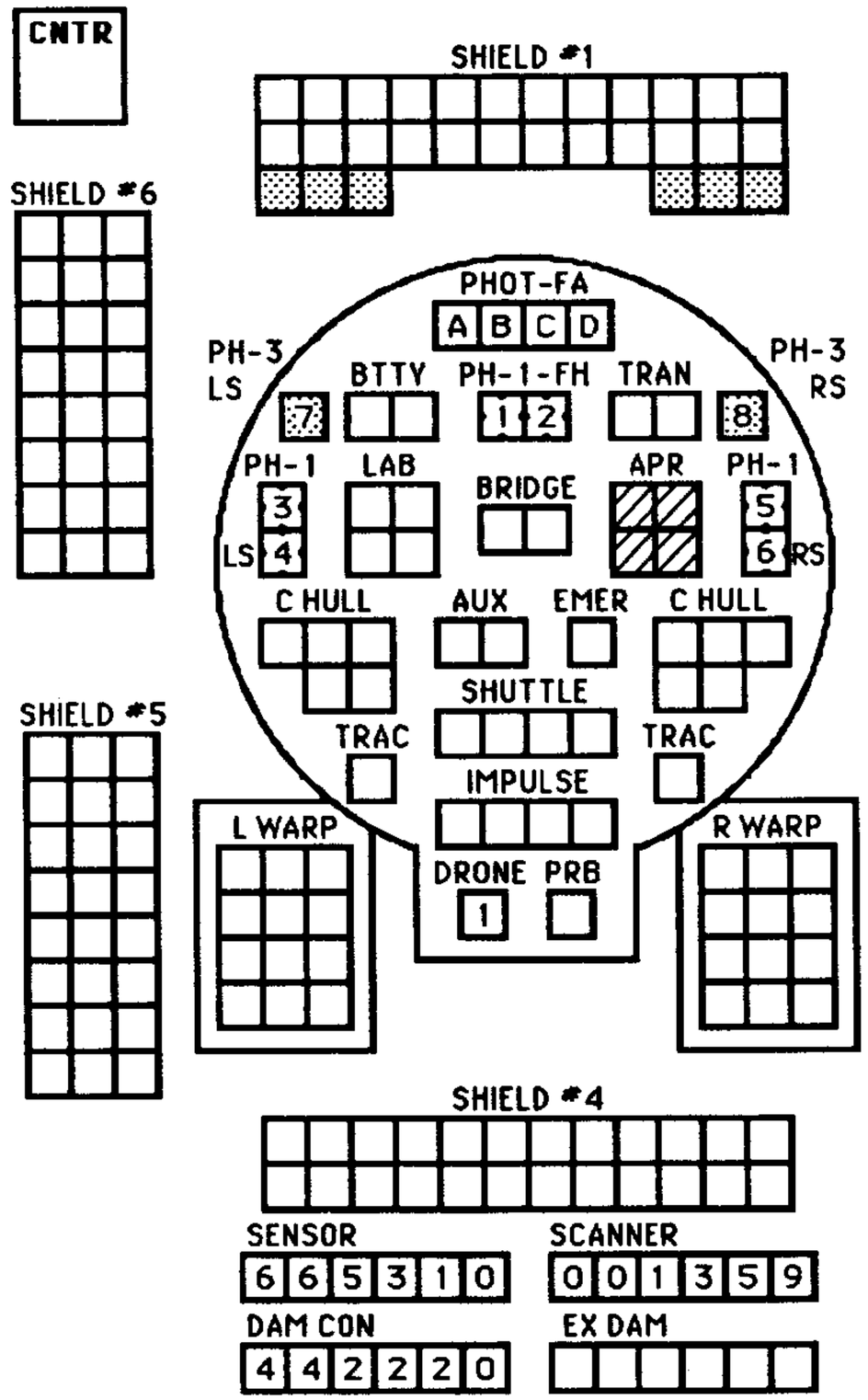
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

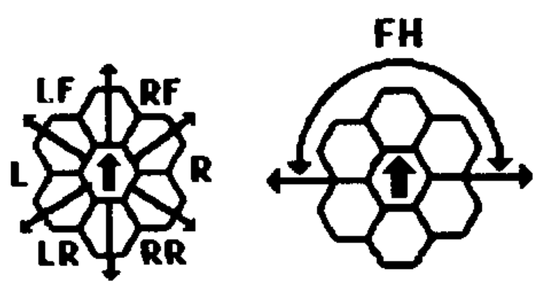
ANTI-DRONE TABLE

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DMGE, OVERLOAD	------VARIES------				NA	NA





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

SHADED BOXES ARE THE NCL+ REFIT.

NOTE THAT THE NMS, NEC, AND LTT VARIANTS DO NOT RECEIVE THE SAME REFIT.

APR CONVERTED TO AWR BY THE AWR REFIT.

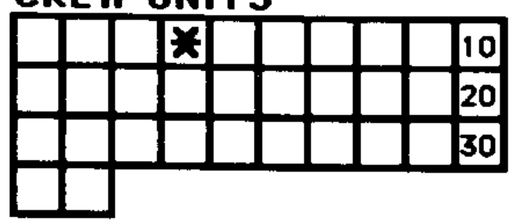
WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

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

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

FEDERATION NEW SCOUT CRUISER

CREW UNITS



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE		
TYPE	=	NSC
POINT VALUE	=	120/100
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.19
PLUS REFIT	=	+4
Y175 REFIT	=	+0

BOARDING PARTIES [8]

TRANSPORTER BOMBS [ ][ ][ ][ ] [D][D][D][D]

PROBES [ ][ ][ ][ ][5]

DRONE RACK [1] ... [6]

RACK HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER.
ONE RELOAD IS ENTIRELY ADDs.

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

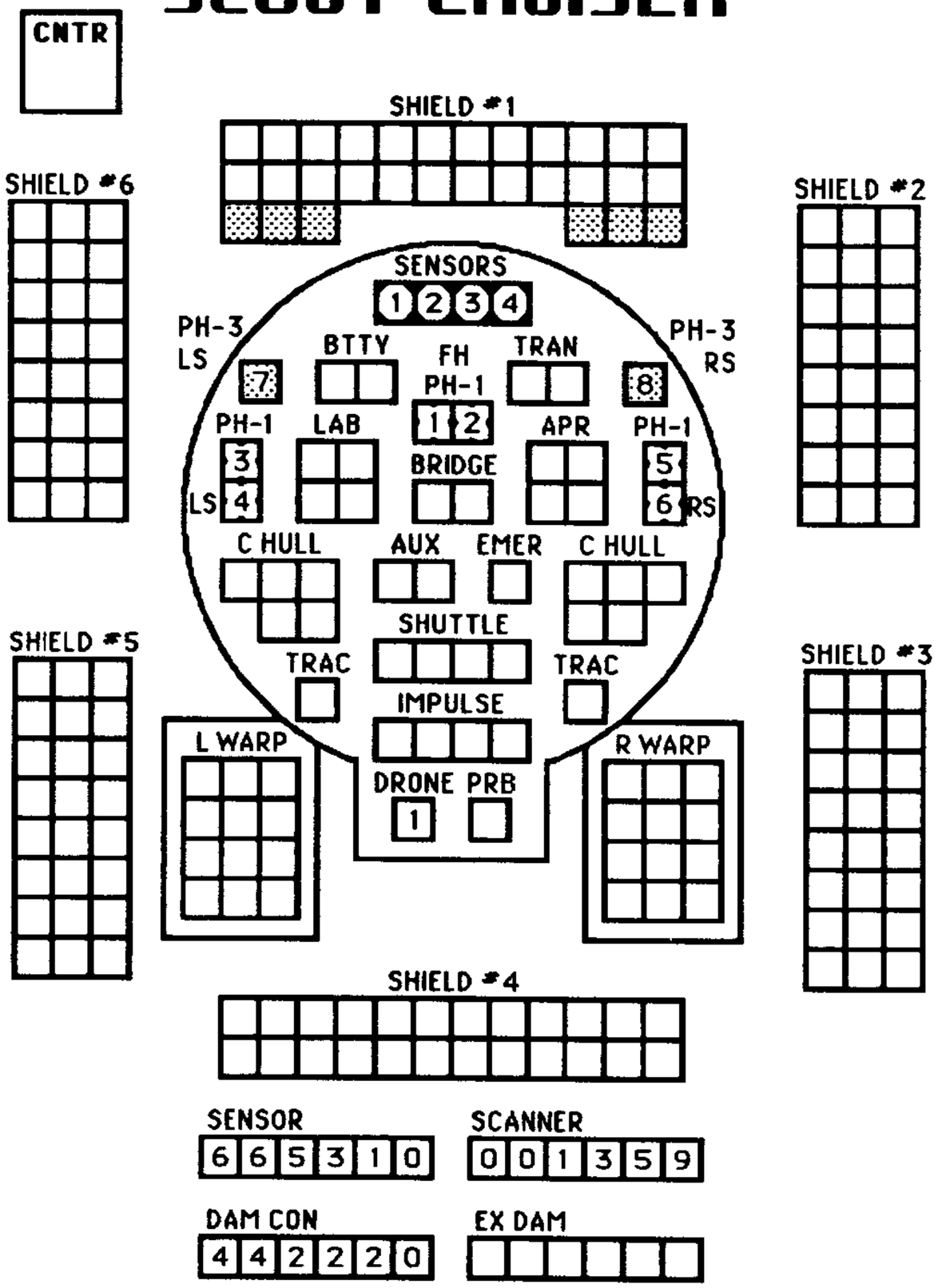
TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

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

SPECIAL SENSORS ARE DESTROYED ON TORPEDO HITS.

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



SENSOR [6][6][5][3][1][0]

SCANNER [0][0][1][3][5][9]

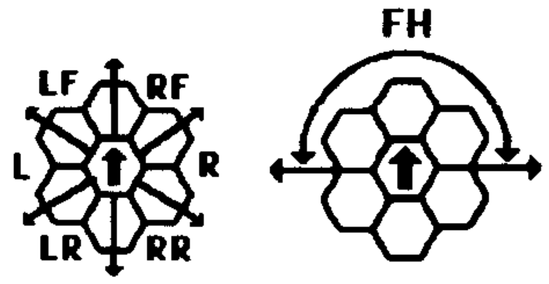
DAM CON [4][4][2][2][2][0]

EX DAM [ ][ ][ ][ ][ ][ ]

▒ SHADED BOXES ARE THE NSC+ REFIT.

ANTI-DRONE TABLE

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



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

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

CAPTAIN'S ADVANCED MISSIONS SSD BOOK — Copyright © 1991 Amarillo Design Bureau

FEDERATION NEW ESCORT CRUISER

CREW UNITS

		*						10
								20
								30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

							8

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

DECK CREWS

	2

DRONE RACKS

1						6
2						6
3						6
4						6
5						6

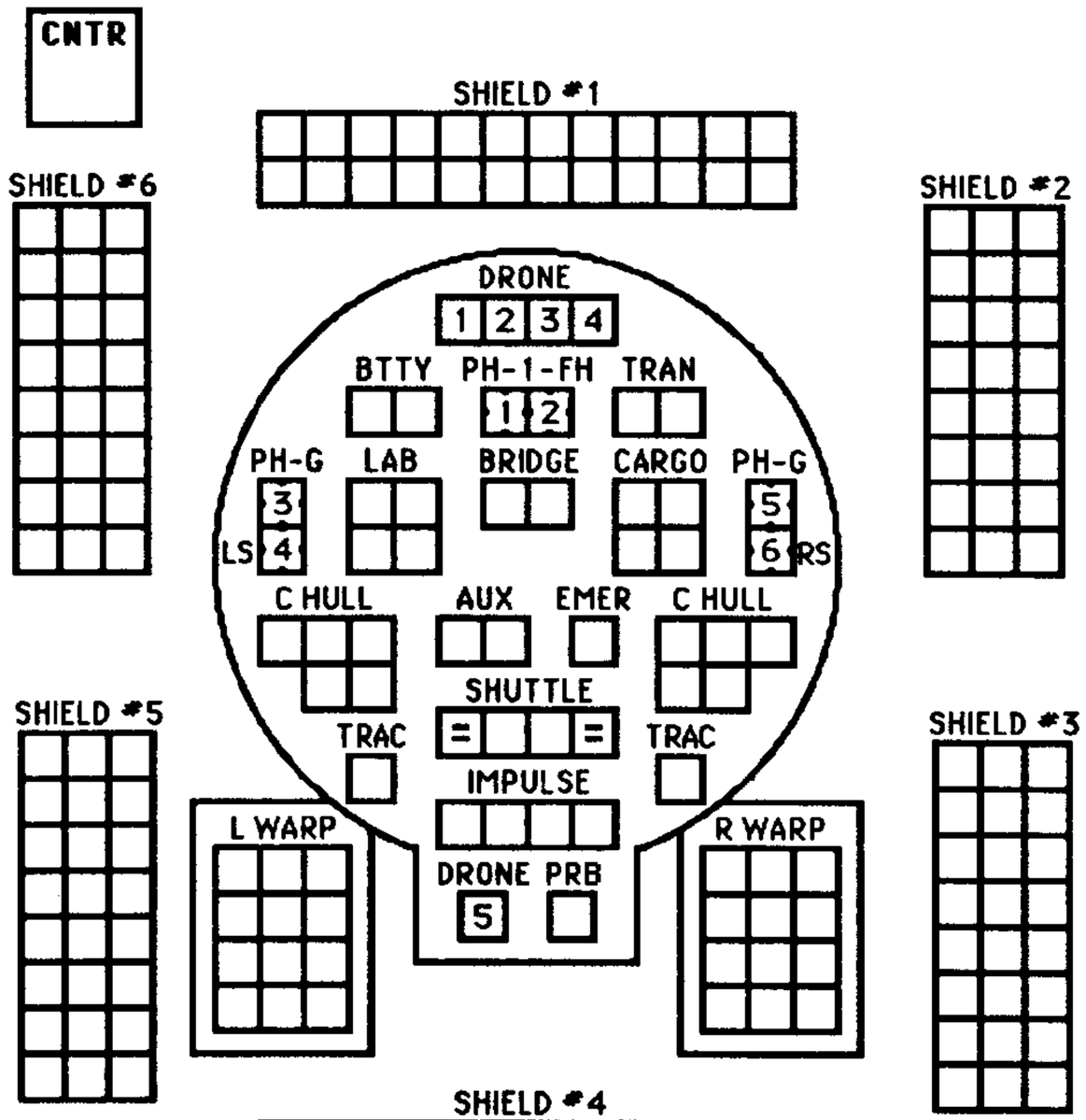
RACKS HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER.
ONE RELOAD IS ENTIRELY ADDs.

SHIP DATA TABLE

TYPE	=	NEC
POINT VALUE	=	102
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.20
INCLUDES LIMITED AEGIS		
Y175 REFIT	=	+0

SHIP DATA TABLE

TYPE	=	NEA
POINT VALUE	=	116
REFERENCE	=	R2.20A
INCLUDES FULL AEGIS		



TYPE I OFFENSIVE PHASER TABLE

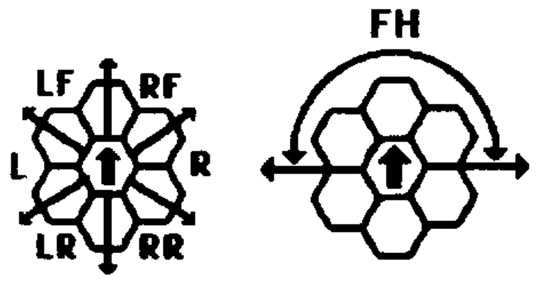
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

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



ANTI-DRONE TABLE

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

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

SENSOR

6	6	5	3	1	0	

SCANNER

0	0	1	3	5	9	

DAM CON

4	4	2	2	2	0	

EX DAM

NOTE: 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.

SEE (R2.R5) FOR STORAGE DATA.

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

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

FEDERATION MINESWEEPER

CREW UNITS [ ][ ][ ][*][ ][ ][ ][ ][10] [ ][ ][ ][ ][ ][ ][ ][ ][20] [ ][ ][ ][ ][ ][ ][ ][ ][30]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		MSS

BOARDING PARTIES [ ][ ][ ][ ][ ][6]

PROBES [ ][ ][ ][ ][5]

TRANSPORTER BOMBS [ ][ ][ ][ ] [D][D][D][D]

MINE RACKS ARE DESTROYED ON "CARGO," "SHUTTLE," OR "EXCESS DAMAGE" HITS.

SEE (D4.12) FOR ARMOR RULES.

MINE RACKS

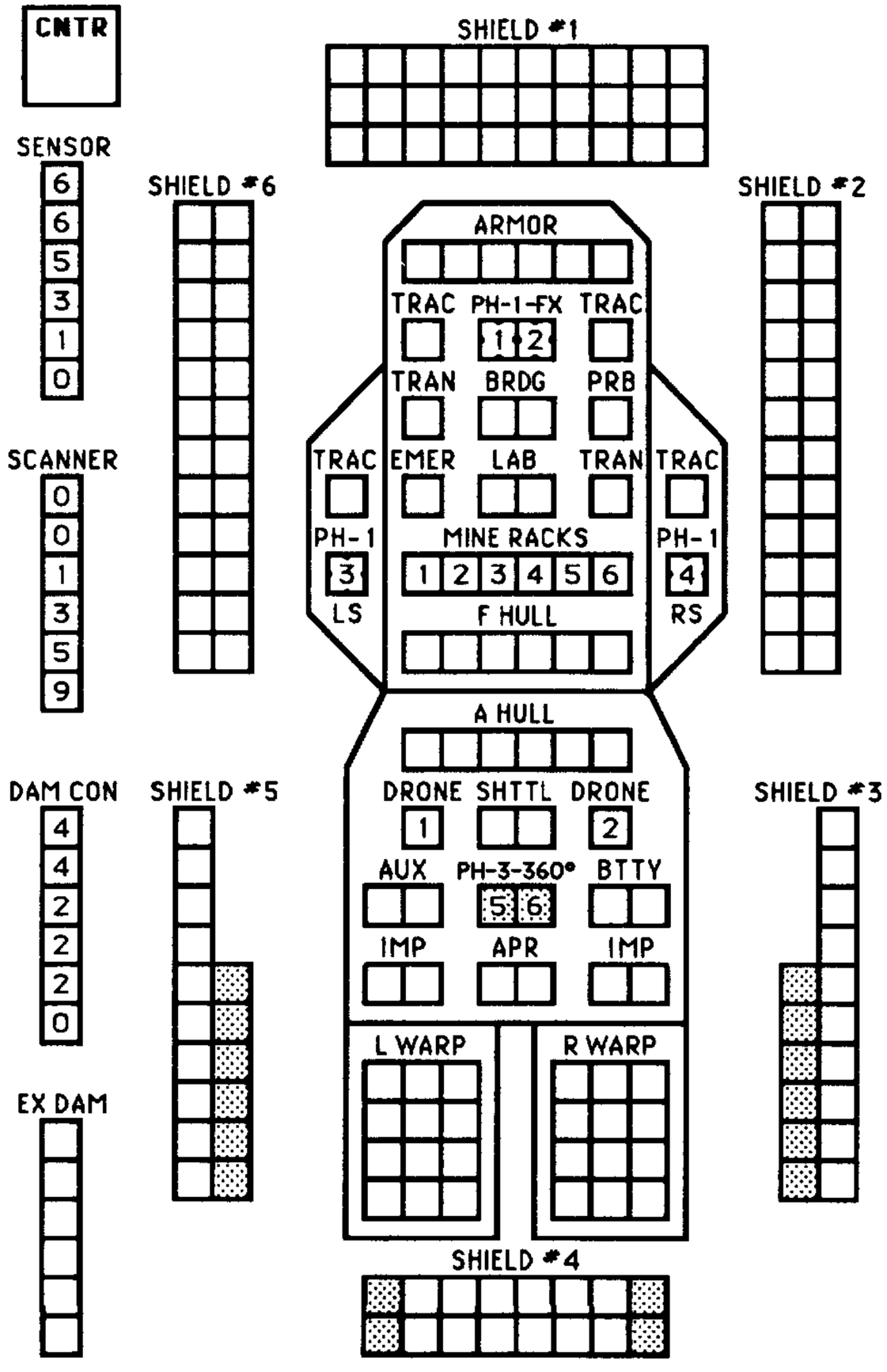
1	I	I	I	I	I
2	I	I	I	I	I
3	I	I	I	I	I
4	I	I	I	I	I
5	I	I	I	I	I
6	I	I	I	I	I

RACKS ARE SHOWN FOR LARGE MINES; FOR SMALL MINES WRITE AN "S" ON EACH SIDE OF THE DIVIDING BAR.

SHIP DATA TABLE

TYPE	=	MS
POINT VALUE	=	94/80
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.21
PLUS REFIT	=	+5
Y175 REFIT	=	+1

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



SHADED BOXES ARE THE MS+ 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

DRONE RACKS

[1] [ ] [ ] [ ] [A] [ ] [ ] [B]

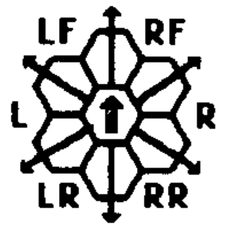
SHIP HAD A TYPE-A DRONE RACK (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED IT TO A TYPE-B DRONE RACK (2 RELOADS)

[2] [ ] [ ] [ ] [ ] [ ] [ ] [G]

RACK HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER. ONE RELOAD IS ENTIRELY ADDs.

TYPE III DEFENSE PHASER

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



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

ANTI-DRONE TABLE

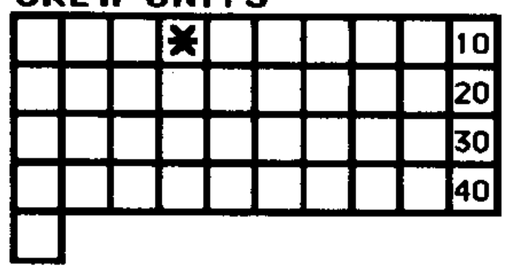
RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	3	3	4	5	6	6	7	8	9	9	10	11	12	12	13	14	15	15	16	17	18	18	19	20	21	21	22	23
Fract.	¾	1½	2¼	3	3¾	4½	5¼	6	6¾	7½	8¼	9	9¾	10½	11¼	12	12¾	13½	14¼	15	15¾	16½	17¼	18	18¾	19½	20¼	21	21¾	22½

FEDERATION COMMANDO CRUISER

CREW UNITS



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		HTS

BOARDING PARTIES



DRONE RACK



RACK HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER.
ONE RELOAD IS ENTIRELY ADDs.

SHIP DATA TABLE

TYPE	=	CMC
POINT VALUE	=	100/80
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.31
PLUS REFIT	=	+13
Y175 REFIT	=	+0

PROBES



TRANSPORTER BOMBS



THIS SHIP CAN LAND ON PLANETS USING THE POWERED LANDING SYSTEM (P2.434). IT CANNOT TAKE OFF DURING THE SCENARIO IN WHICH IT LANDED.

SEE (D4.12) FOR ARMOR RULES.

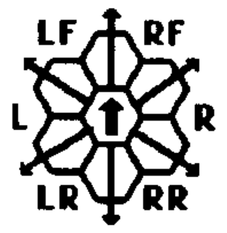
TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

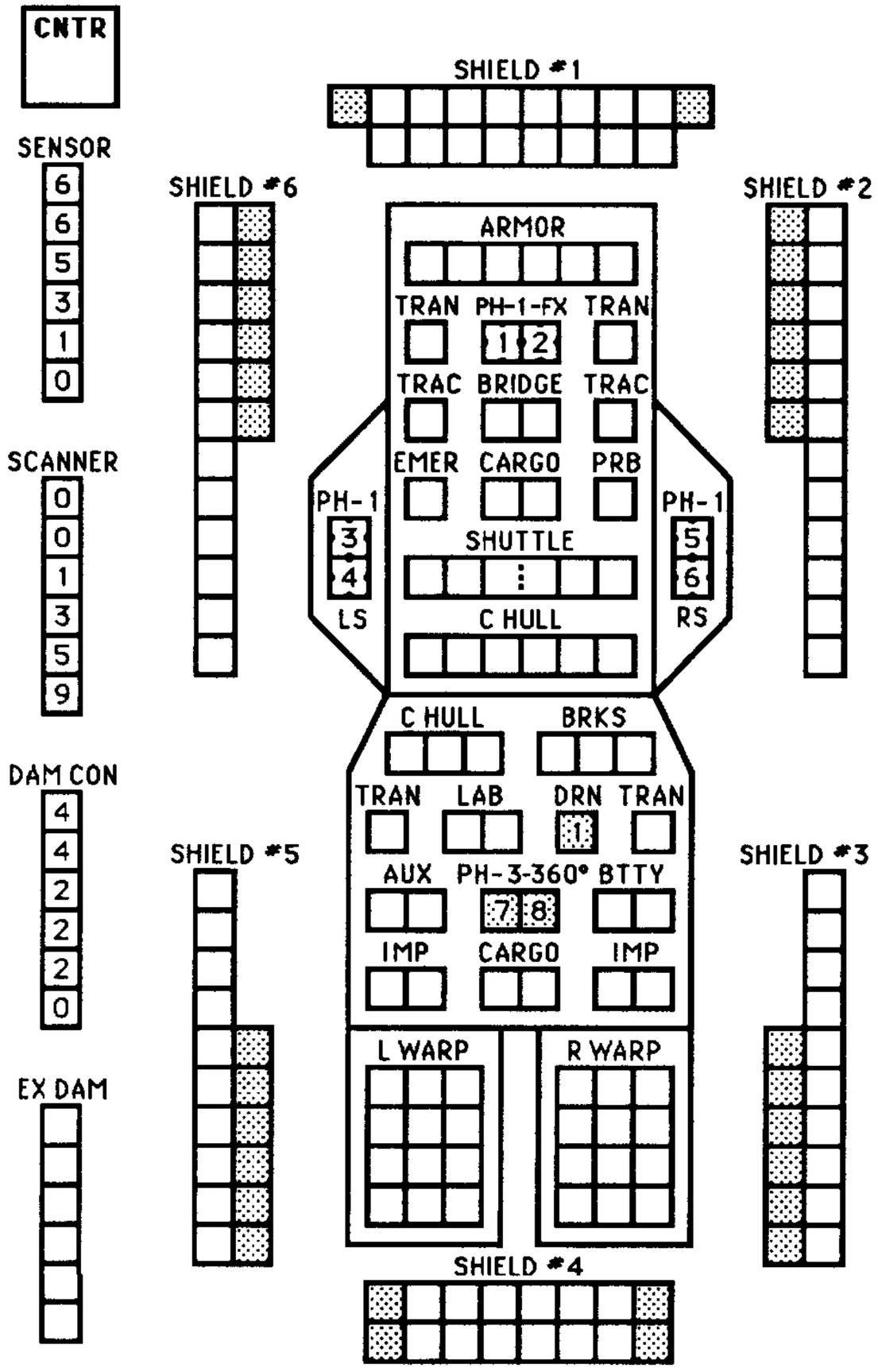
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



ANTI-DRONE TABLE

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

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



SHADED BOXES ARE THE CMC+ REFIT.

WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	3	3	4	5	6	6	7	8	9	9	10	11	12	12	13	14	15	15	16	17	18	18	19	20	21	21	22	23
Fract.	¾	1½	2¼	3	3¾	4½	5¼	6	6¾	7½	8¼	9	9¾	10½	11¼	12	12¾	13½	14¼	15	15¾	16½	17¼	18	18¾	19½	20¼	21	21¾	22½

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

FEDERATION CARRIER TUG

CREW UNITS

10
20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

POD
CREW UNITS 10 / 20
BPs 4
DECK CREWS 10 / 20
T-BOMBS D D

PROBES 5
BPs 2
TRANSPORTER BOMBS D D D D

DRONE RACKS

1	⋮ ⋮ ⋮ ⋮ ⋮ ⋮	G
2	⋮ ⋮ ⋮ ⋮ ⋮ ⋮	G
3	⋮ ⋮ ⋮ ⋮ ⋮ ⋮	G

RACKS HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER.
ONE RELOAD IS ENTIRELY ADDs.

SHIP DATA TABLE

TYPE	=	CVT
POINT VALUE	=	162/94
BREAKDOWN	=	2-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R2.22
PLUS REFIT	=	+8
Y175 REFIT	=	+0

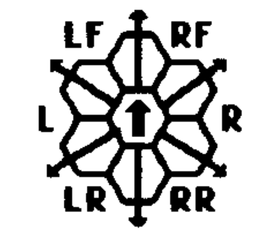
TYPE I OFFENSIVE PHASER TABLE

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

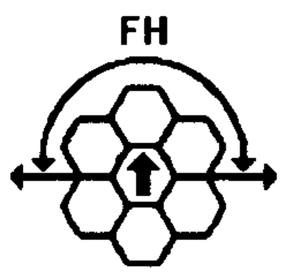
TURN MODE		SPEED
E	1	2-3
	2	4-6
	3	7-10
HET	4	11-14
	5	15-20
BD	6	21-29
	7	30+

TYPE III DEFENSE PHASER

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



RA = LR + RR

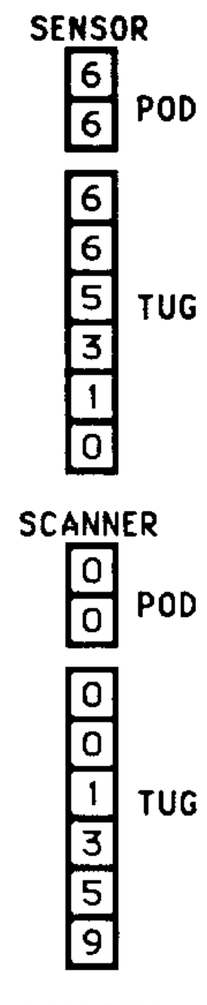


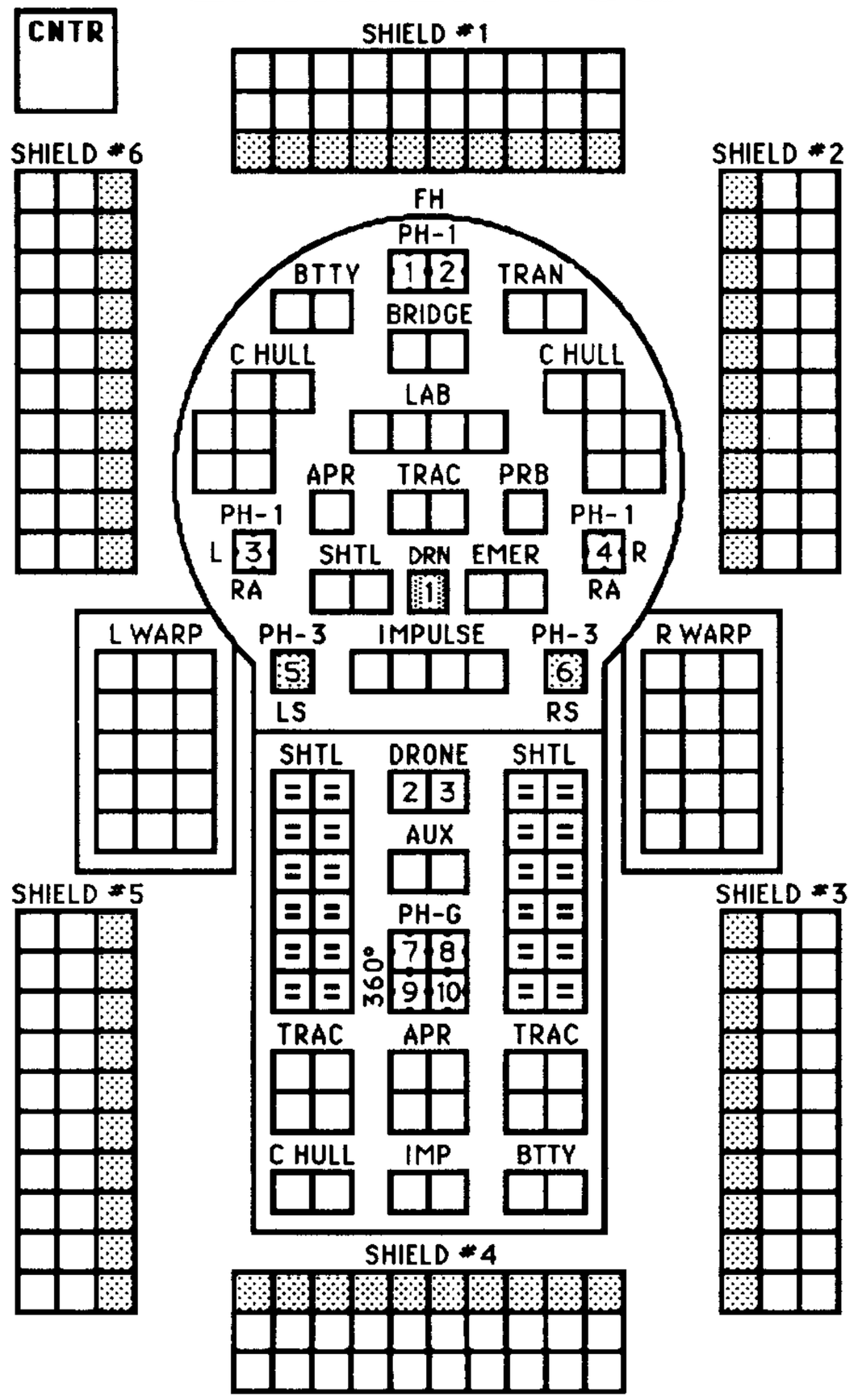
WHILE A BATTLE POD IS ATTACHED, THE HULL BOXES ON THE TUG ARE HIT ON "F HULL" HITS WHILE "AFT HULL" HITS ARE SCORED ON THE POD. WHEN SEPARATED, BOTH THE TUG AND POD ARE TREATED AS HAVING CENTER HULL.

ANTI-DRONE TABLE

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

IF THE TUG HAS THE PLUS REFIT, THE SHIP CAN CONTROL SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING. IF THE TUG DOES NOT HAVE THE PLUS REFIT, THE SHIP CAN CONTROL SEEKING WEAPONS EQUAL TO ITS SENSOR RATING. POD HAS TWO HANGAR BAYS. TRANSFER IS POSSIBLE BY (J1.592). BOTH BAYS ARE TUNNEL BAYS (J1.58) WITH TWO DOORS. TWO OF SIX T-BOMBS ARE ON POD.





SHADED SHIELD BOXES ARE ON CARRIER POD.
SHADED BOXES ON TUG ARE THE PLUS REFIT.

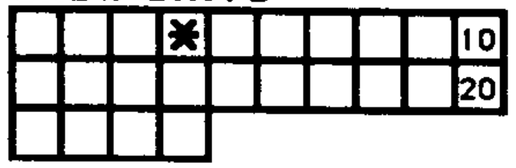
WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

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

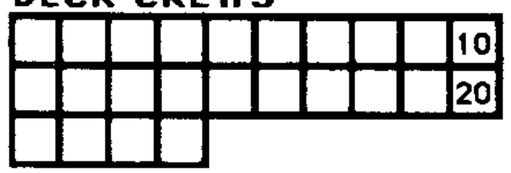
CAPTAIN'S ADVANCED MISSIONS SSD BOOK — Copyright © 1991 Amarillo Design Bureau

FEDERATION HEAVY CARRIER POD (INDEPENDENT)

CREW UNITS



DECK CREWS



BOARDING PARTIES



TRANSPORTER BOMBS



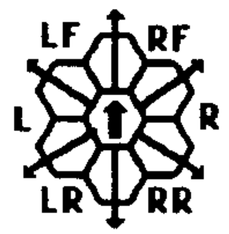
DRONE RACKS



RACK HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER.
ONE RELOAD IS ENTIRELY ADDs.

ANTI-DRONE TABLE

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

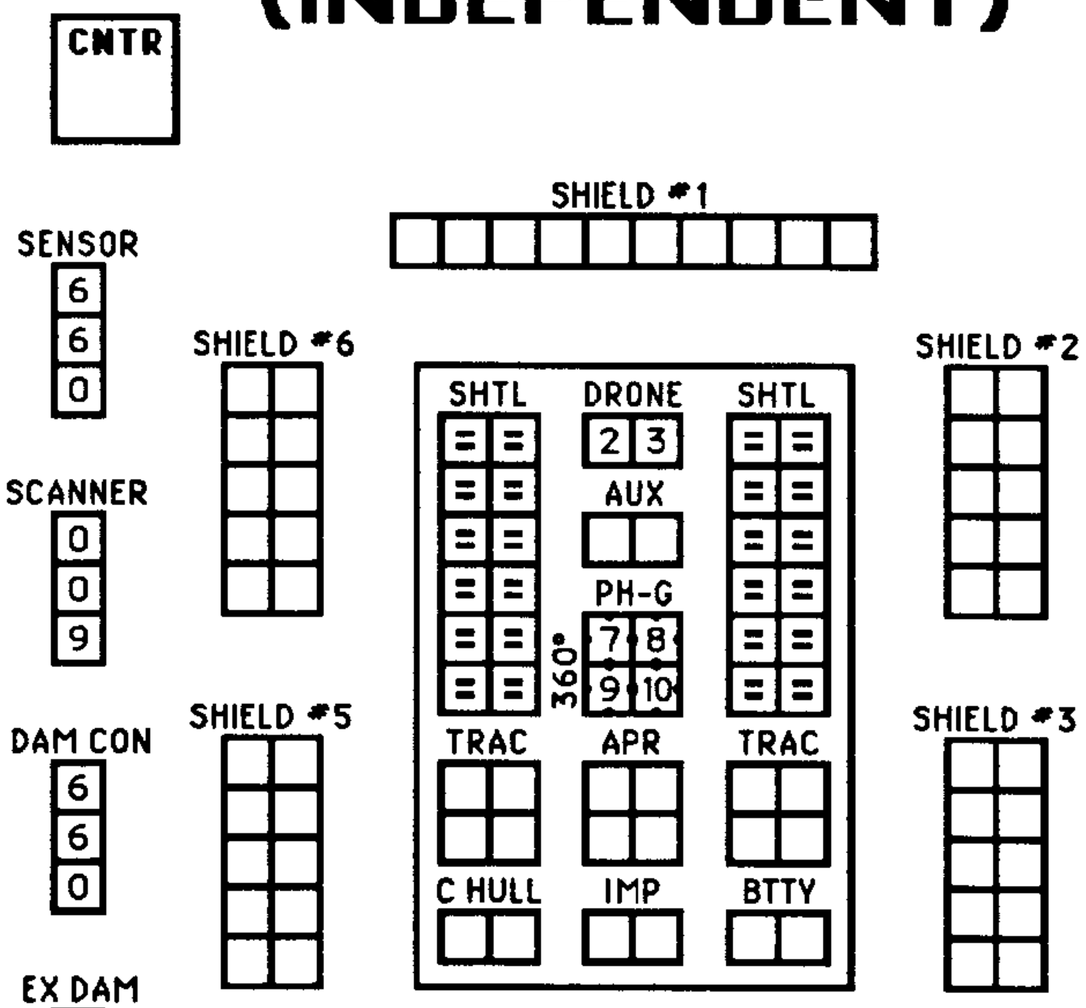


SHIP DATA TABLE

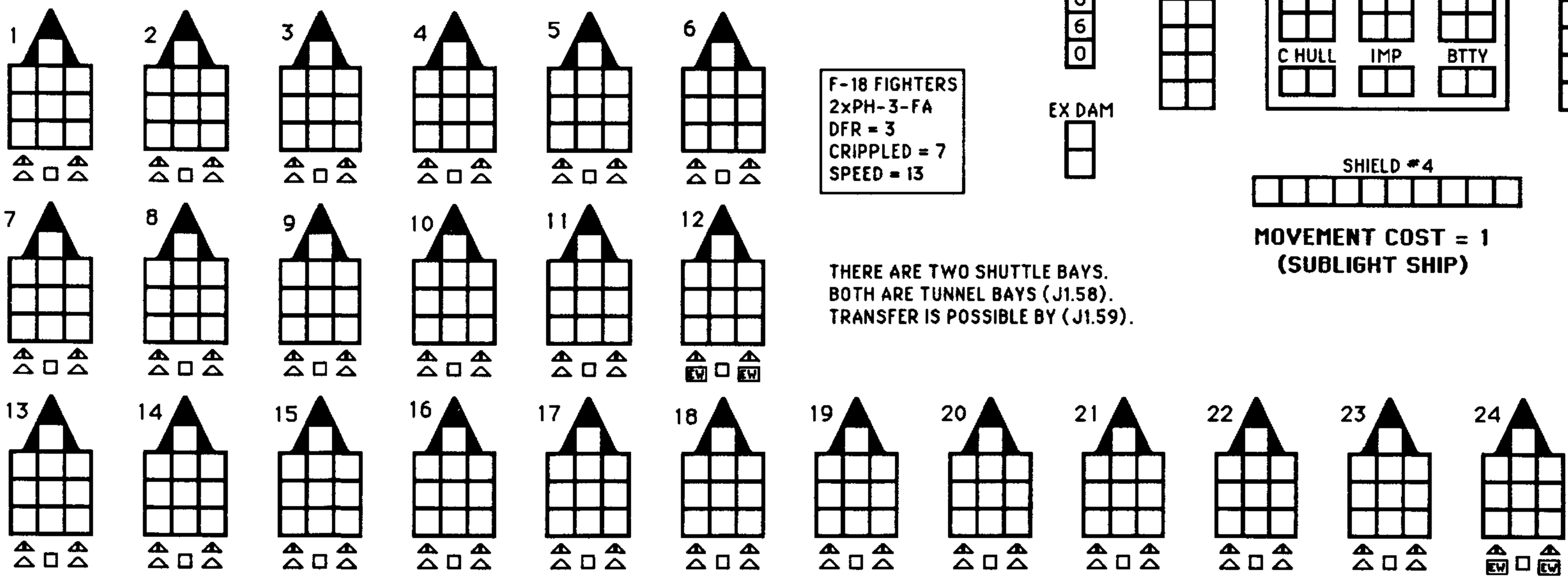
TYPE	=	P-CVA
POINT VALUE	=	74/34
BREAKDOWN	=	NA
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R2.22
Y175 REFIT	=	+0

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



MOVEMENT COST = 1
(SUBLIGHT SHIP)



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

THERE ARE TWO SHUTTLE BAYS.
BOTH ARE TUNNEL BAYS (J1.58).
TRANSFER IS POSSIBLE BY (J1.59).

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

FEDERATION FRIGATE

CREW UNITS

									10
			*						

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES

					6

TRANSPORTER BOMBS

		D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	FF
POINT VALUE	=	71
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R2.25

TYPE I OFFENSIVE PHASER TABLE

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

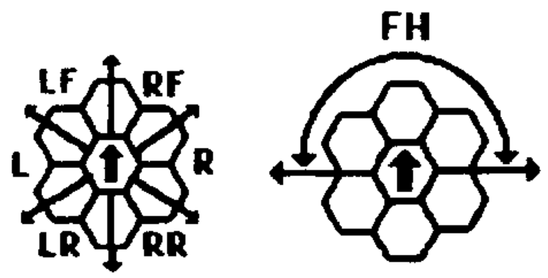
TYPE III DEFENSE PHASER

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

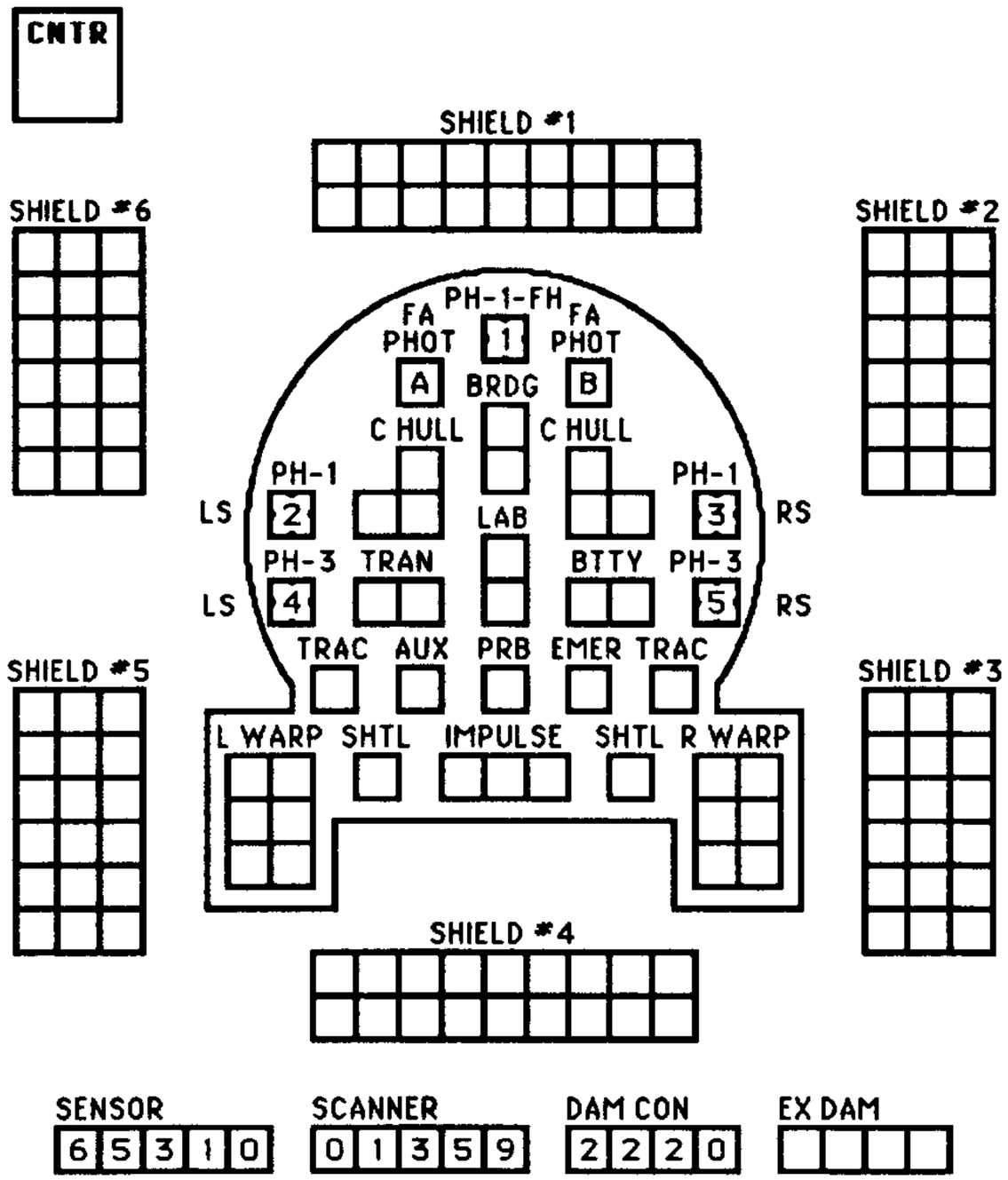
TURN MODE	SPEED
B 1	2-5
2	6-10
HET 3	11-15
4	16-21
BD 5	22-28
6	29+

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DMGE, OVERLOAD	------VARIES------				NA	NA



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



SENSOR					SCANNER					DAM CON				EX DAM			
6	5	3	1	0	0	1	3	5	9	2	2	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

CAPTAIN'S ADVANCED MISSIONS SSD BOOK — Copyright © 1991 Amarillo Design Bureau

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

FEDERATION IMPROVED FRIGATE

CREW UNITS

			*					10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES

					6

TRANSPORTER BOMBS

		D	D

PROBES

				5

DRONE RACK

1	⋮	⋮	⋮	⋮	⋮	6

RACK HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER.
ONE RELOAD IS ENTIRELY ADDs.

SHIP DATA TABLE

TYPE	=	FFG
POINT VALUE	=	75
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R2.26
AWR REFIT	=	+1
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
B 1	2-5
2	6-10
HET 3	11-15
4	16-21
5	22-28
BD 6	29+

TYPE III DEFENSE PHASER

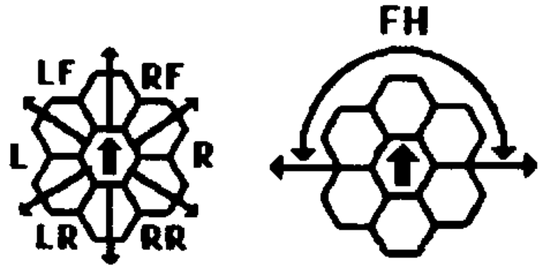
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

ANTI-DRONE TABLE

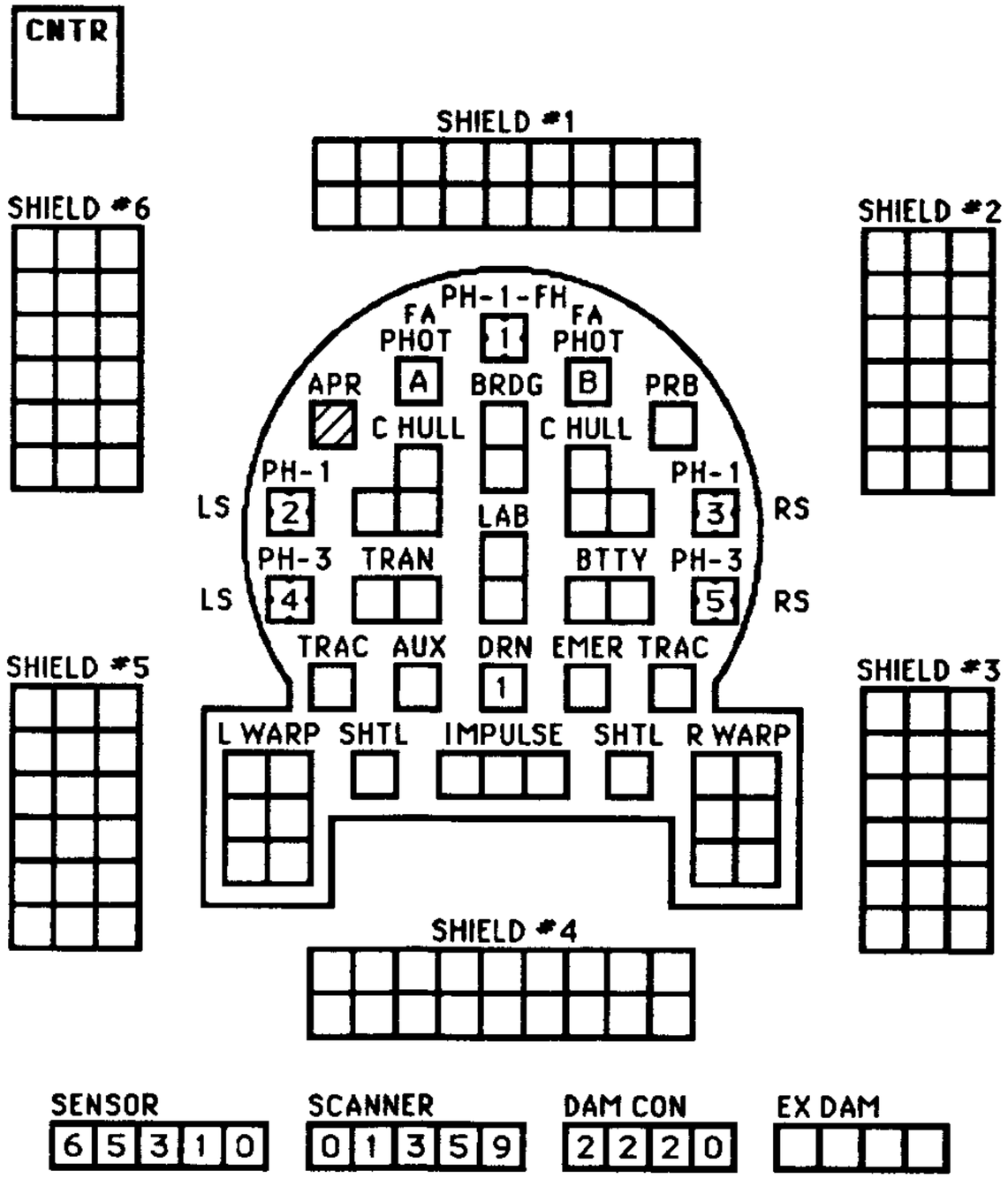
RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DMGE, OVERLOAD	------VARIES------				NA	NA



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



SENSOR					SCANNER					DAM CON				EX DAM			
6	5	3	1	0	0	1	3	5	9	2	2	2	0				

▨ AWR REFIT CONVERTS APR TO AWR.

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

FEDERATION DESTROYER LEADER

CREW UNITS



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES [6]

TRANSPORTER BOMBS [D][D]

PROBES [5]

PSEUDO-PLASMA TORPEDOES [C]F [D]F

SHIP DATA TABLE

TYPE	=	DDL
POINT VALUE	=	94
BREAKDOWN	=	3-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R2.27
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	2-4
2	5-9
3	10-14
4	15-20
5	21-27
6	28+

C

HET

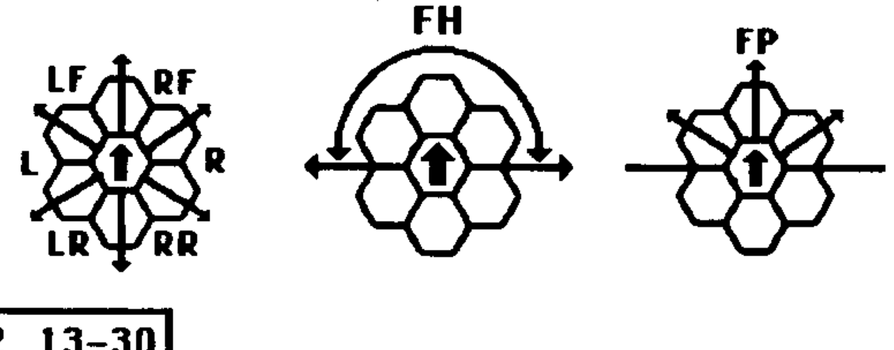
BD

TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD TABLE

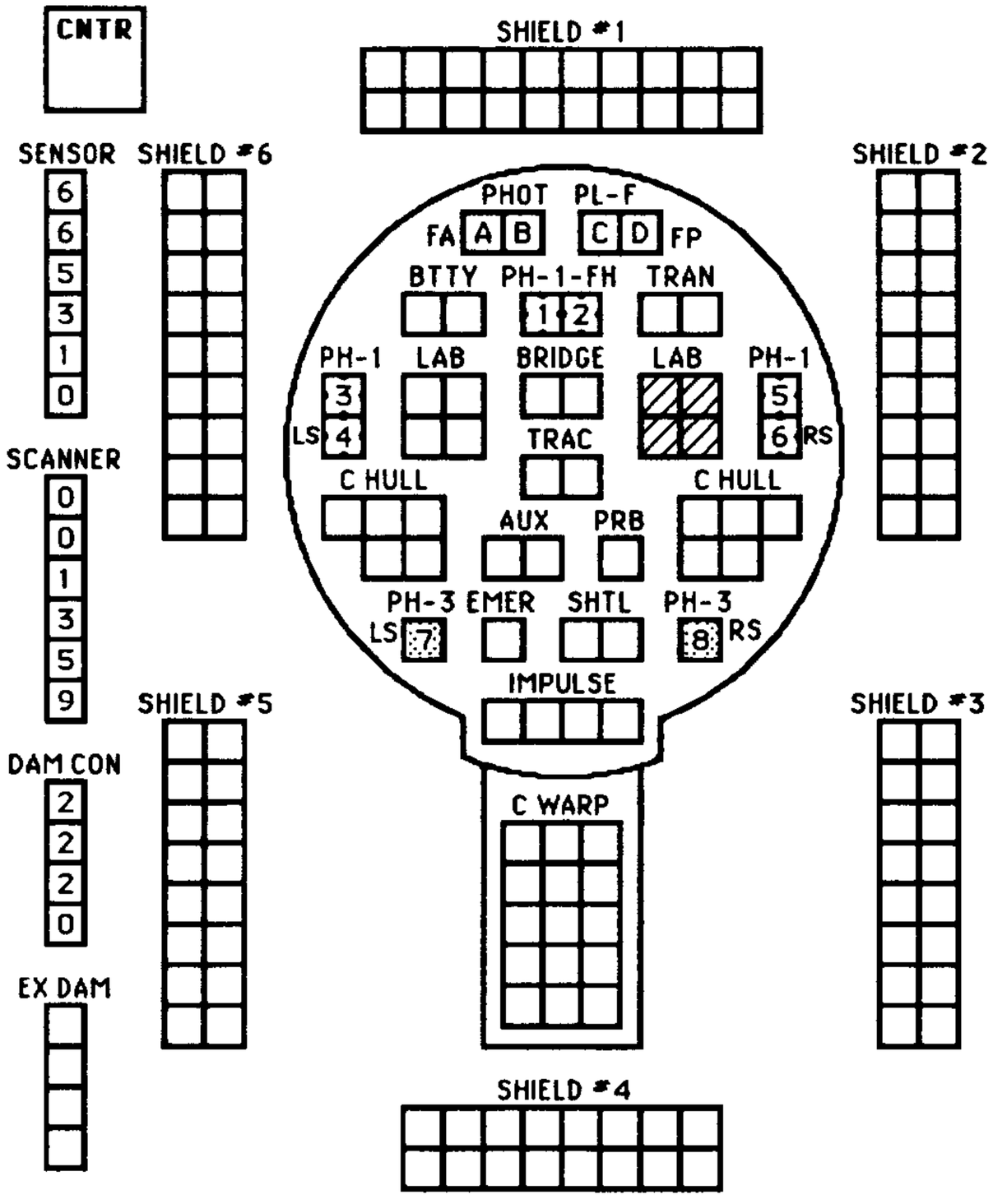
RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
BOLT	1-4	1-3	1-2		



PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DMGE, OVERLOAD	------VARIES------				NA	NA

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



▩ SHADED BOXES ARE THE DDL+ REFIT.

▨ FOUR OF THE LABS ARE REPLACED WITH AWR BY THE DDL+ 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

CAPTAIN'S ADVANCED MISSIONS SSD BOOK — Copyright © 1991 Amarillo Design Bureau

FEDERATION DDG DESTROYER

CREW UNITS

			*					10
								20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

					6

PROBES

				5

TRANSPORTER BOMBS

		D	D

DRONE RACKS

1	:	:	:	:	:	:	:	G
2	:	:	:	:	:	:	:	G

RACK HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER.
ONE RELOAD IS ENTIRELY ADDs.

SHIP DATA TABLE

TYPE	=	DDG
POINT VALUE	=	94
BREAKDOWN	=	3-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R2.28
PLUS REFIT	=	+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
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TYPE III DEFENSE PHASER

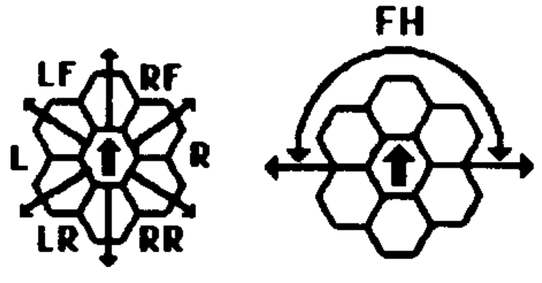
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

ANTI-DRONE TABLE

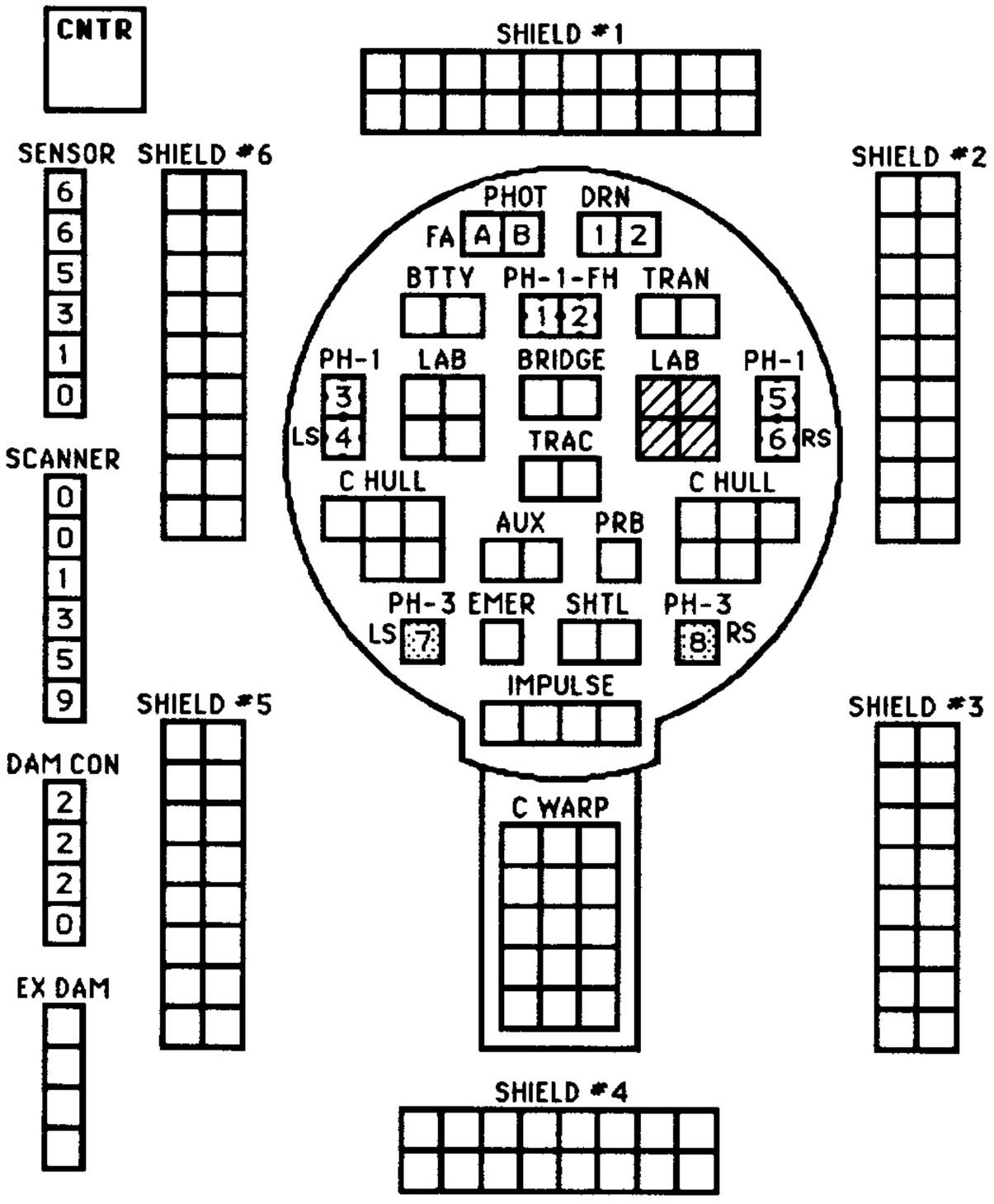
RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DMGE, OVERLOAD	------VARIES------				NA	NA



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



SHADED BOXES ARE THE DDG+ REFIT.

FOUR OF THE LABS ARE REPLACED WITH AWR BY THE DDG+ 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

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

FEDERATION STRIKE CARRIER

CREW UNITS

10 20 30 40

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

BOARDING PARTIES 10

DECK CREWS 12

PROBES 5

TRANSPORTER BOMBS D D D D

SHIP DATA TABLE

TYPE	= CVS
POINT VALUE	= 142
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.29
PLUS REFIT	= +14
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
D 1	2-4
2	5-8
3	9-12
HET 4	13-17
5	18-24
BD 6	25+

TYPE III DEFENSE PHASER

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DMGE, OVERLOAD	------VARIES------				NA	NA

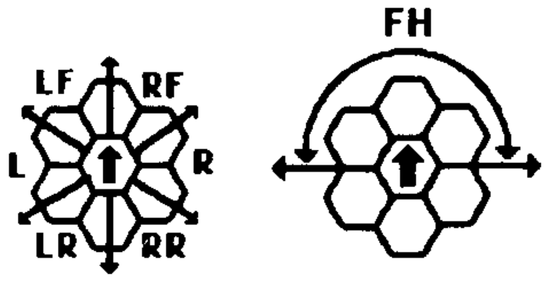
ANTI-DRONE TABLE

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

DRONE RACKS

1 G
2 G

RACK HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER.
ONE RELOAD IS ENTIRELY ADDs.



FA = LF + RF

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.
HANGAR IS A TUNNEL DECK (J1.58).

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

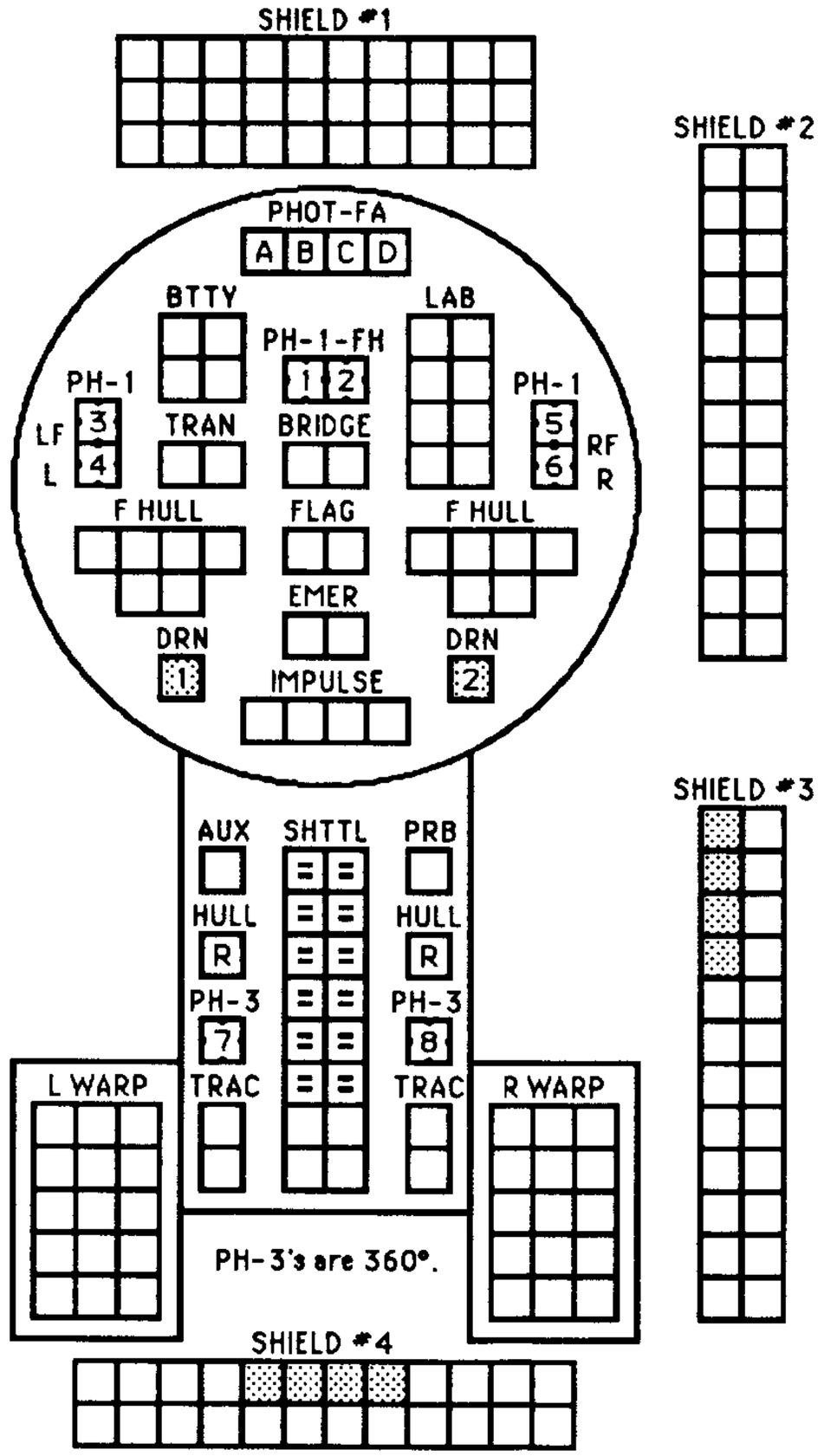
CNTR

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

DAM CON 4 4 2 2 2 0

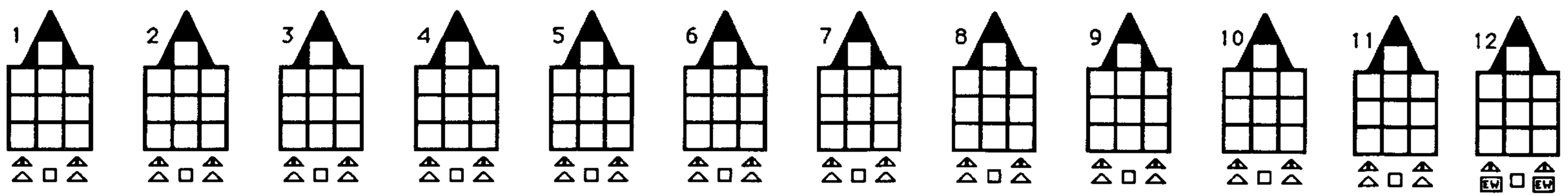
EX DAM



THE RIGHT AND LEFT PHASERS CAN FIRE DOWN THE ROW OF HEXES DIRECTLY TO THE REAR OF THE SHIP.

SHADED BOXES ARE THE CVS+ REFIT.

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



CAPTAIN'S ADVANCED MISSIONS SSD BOOK — Copyright © 1991 Amarillo Design Bureau

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

FEDERATION NEW MINESWEEPER

CREW UNITS

			*					10
								20
								30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		MSS
		MSS
		MSS

SHIP DATA TABLE

TYPE	=	NMS
POINT VALUE	=	116/90
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.30
PLUS REFIT	=	+3
Y175 REFIT	=	+0

BOARDING PARTIES

							8

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

DRONE RACKS

1	:	:	:	:	:	:	6

RACK HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER.
ONE RELOAD IS ENTIRELY ADDs.

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

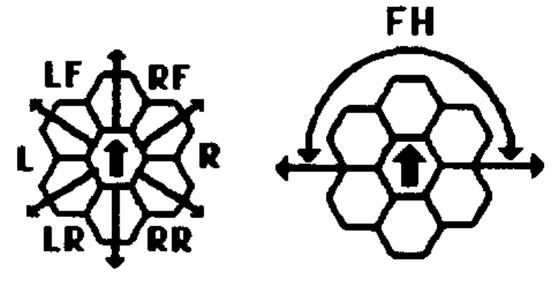
MINE RACKS

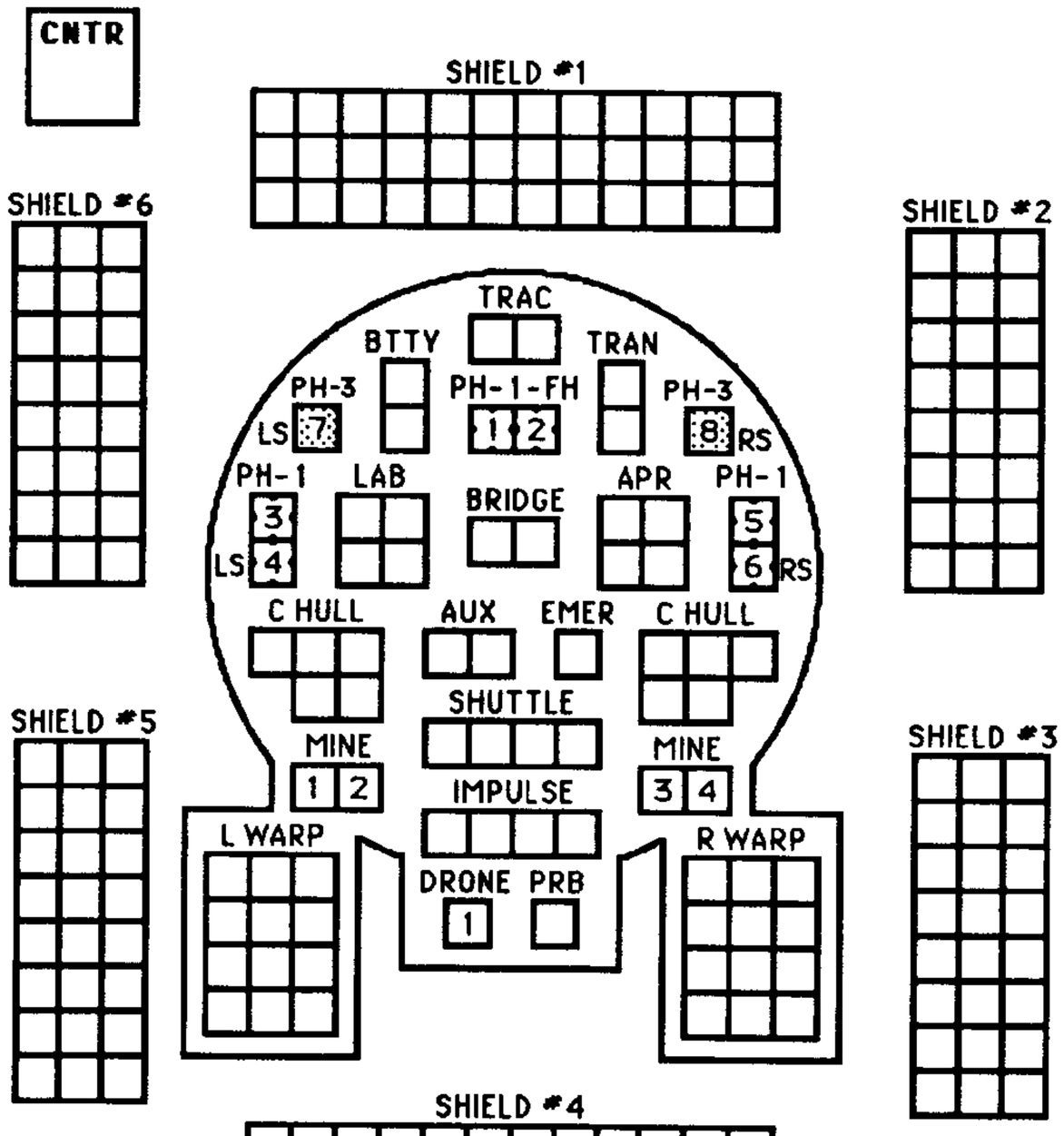
1	I	I	I	I
2	I	I	I	I
3	I	I	I	I
4	I	I	I	I

RACKS ARE SHOWN FOR LARGE MINES; FOR SMALL MINES WRITE AN "S" ON EACH SIDE OF THE DIVIDING BAR.

ANTI-DRONE TABLE

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





MINE RACKS ARE DESTROYED ON "CARGO," "SHUTTLE," OR "EXCESS DAMAGE" HITS.

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

▒ SHADED BOXES ARE THE NMS+ 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

FEDERATION FFE FRIGATE

CREW UNITS

			*						10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES

					6

TRANSPORTER BOMBS

		D	D

PROBES

				5

DRONE RACKS

1							G
2							G
3							G

RACKS HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER.
ONE RELOAD IS ENTIRELY ADDs.

DECK CREWS

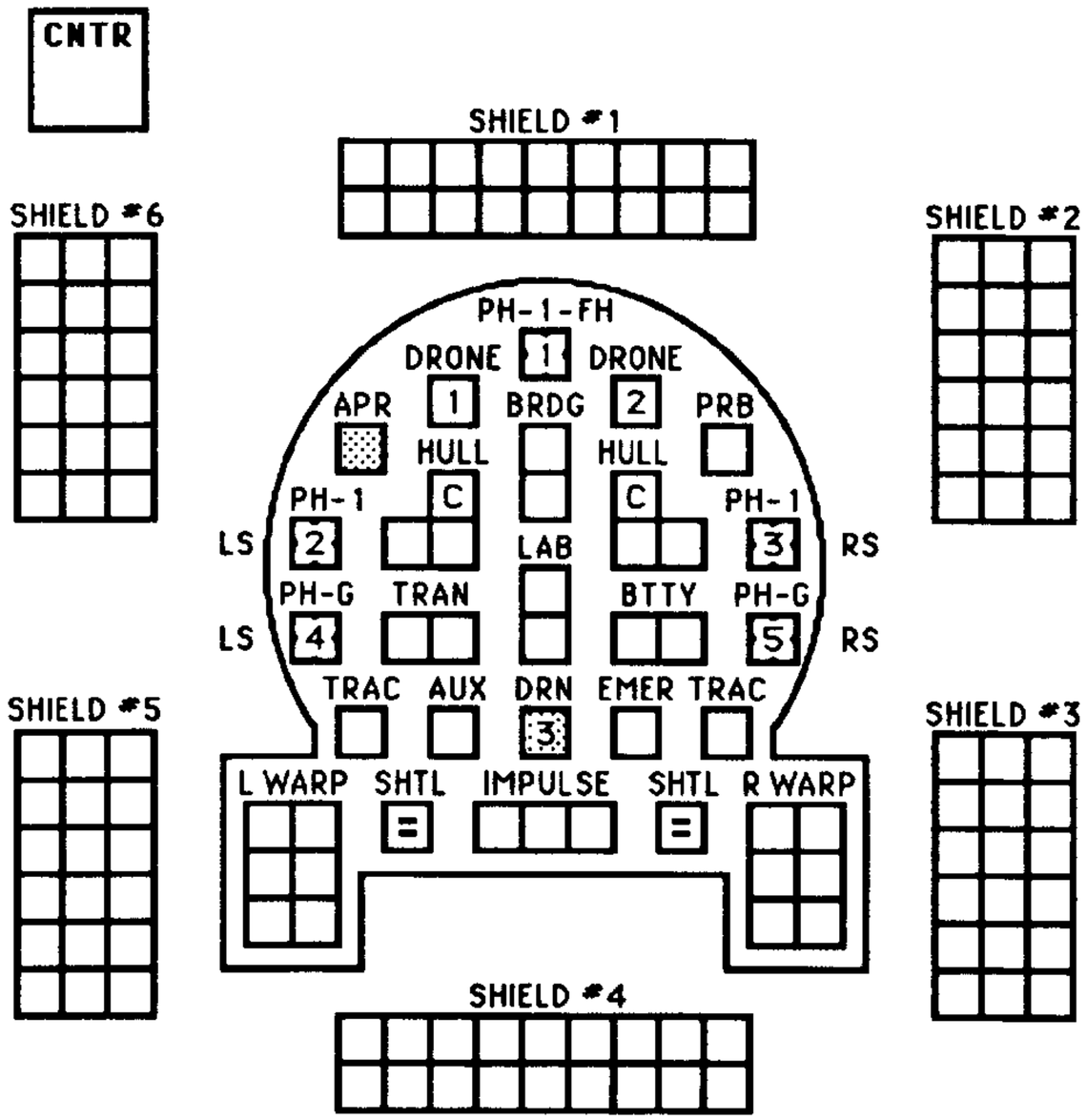
	2

SHIP DATA TABLE

TYPE	=	FFE
POINT VALUE	=	80
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R2.41
INCLUDES LIMITED AEGIS		
PLUS REFIT	=	+4
Y175 REFIT	=	+0

SHIP DATA TABLE

TYPE	=	FFA
POINT VALUE	=	90
REFERENCE	=	R2.41A
INCLUDES FULL AEGIS		
PLUS REFIT	=	+4



SENSOR

6	5	3	1	0

SCANNER

0	1	3	5	9

DAM CON

2	2	2	0

EX DAM

SHADED BOXES ARE THE FFE+ REFIT.

NOTE: 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.

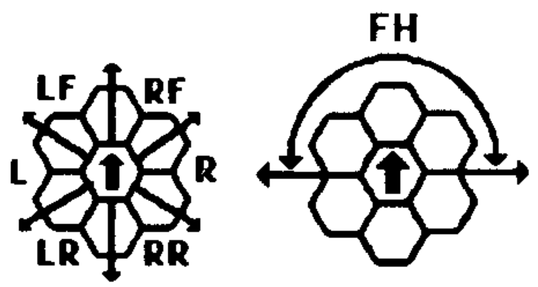
TYPE I OFFENSIVE PHASER TABLE

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

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



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

TURN MODE	SPEED
B 1	2-5
2	6-10
3	11-15
HET 4	16-21
5	22-28
BD 6	29+

ANTI-DRONE TABLE

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

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

CAPTAIN'S ADVANCED MISSIONS SSD BOOK — Copyright © 1991 Amarillo Design Bureau

FEDERATION CX
ADVANCED CRUISER

CREW UNITS

							*		10
									20
									30
									40
									50

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

BOARDING PARTIES

									10

TRANSPORTER BOMBS

						D	D	D	D	D	D

PROBES

				5

DRONE RACK

1														GX

TRIPLE RELOADS

SHIP DATA TABLE

TYPE	= CX
POINT VALUE	= 210
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	=R2.55

FIRST GENERATION
X-SHIP

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

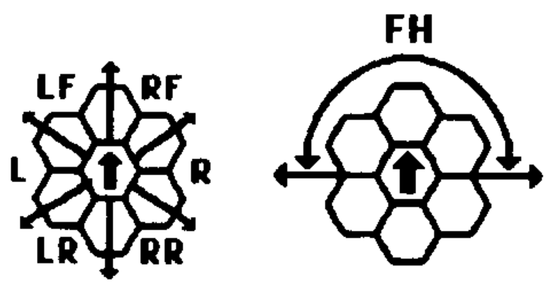
PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-40
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DMGE, OVERLOAD	------VARIES------				NA	NA

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

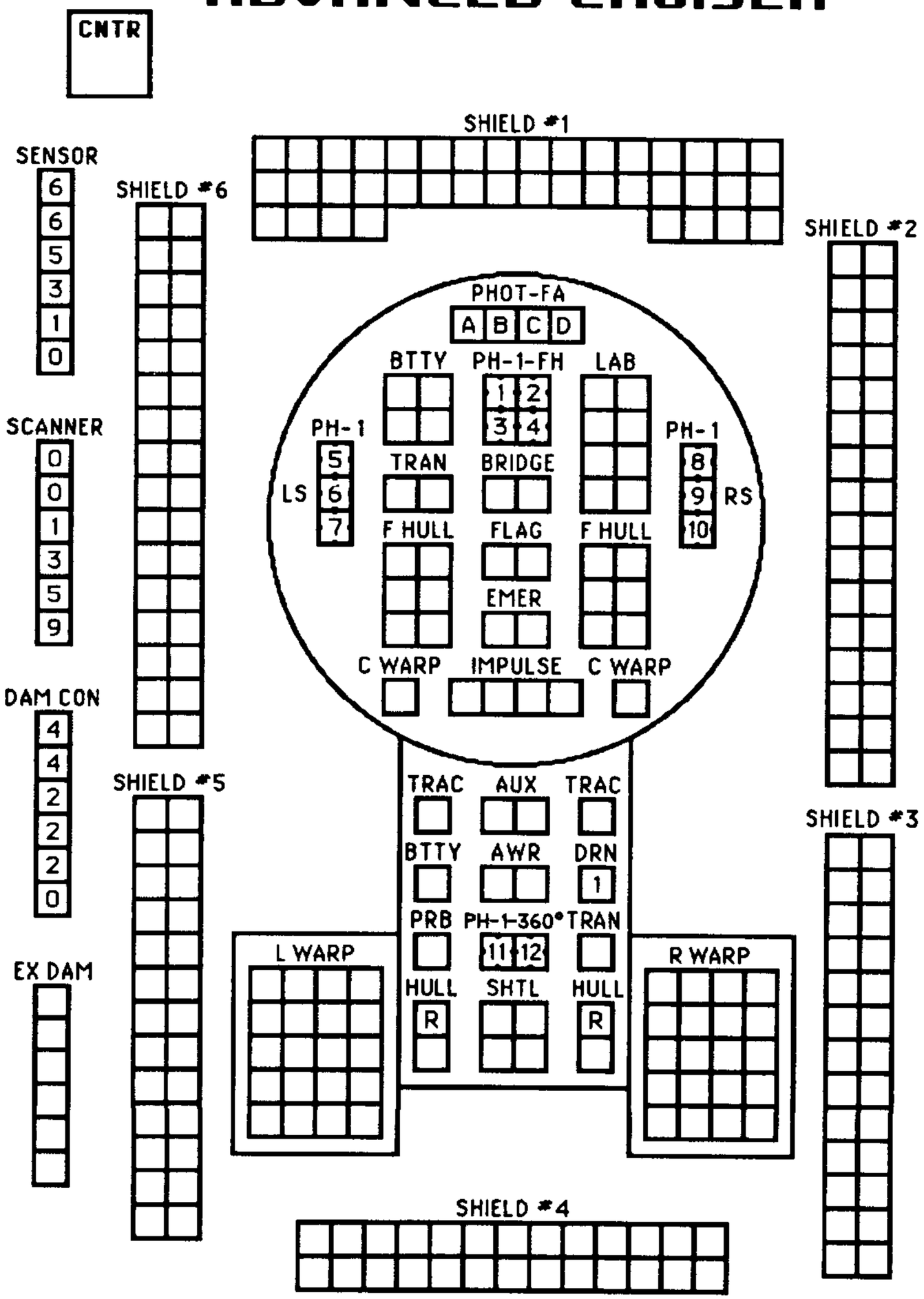
ANTI-DRONE TABLE

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



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

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



Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

KLINGON D7A STASIS CRUISER

CREW UNITS

			X						10
									20
									30
									40

BOARDING PARTIES

									10

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) CAN FIRE ONE DRONE EACH TURN. B-REFIT CAN FIRE ONE DRONE FROM EACH RACK EACH TURN.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

				D	D	D	D

ANTI-DRONES

1														

ADD HAS 6 ROUNDS PRIOR TO Y175

PROBES

				5

SHIP DATA TABLE

TYPE	=	D7A
POINT VALUE	=	131
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.8
B REFIT	=	+7
K REFIT	=	+2
Y175 REFIT	=	+4
UIM REFIT	=	+5

HIT & RUN
UIM ☐
DERFACS ☐

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

ANTI-DRONE TABLE

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

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

HET ☐
BD ☐☐

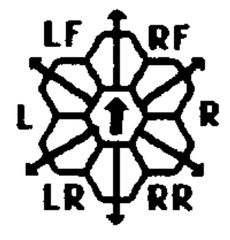
TURN MODE B	SPEED
1	2-5
2	6-10
3	11-15
4	16-21
5	22-28
6	29+

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

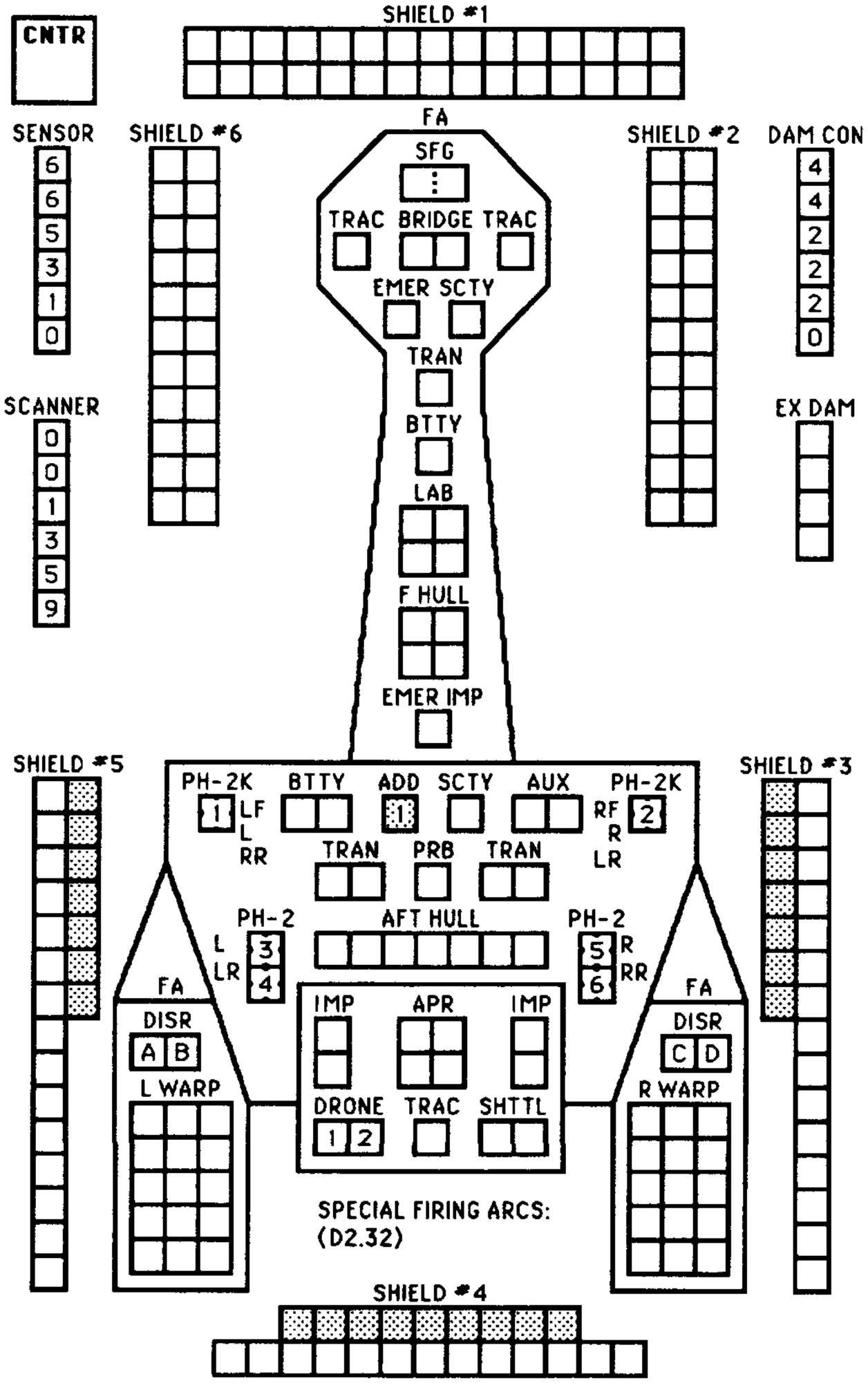
DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0



FA = LF + RF

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

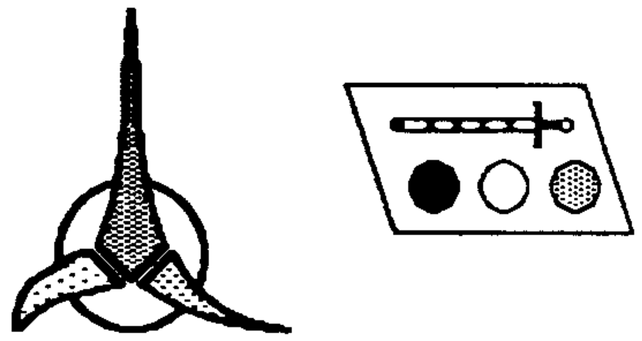


▒ SHADED BOXES ARE THE B-REFIT.

PH-2'S MARKED "K" ARE PH-1 ON THE K-REFIT.

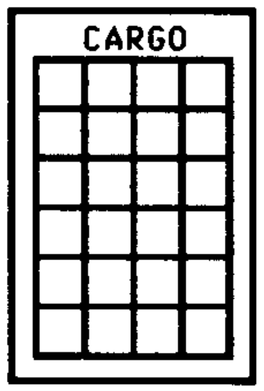
Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

KLINGON PODS



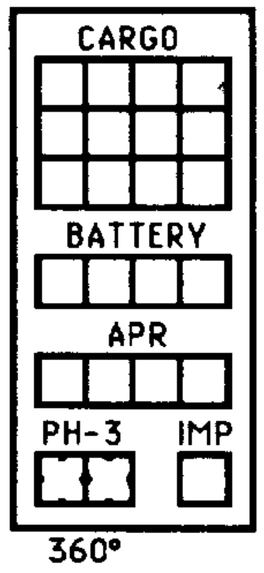
KLINGON LOGISTICS COMMAND

KLINGON CARGO POD



POD DATA TABLE		
TYPE	=	P-C1
CREW	=	0
BPS	=	0
BPV	=	14/10
SIZE	=	4
REF	=	R3.11

KLINGON POWER-BOOST POD



POD DATA TABLE		
TYPE	=	P-P2
BPV	=	28/15
SIZE	=	4
REF	=	R3.12

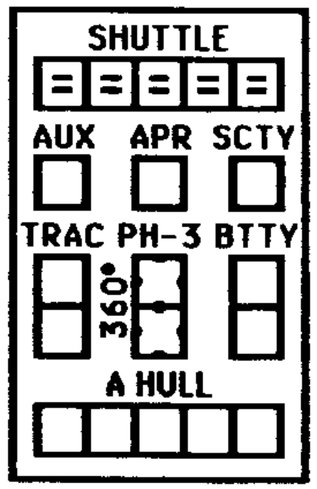
CREW UNITS



BOARDING PARTIES



KLINGON HANGAR POD



POD DATA TABLE		
TYPE	=	P-H5
BPV	=	14/12
SIZE	=	4
REF	=	R3.15

CREW UNITS



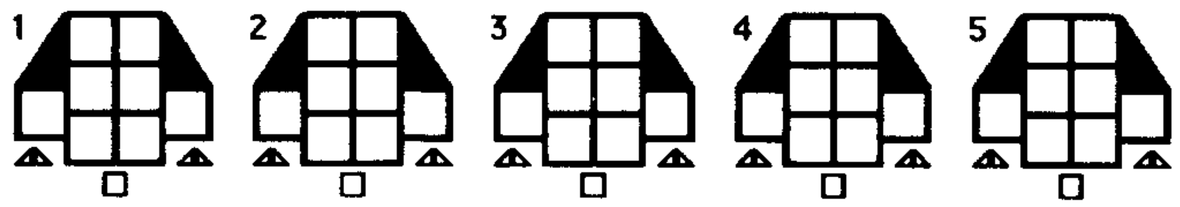
BOARDING PARTIES



DECK CREWS

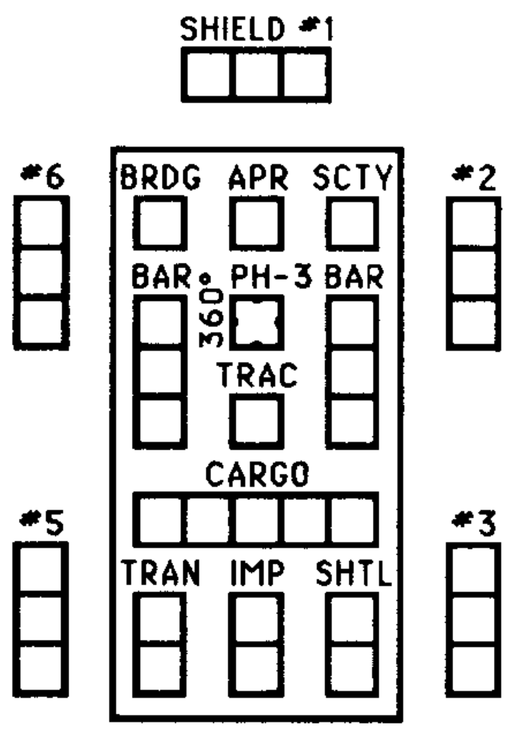


Z-2 FIGHTERS
1xPh-3-FA
DFR = 2
CRIPPLE = 6
SPEED = 8



POD CAN CONTROL SEEKING WEAPONS EQUAL TO 1/2 TUG'S SENSOR RATING

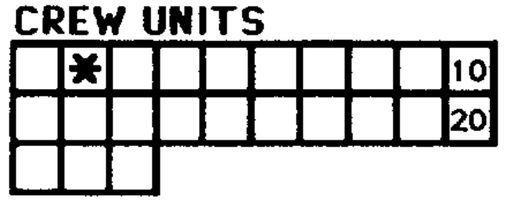
KLINGON TROOP TRANSPORT POD



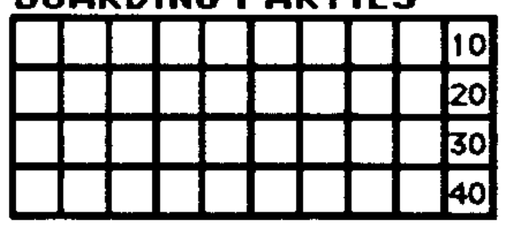
POD DATA TABLE		
TYPE	=	P-T3
BPV	=	30/20
SIZE	=	4
REF	=	R3.13

GRAVITY LANDING (P2.432).

CREW UNITS

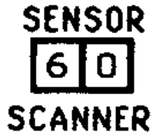


BOARDING PARTIES



BARRACKS ARE DESTROYED ON "HULL" HITS.

SENSOR



DAM CON



SCANNER



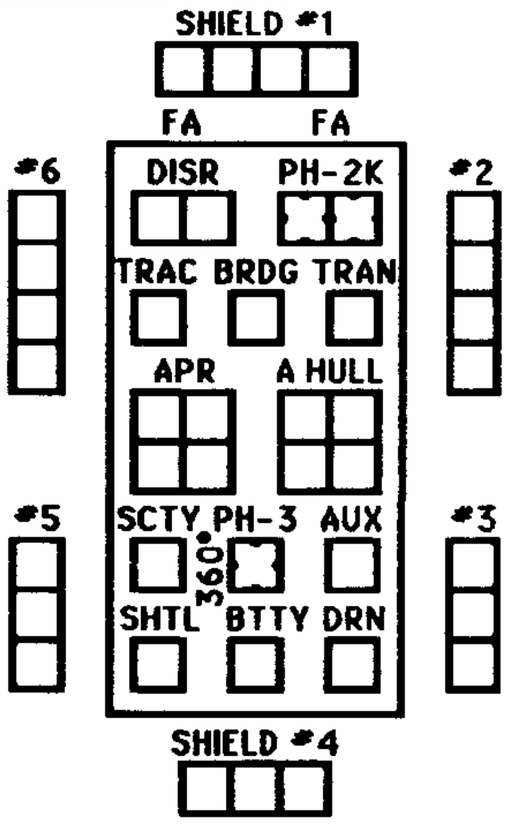
EX DAM



ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES
		GAS
		GAS

KLINGON BATTLE POD



POD DATA TABLE		
TYPE	=	P-B4
BPV	=	31
SIZE	=	4
REF	=	R3.14
Y175 REFIT = +1 BPV.		

CREW UNITS



BOARDING PARTIES



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

DRONE RACK



SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD)
UNTIL THE Y175 REFIT, WHICH CONVERTED
THESE TO TYPE-B DRONE RACKS (2 RELOADS)
POD CAN CONTROL THREE SEEKING WEAPONS

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

KLINGON FLEET TUG

CREW UNITS

			X						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

						7

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

ANTI-DRONES

1																			

HAD SIX ROUNDS BEFORE Y175 REFIT.

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)

UIM

	H&R

SHIP DATA TABLE

TYPE	=	T6A
POINT VALUE	=	125/110
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.9
K REFIT	=	+3
Y175 REFIT	=	+6
UIM REFIT	=	+5
CARGO PODS 14/10 EACH		

0 OR 1 POD

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

2 OR 3 PODS

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

ANTI-DRONE TABLE

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

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 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

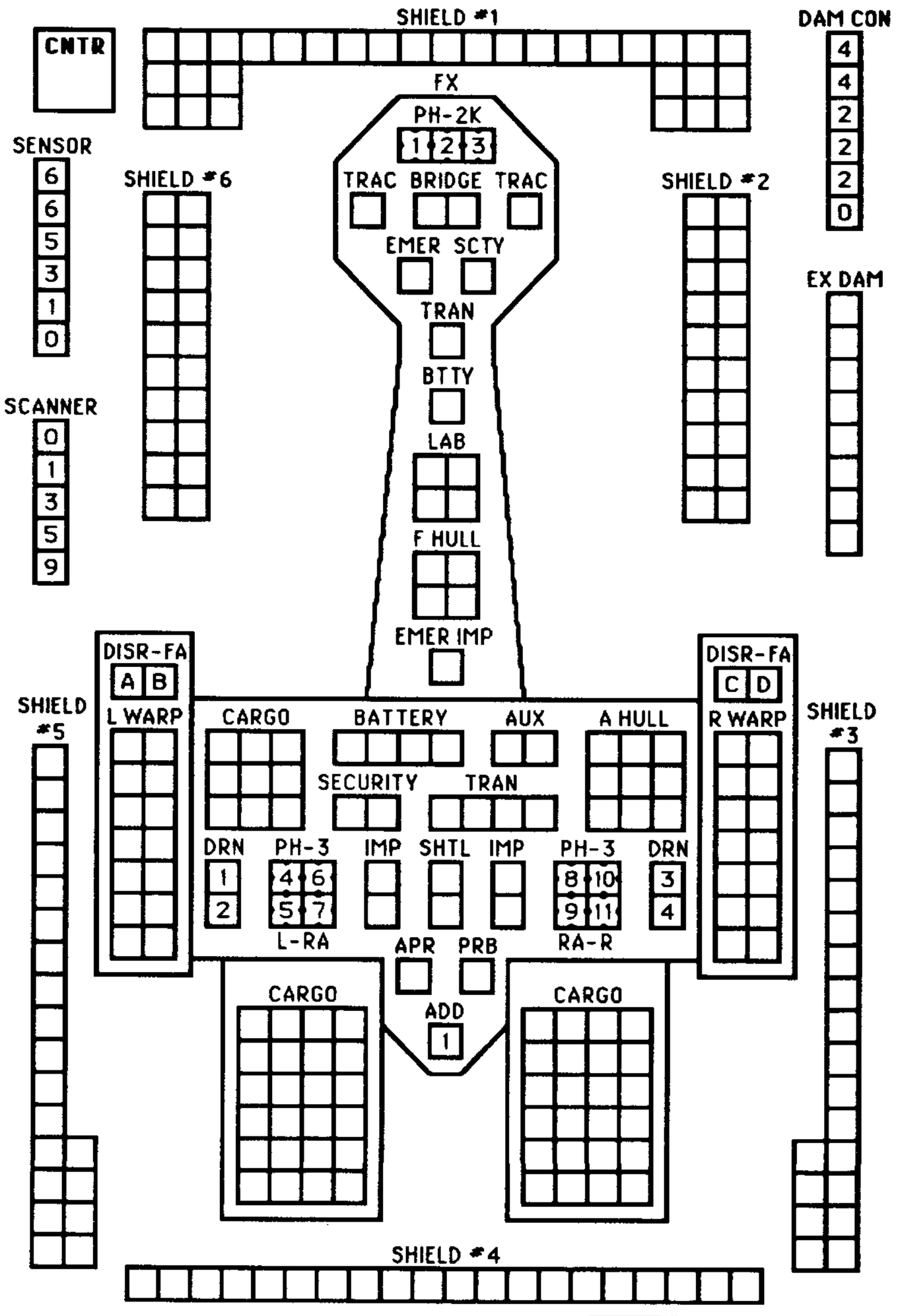
DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
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

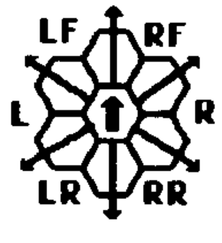
TYPE III DEFENSE PHASER

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

MOVEMENT COST WITH THREE (EQUIVALENT) POD WEIGHTS = 1.5



PH-2K ARE PH-1 WITH THE K-REFIT.



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

THE FORWARD PHASERS CAN FIRE INTO THE HEX ROW DIRECTLY BEHIND THE SHIP IF NO PODS ARE ATTACHED TO THE TUG. SEE (D2.33).

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

KLINGON TRANSPORT TUG

CREW UNITS

			*						10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

		3

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

ANTI-DRONES

1															

HAD SIX ROUNDS BEFORE Y175 REFIT.

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) CAN FIRE ONE DRONE PER TURN. THIS CAN BE FROM EITHER RACK. THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ONE HALF OF THE SENSOR RATING.

SHIP DATA TABLE

TYPE	=	TGB
POINT VALUE	=	106/70
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.10
Y175 REFIT	=	+4

CARGO PODS 14/10 EACH

0 OR 1 POD

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

2 OR 3 PODS

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

TYPE 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

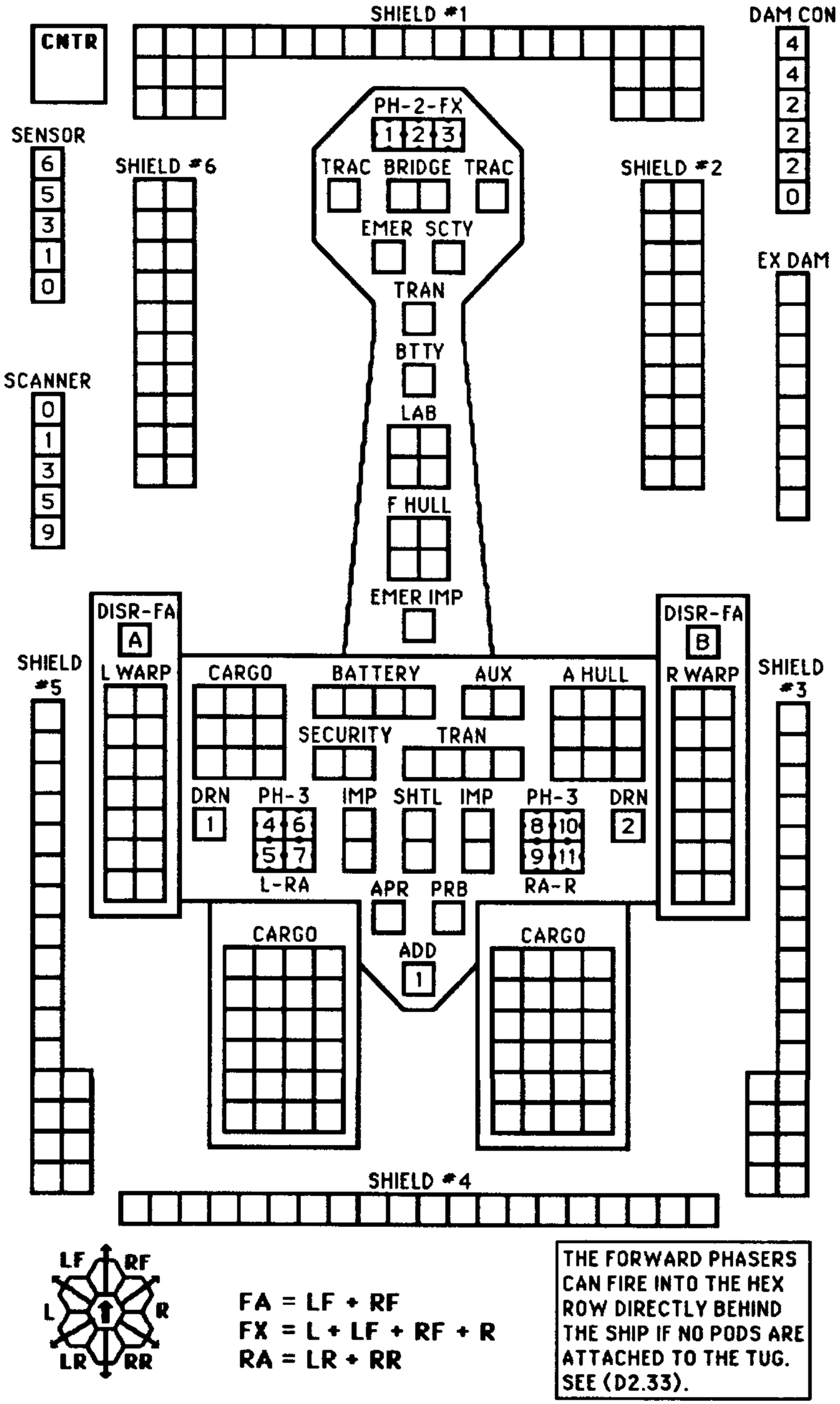
DISRUPTOR TABLE

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

ANTI-DRONE TABLE

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

MOVEMENT COST WITH THREE (EQUIVALENT) POD WEIGHTS = 1.5



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

THE FORWARD PHASERS CAN FIRE INTO THE HEX ROW DIRECTLY BEHIND THE SHIP IF NO PODS ARE ATTACHED TO THE TUG. SEE (D2.33).

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

KLINGON BATTLE TUG

CREW UNITS

		*							10
									20
									30
									40

BOARDING PARTIES

								10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS THREE SHUTTLE BAYS.

TRANSPORTER BOMBS

				D	D	D	D

DRONE RACKS

1						A				B	
2						A				B	
3						A				B	
4						A				B	
5						A				B	
6						A				B	

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-B DRONE RACKS (2 RELOADS)

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

SHIP DATA TABLE

TYPE	=	BT
POINT VALUE	=	187
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.14
K REFIT	=	+7
Y175 REFIT	=	+8
2x UIM STANDARD		

ANTI-DRONE TABLE

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

ANTI-DRONES

1											

PRIOR TO Y175 REFIT, ADD HAD 6 ROUNDS.

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

HIT & RUN

LEFT PODS RIGHT

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

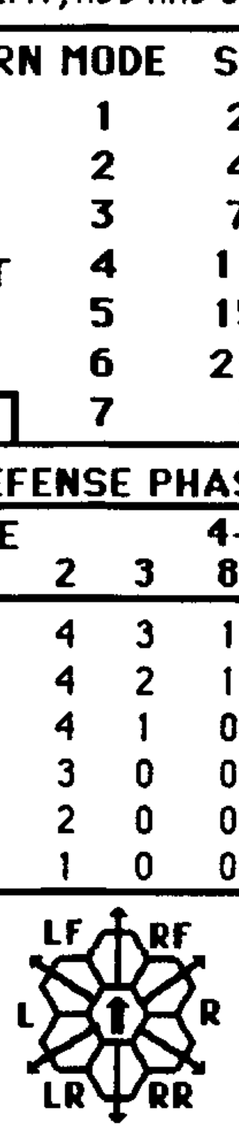
DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	PODS ONLY 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

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

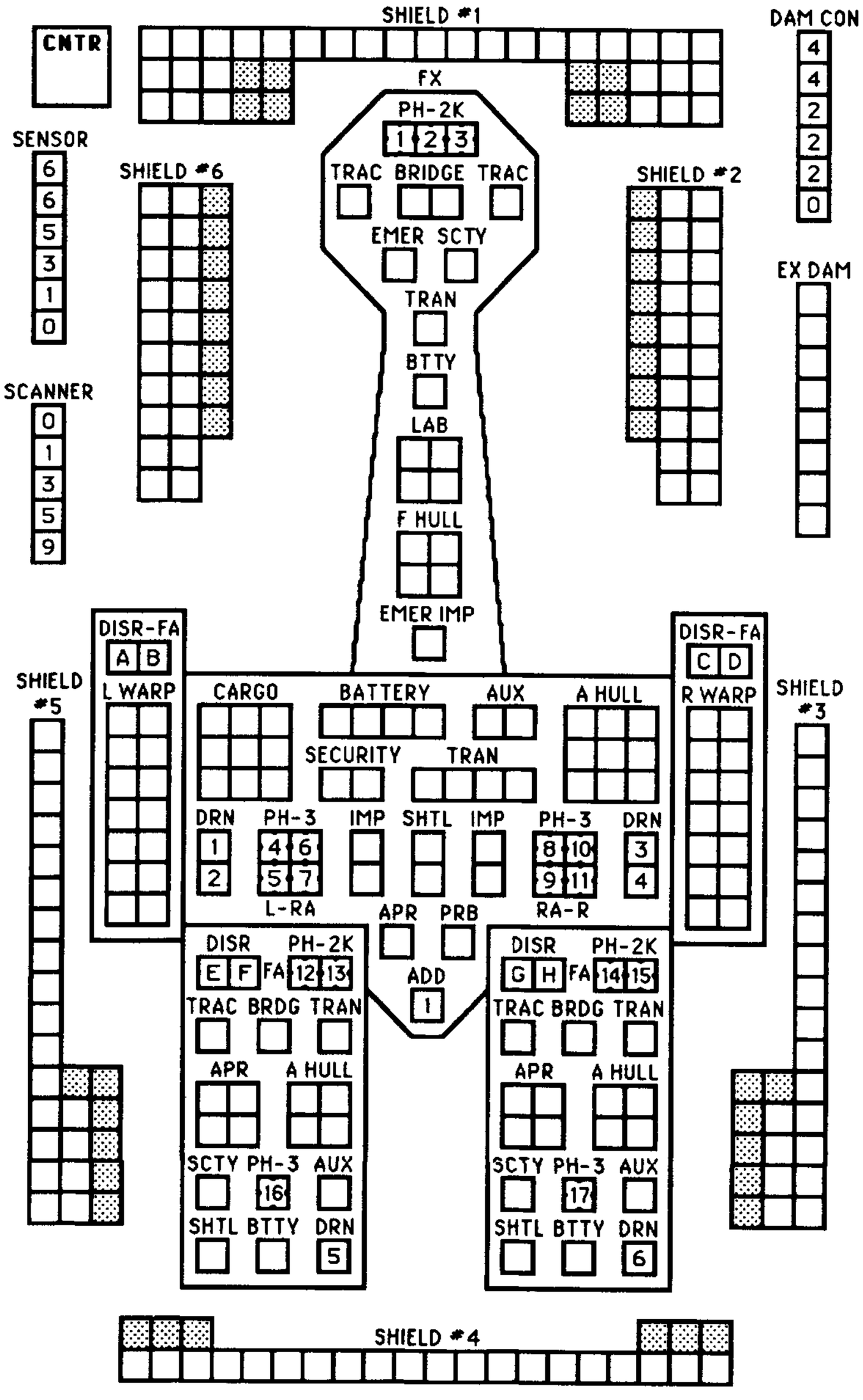
HET

BD



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

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



PHASER-3S IN THE PODS ARE 360°. PH-2K ARE PH-1 WITH THE K-REFIT.

THE FORWARD PHASERS MAY FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP IF THE PODS ARE DROPPED (D2.33).

KLINGON CARRIER TUG

CREW UNITS: 10 / 20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES: 7

PROBES: 5

TRANSPORTER BOMBS: D D D D

LEFT HANGAR POD
CREW UNITS: 10 — BPS: 3 — DECK CREWS: 5

RIGHT HANGAR POD
CREW UNITS: 10 — BPS: 3 — DECK CREWS: 5

SHIP DATA TABLE

TYPE	=	CVT
POINT VALUE	=	158/139
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.16
K REFIT	=	+3
Y175 REFIT	=	+6
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

HIT & RUN UIM ☐

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

TYPE 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

ANTI-DRONES: 1 ☐☐☐☐☐☐☐☐

6 ROUNDS BEFORE Y175, 12 AFTER.

DRONE RACKS

1 ☐☐☐☐☐☐	A	☐☐☐☐☐☐ B
2 ☐☐☐☐☐☐	A	☐☐☐☐☐☐ B
3 ☐☐☐☐☐☐	A	☐☐☐☐☐☐ B
4 ☐☐☐☐☐☐	A	☐☐☐☐☐☐ B

TYPE-A DRONE RACKS (ONE RELOAD) UNTIL Y175 REFIT; THEN TYPE-B (TWO RELOADS). CAN CONTROL SEEKING WEAPONS EQUAL TO DOUBLE THE SENSOR RATING.

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

TYPE III DEFENSE PHASER

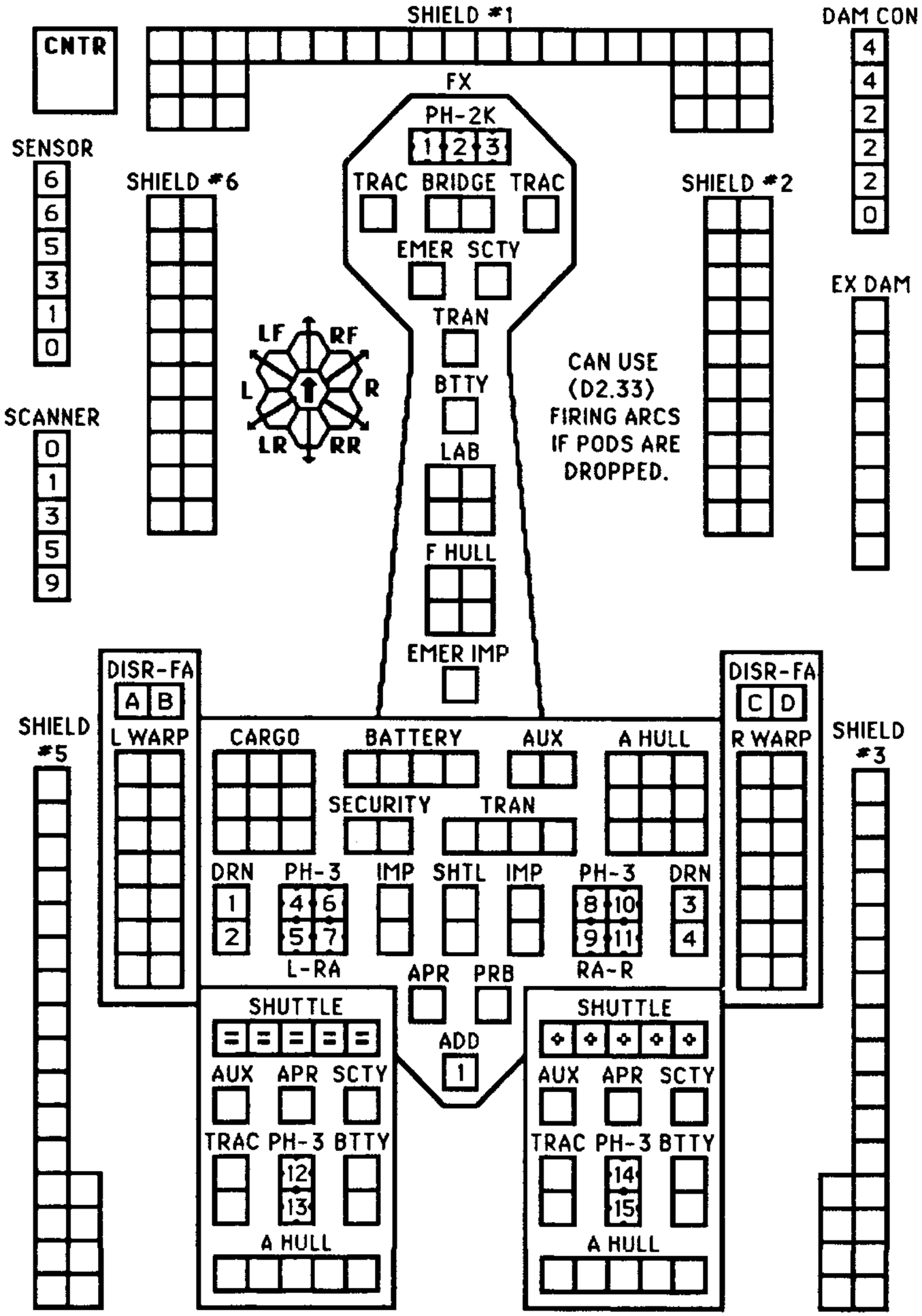
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

ANTI-DRONE TABLE

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

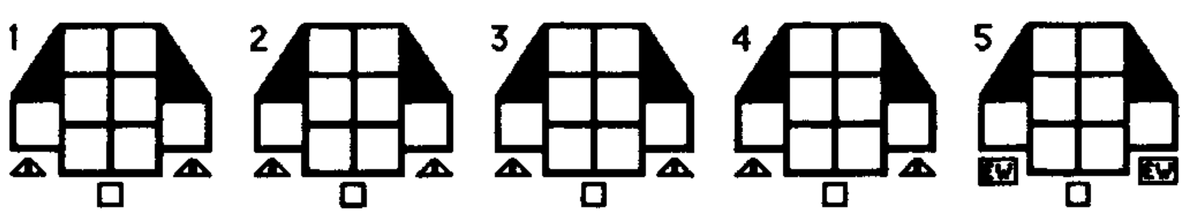
MOVEMENT COST = 1
HET COST = 5
EM COST = 6

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

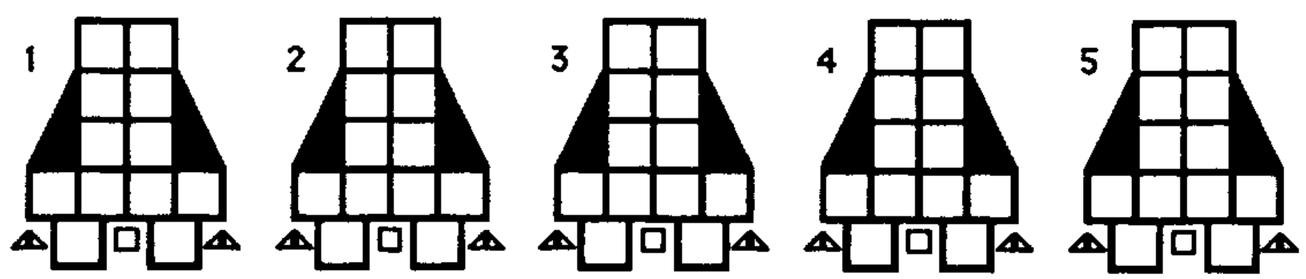


PHASER-3S IN THE PODS ARE 360°. PH-2K ARE PH-1 WITH THE K-REFIT.

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



Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

KLINGON
E3 ESCORT

CREW UNITS

		*							10

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

				5

T-BOMBS

		D	D

ANTI-DRONES

1												

6 ROUNDS BEFORE Y175 REFIT.

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

SHIP DATA TABLE

TYPE	=	E3
POINT VALUE	=	42
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R3.18
Y175 REFIT	=	+2

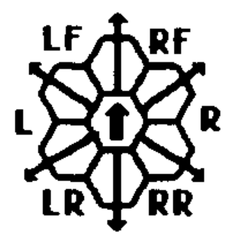
TURN MODE	SPEED
A 1	2-6
HET 2	7-12
3	13-19
BD 4	20-26
5	27+
NIMBLE SHIP	

DISRUPTOR TABLE

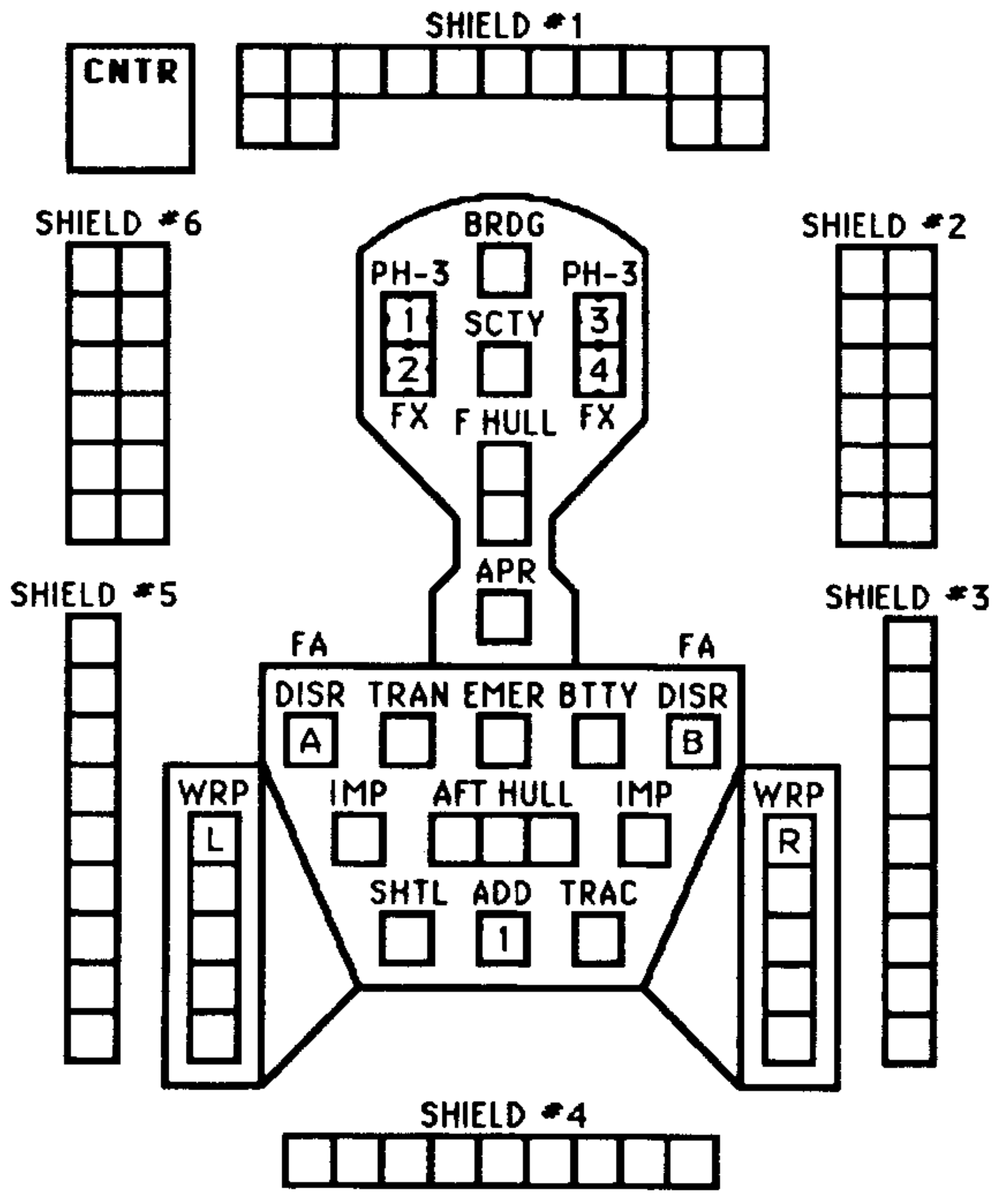
RANGE	0	1	2	3-4	5-8	9-10
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA
DAMAGE,STD	0	5	4	4	3	3
DAMAGE,OVLD	10	10	8	8	6	0

ANTI-DRONE TABLE

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



FA = LF + RF
FX = L + LF + RF + R



SENSOR	SCANNER	DAM CON	EX DAM
6 5 3 0	0 1 3 9	2 2 2 0	

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

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

KLINGON G-2
POLICE GUNBOAT

CREW UNITS

		*						10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

			4

T-BOMBS

		D	D

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)

CAN FIRE ONE DRONE PER RACK ON EACH TURN.

ANTI-DRONES

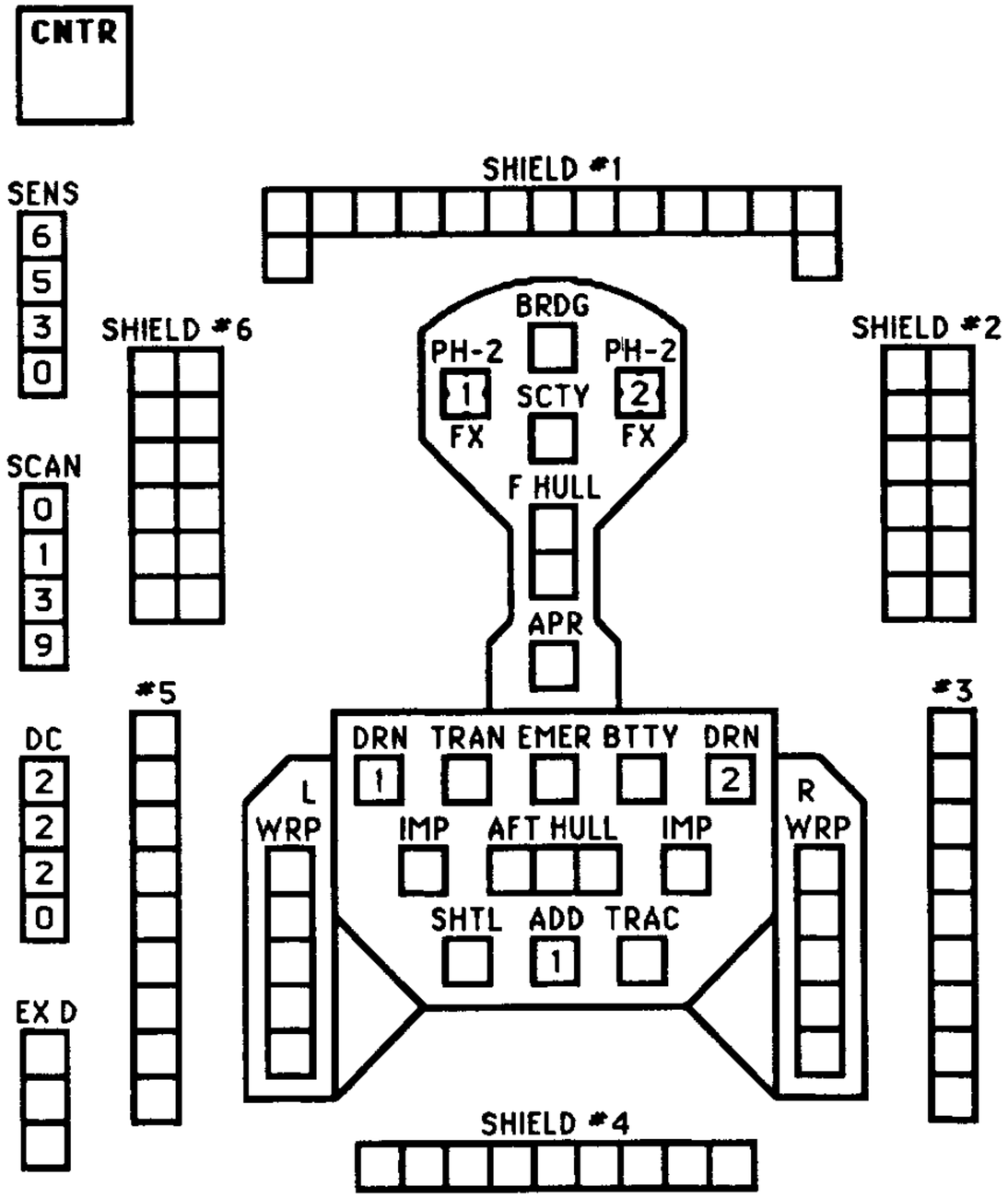
1												

6 ROUNDS BEFORE Y175 REFIT.

SHIP DATA TABLE

TYPE	=	G2
POINT VALUE	=	46
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R3.19
Y175 REFIT	=	+4

TURN MODE	SPEED
A 1	2-6
HET 2	7-12
3	13-19
BD 4	20-26
5	27+
NIMBLE SHIP	



THE PHASERS MAY FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33).

TYPE II PHASER TABLE

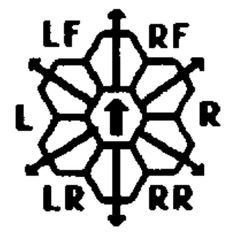
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

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	-



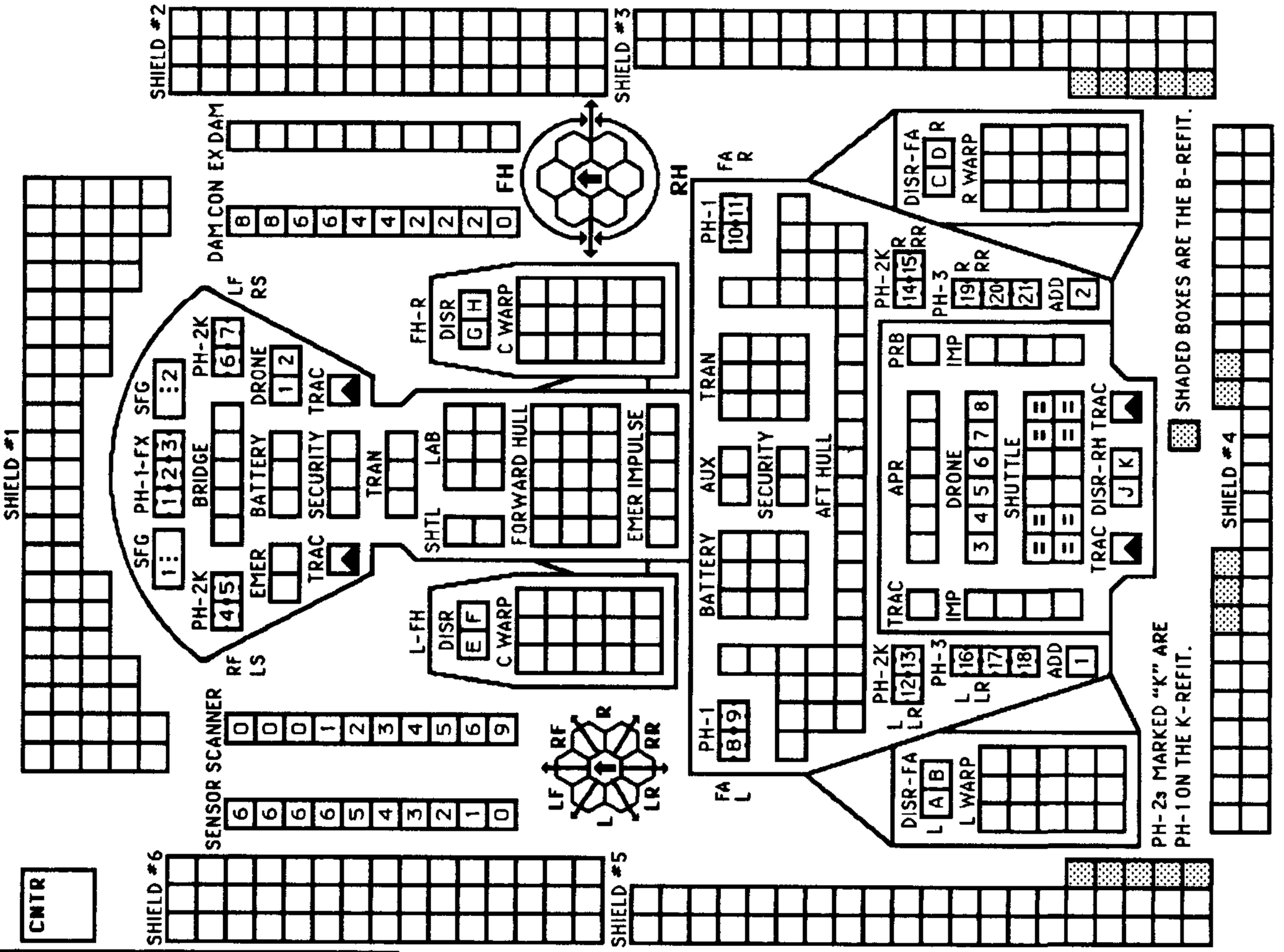
FX = L + LF + RF + R

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

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

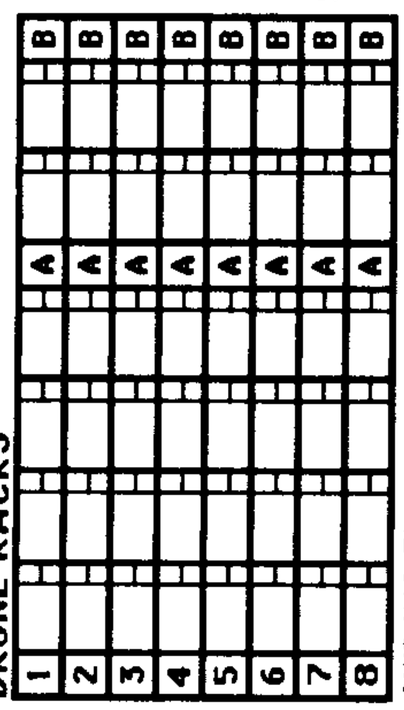
KLINGON B10 BATTLESHIP



SHIP DATA TABLE

TYPE	= B10
POINT VALUE	= 316
BREAKDOWN	= 2-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R3.17
B REFIT	= +11
K REFIT	= +21
Y175 REFIT	= +8
MECH LINKS	= +4
SFG REFIT	= +24

DRONE RACKS



SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONYERTED THESE TO TYPE-B DRONE RACKS (2 RELOADS)

CAN CONTROL SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING. CAN FIRE FOUR DRONES EACH TURN. B-REFIT CAN FIRE ONE DRONE FROM EACH RACK EACH TURN.

TURN MODE SPEED

E	1
	2 - 3
	4 - 6
	3 - 10
HET	4 - 14
	5 - 20
BD	6 - 29
	7 - 30+

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		THIS SHIP HAS TWO SHUTTLE BAYS.

TRANSPORTER BOMBS D D D D D D

ANTI-DRONE TABLE

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

* LIMITED AEGIS AND PH-3s

K-REFIT INCLUDES LIMITED AEGIS FOR ADDS AND PH-3s

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

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	1-4	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-4	1-5	1-5	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2	1
DAMAGE,OULD	10	10	8	8	6	0	0	0	0

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4- 8	9- 15	16- 30	31- 50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TYPE III DEFENSE PHASER

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

ANTI-DRONES

ADDs HAD 6 ROUNDS PRIOR TO K-REFIT, 12 THEREAFTER.

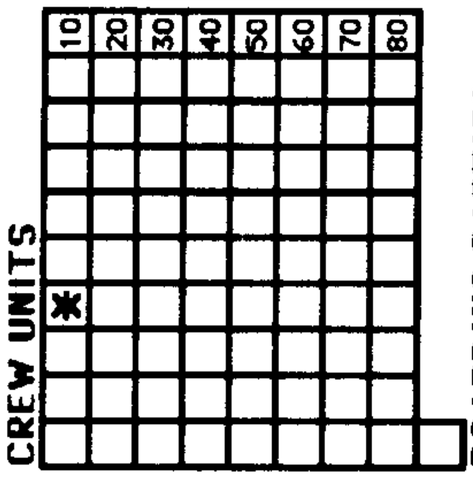
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COST	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60

5 = HET COST (6) = EM WARP COST

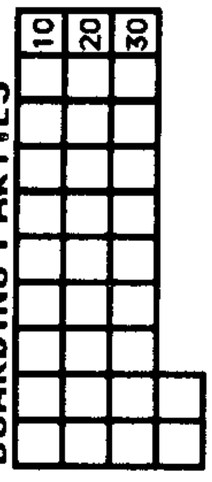
WARP ENERGY MOVEMENT COST = 2

1																														
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
COST	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60

CREW UNITS



BOARDING PARTIES



DECK CREWS



PROBES



Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

KLINGON F5S SCOUT

CREW UNITS [10] [20]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES [6]

T-BOMBS [D] [D]

PROBES [5]

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)

ANTI-DRONES [1]

6 ROUNDS BEFORE Y175 REFIT.

SHIP DATA TABLE

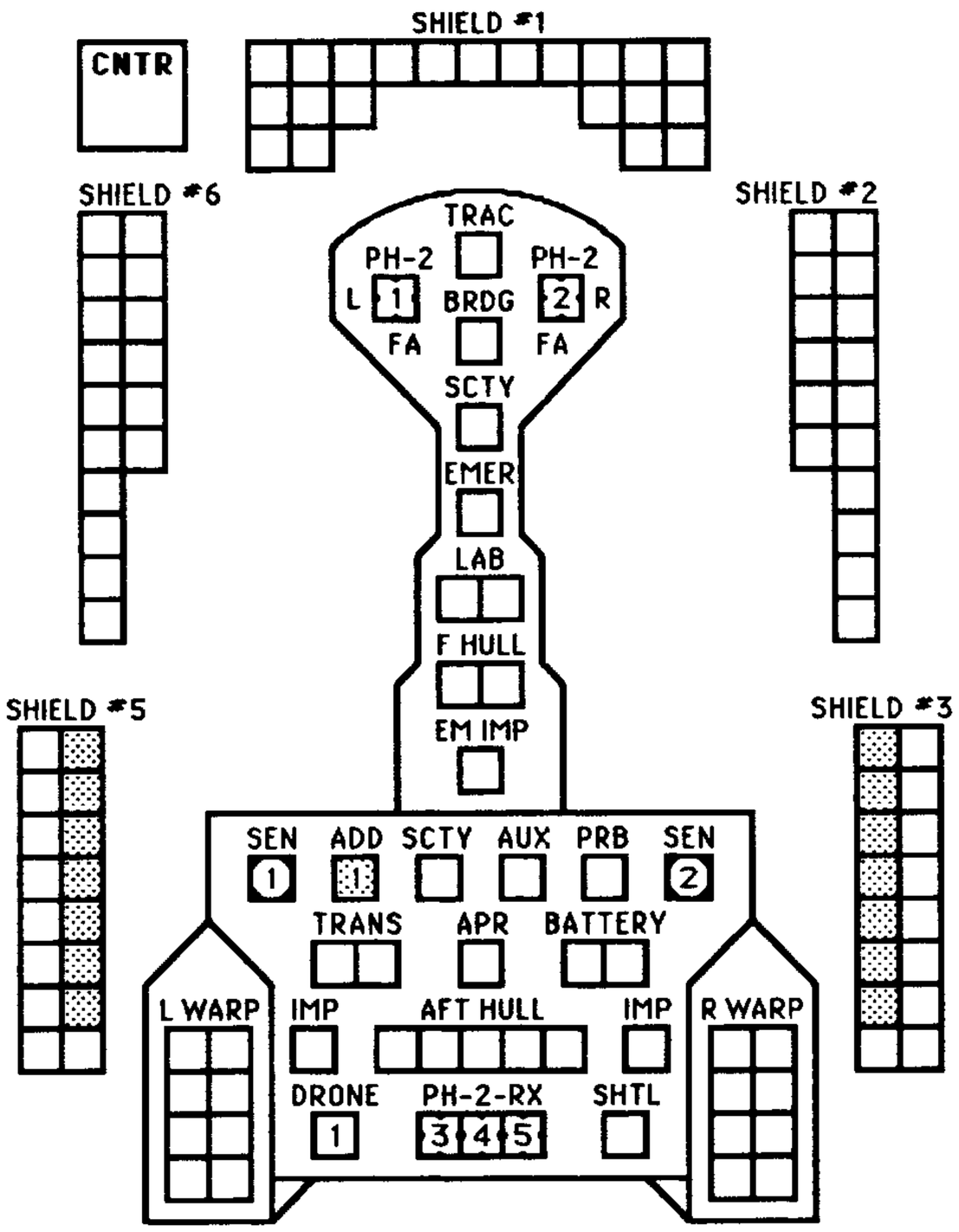
TYPE	=	F5S
POINT VALUE	=	80/60
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R3.20
B REFIT	=	+5
Y175 REFIT	=	+3

SCOUT FUNCTIONS SUMMARY

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

THE SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" HITS.

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+



SENSOR [6] [5] [3] [0]

SCANNER [0] [1] [3] [9]

DAM CON [2] [2] [2] [0]

EX DAM [ ] [ ] [ ] [ ]

▒ SHADED BOXES ARE THE B-REFIT.

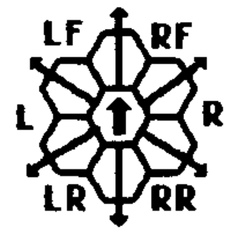
THE PHASERS MAY FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33).

ANTI-DRONE TABLE

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

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
RX = L + LR + RR + R

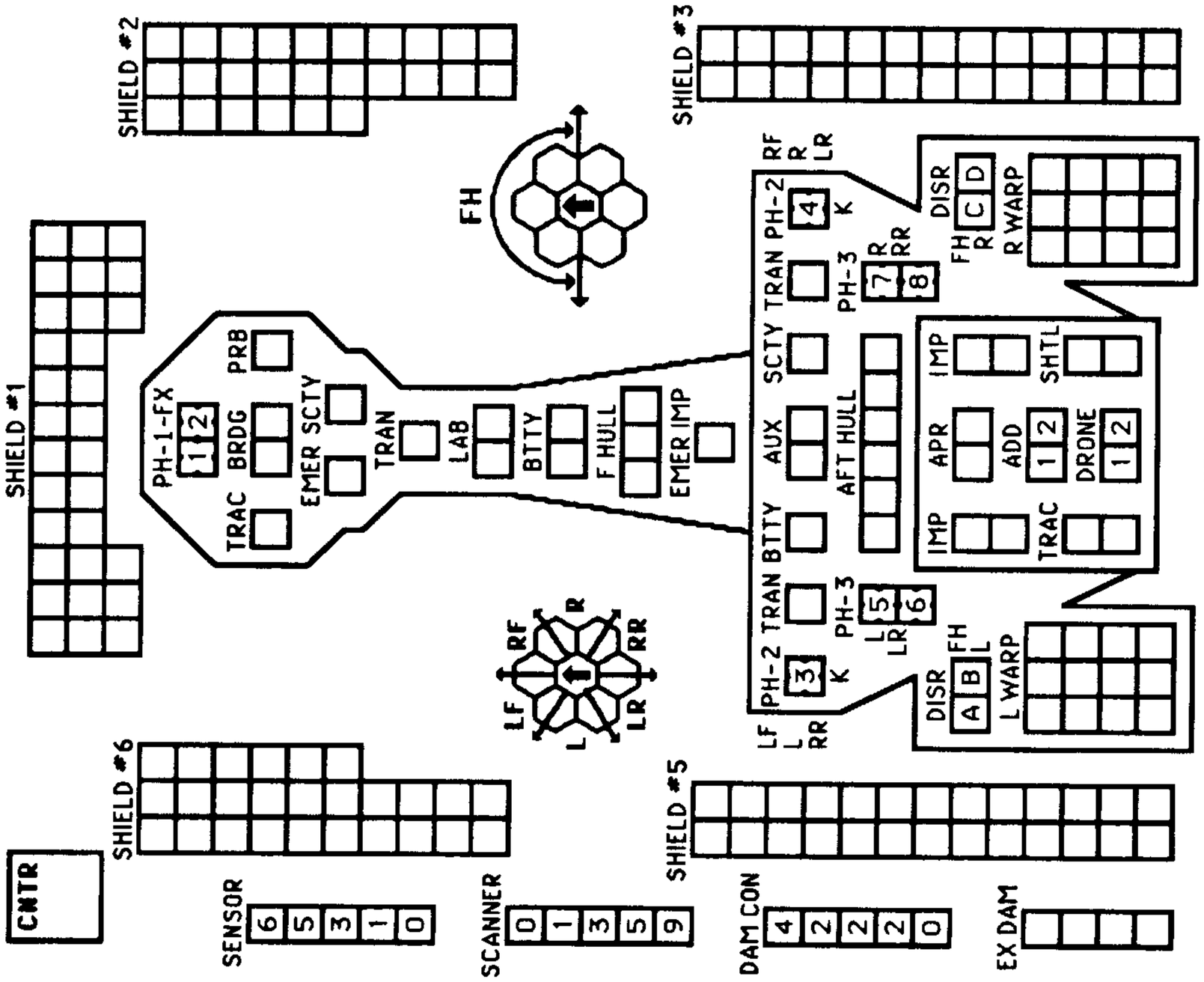
TYPE III DEFENSE PHASER

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

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

KLINGON D5 WAR CRUISER



THE FORWARD-FIRING PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33).

WING PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32).

PHASER-2s MARKED "K" ARE PH-1s ON THE K-REFIT.

FX = L + LF + RF + R

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
HET COST	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
⑥	1	2	3	4	5	6	6⅔	8	9⅓	10	11	12	13	14	15	16	17⅓	18	19	20	21⅓	22⅔	24	25⅓	26⅔	28	29⅓	30⅔	32	33⅓
5	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
4	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
3	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
2	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
1	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

SHIP DATA TABLE	
TYPE	D5
POINT VALUE	110
BREAKDOWN	5-6
SHIELD COST	1+1
LIFE SUPPORT	1
SIZE CLASS	3
REFERENCE	R3.23
K REFIT	+2
Y175 REFIT	+2
1 UIM STANDARD	

TURN MODE						
B	1					
		2				
			3			
HET				4		
					5	
BD						6

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

TYPE II PHASER TABLE																													
DIE ROLL	RANGE 0	1	2	3	4- 8	9- 15	16- 30	31- 50	0	1	2	3	4- 8	9- 15	16- 30	31- 50	0	1	2	3	4- 8	9- 15	16- 30	31- 50	0	1	2	3	4- 8	9- 15	16- 30	31- 50
1	6	5	5	4	3	2	1	1	5	4	4	3	2	1	1	0	4	4	3	3	2	1	1	0	4	3	3	2	1	1	0	0
2	6	5	4	4	2	1	1	0	5	4	4	3	2	1	1	0	4	4	3	3	2	1	1	0	4	3	3	2	1	1	0	0
3	6	4	4	4	1	1	0	0	5	4	4	4	1	1	0	0	4	4	3	3	1	1	0	0	4	3	3	2	1	1	0	0
4	5	4	4	3	1	0	0	0	5	4	4	3	1	0	0	0	4	4	3	3	1	0	0	0	4	3	3	2	1	0	0	0
5	5	4	3	3	0	0	0	0	5	4	3	3	0	0	0	0	4	4	3	3	0	0	0	0	4	3	3	2	0	0	0	0
6	5	3	3	3	0	0	0	0	5	3	3	3	0	0	0	0	4	3	3	3	0	0	0	0	4	3	3	2	0	0	0	0

ANTI-DRONE TABLE																													
RANGE	0	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
HIT*	-	1-2	1-3	1-4	1-5	1-6	2-6	2-7	2-8	3-8	3-9	3-10	4-10	4-11	4-12	5-12	5-13	5-14	6-14	6-15	6-16	7-16	7-17	7-18	8-18	8-19	8-20	9-20	9-21	9-22	10-22

LIMITED AEGIS SYSTEM CONTROLS PH-3s AND ADDs.

DISRUPTOR TABLE																													
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	0	1	2	3-4	5-8	9-15	16-22	23-30	0	1	2	3-4	5-8	9-15	16-22	23-30	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	5	1-5	1-5	1-4	1-4	1-4	1-3	1-2	4	1-5	1-5	1-4	1-4	1-4	1-3	1-2	4	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	5	1-5	1-5	1-4	1-4	1-4	1-4	1-2	4	1-5	1-5	1-4	1-4	1-4	1-4	1-2	4	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	1-2	5	1-5	1-5	1-4	1-4	1-4	1-3	1-2	4	1-5	1-5	1-4	1-4	1-4	1-3	1-2	4	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	NA	NA	NA	NA	5	1-5	1-5	1-4	NA	NA	NA	NA	4	1-5	1-5	1-4	NA	NA	NA	NA	4	1-5	1-5	1-4	NA	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	1-5	1-5	1-4	5	1-5	1-5	1-5	1-5	1-5	1-5	1-4	4	1-5	1-5	1-5	1-5	1-5	1-5	1-4	4	1-5	1-5	1-5	1-5	1-5	1-5	1-4
DAMAGE, STD	0	5	4	4	3	3	2	2	3	3	2	2	2	2	1	1	3	3	2	2	2	2	1	1	3	3	2	2	2	2	1	1
DAMAGE, OULD	10	10	8	8	6	6	4	4	6	6	0	0	0	0	0	0	6	6	0	0	0	0	0	0	6	6	0	0	0	0	0	0

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX																																
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
						⑥																										
Standard	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	31	32
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	20⅔	21⅓

HIT & RUN UIM ☐

DERFACS ☐

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES

CREW UNITS

									10		20		30		40

BOARDING PARTIES

								8

TRANSPORTER BOMBS

		D	D	D	D

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)

PROBES

					5

ANTI-DRONES

1																													
2																													

KLINGON D5A STASIS CRUISER

CREW UNITS

			*					
								10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	D5A
POINT VALUE	=	118
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.24
K REFIT	=	+2
Y175 REFIT	=	+6

BOARDING PARTIES

							8

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

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

TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE / SPEED

B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

SEE (G16.52) FOR DAMAGE TO SFG.

TYPE III DEFENSE PHASER

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

DRONE RACKS

1						A					B
2						A					B
3						A					B
4						A					B
5						A					B
6						A					B

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-B DRONE RACKS (2 RELOADS)

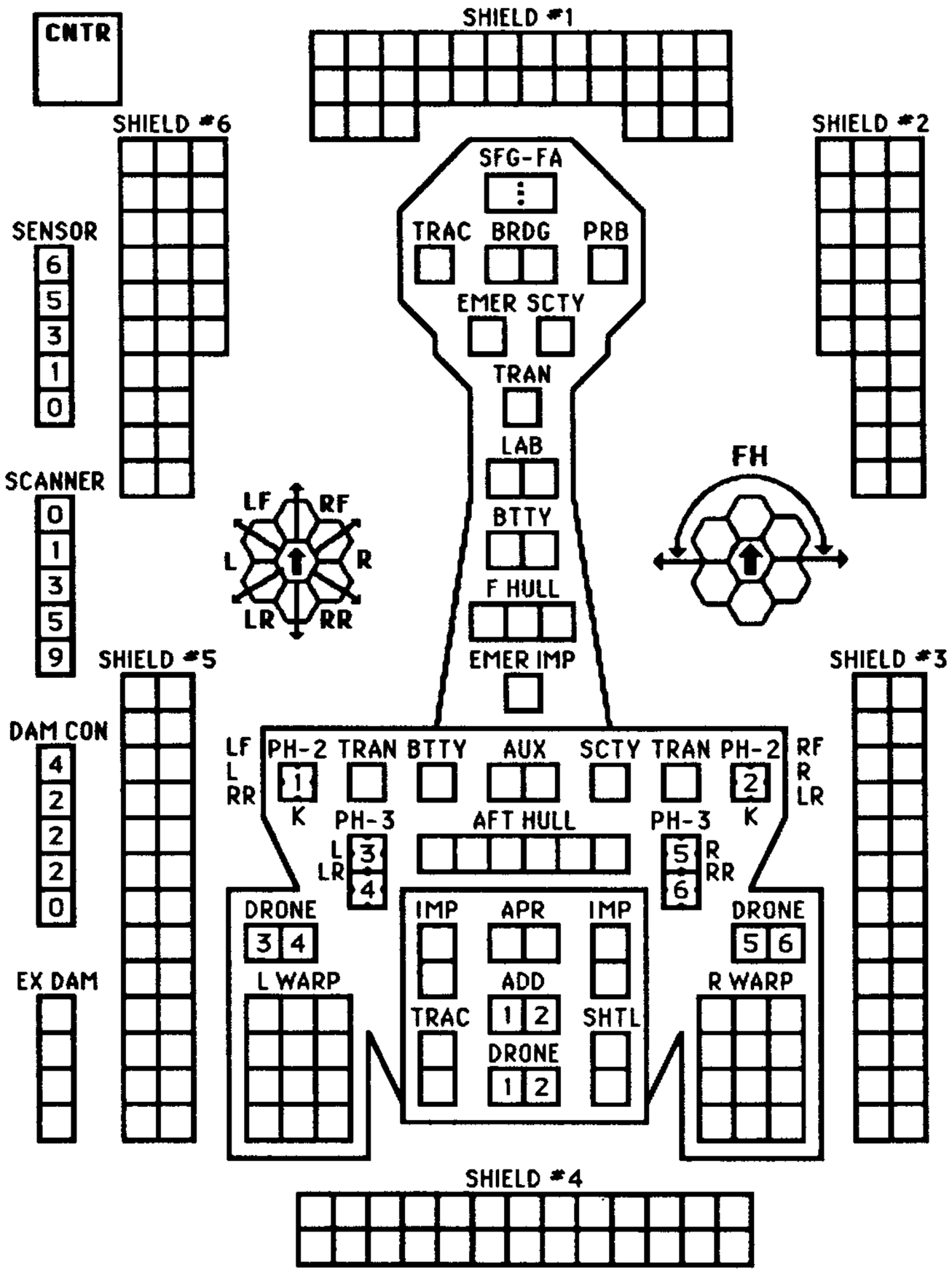
ANTI-DRONE TABLE

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

ANTI-DRONES

1												
2												

LIMITED AEGIS SYSTEM CONTROLS PH-3s AND ADDs.



SEE (D2.32) FOR WING PHASER ARCS.

PHASER-2s MARKED "K" ARE PH-1s ON THE K-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

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

KLINGON D6V CARRIER

CREW UNITS

10 20 30 40

BOARDING PARTIES 8

DECK CREWS 10

PROBES 5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

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

TRANSPORTER BOMBS D D D D

ANTI-DRONES 1 2

ADD HAS 6 ROUNDS PRIOR TO Y175.

SHIP DATA TABLE		
TYPE	=	D6V
POINT VALUE	=	114
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.21
K REFIT	=	+3
Y175 REFIT	=	+3
UIM REFIT	=	+5

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

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

TYPE 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

ANTI-DRONE TABLE

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

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

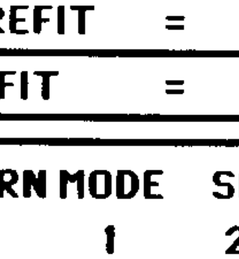
HIT & RUN
UIM
DERFACS

TYPE III DEFENSE PHASER

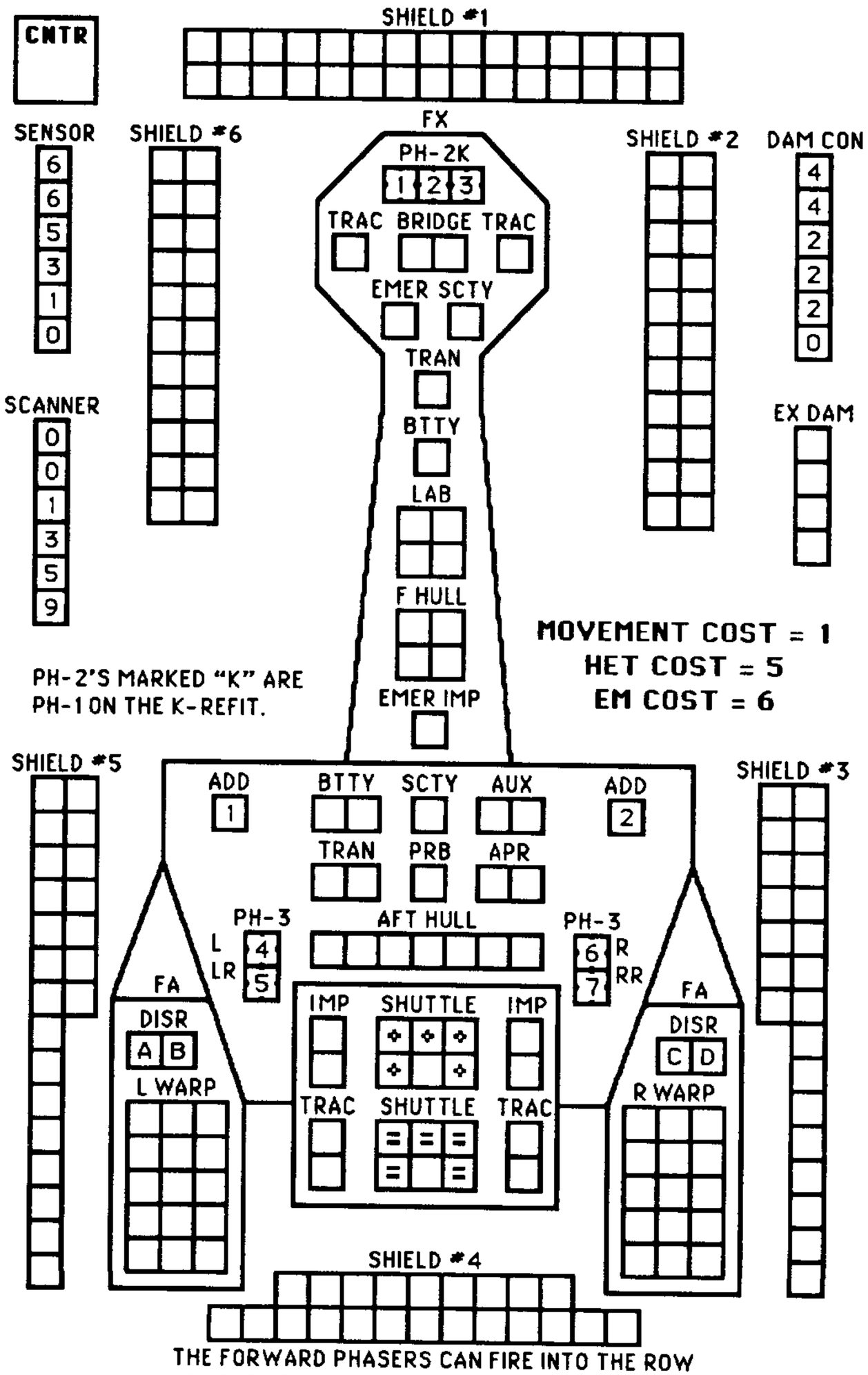
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

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

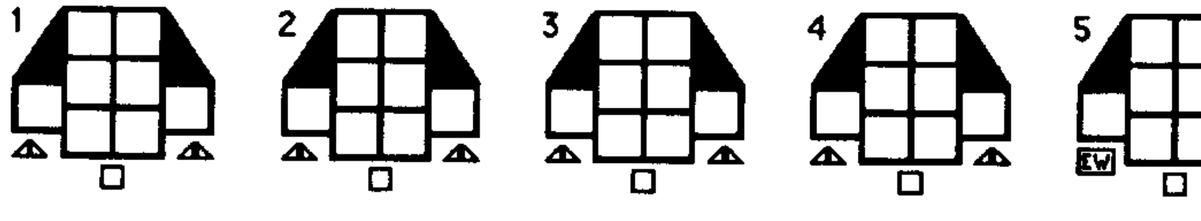


FA = LF + RF
FX = L + LF + RF + R

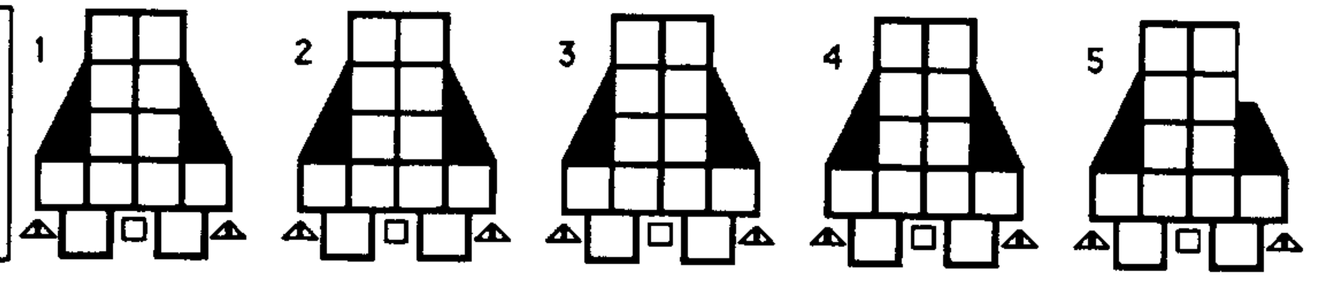


THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33).

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



Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

KLINGON E3E CARRIER ESCORT

CREW UNITS

[ ][ ][*][ ][ ][ ][ ][ ][10]
[ ][ ]

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES
	[ ][ ][ ][ ][ ][ ]	

BOARDING PARTIES

[ ][ ][ ][ ][5]

T-BOMBS

[ ][ ] [D][D]

DECK CREWS

[ ][2]

AS A CARRIER ESCORT, THIS SHIP HAS DECK CREWS AND A READY RACK TO SERVICE THE FIGHTERS OF THE CARRIER. IT HAS NO FIGHTERS OF ITS OWN.

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

SHIP DATA TABLE

TYPE	=	E3E
POINT VALUE	=	40
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R3.26

LIMITED AEGIS

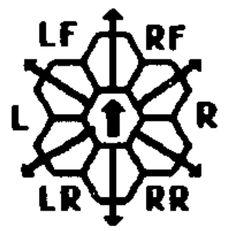
SHIP DATA TABLE

TYPE	=	E3A
POINT VALUE	=	48
REFERENCE	=	R3.26A

FULL AEGIS

TYPE III DEFENSE PHASER

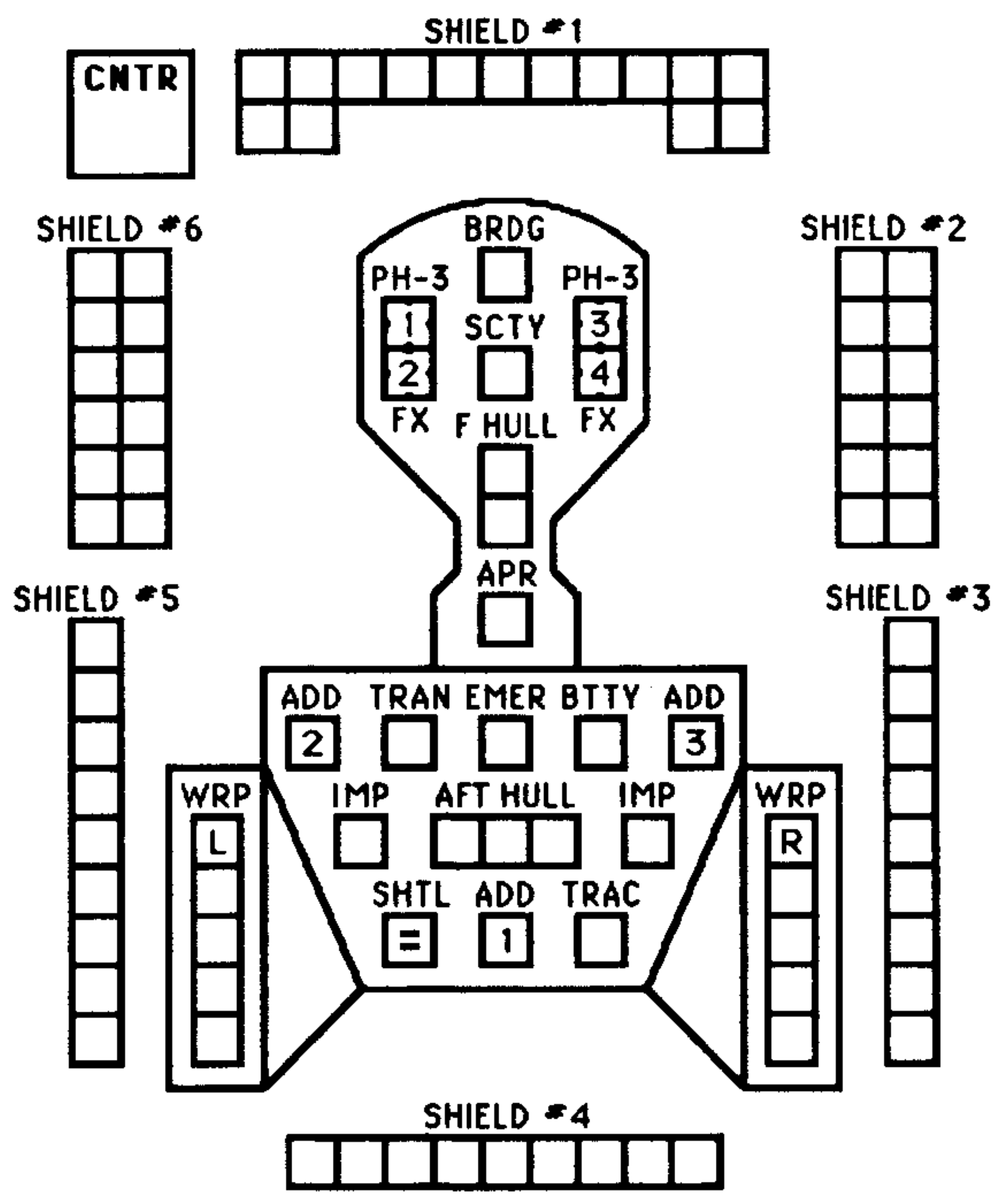
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



FX = L + LF + RF + R

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
[ ][ ]	3	13-19
BD	4	20-26
[ ][ ]	5	27+

NIMBLE SHIP



ANTI-DRONES

[1][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]
[2][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]
[3][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]

ANTI-DRONE TABLE

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

SENSOR	SCANNER	DAM CON	EX DAM
6 5 3 0	0 1 3 9	2 2 2 0	[ ][ ][ ]

THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES 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

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

KLINGON F5M MINEHUNTER

CREW UNITS

			*					10
								20

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS						NOTES
							MSS

BOARDING PARTIES

					6

TRANSPORTER BOMBS

		D	D

ANTI-DRONES

1													

ADD HAS 6 ROUNDS PRIOR TO Y175.

DRONE RACK

1					A			B

SHIP HAD TYPE-A DRONE RACK (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED IT TO TYPE-B DRONE RACK (2 RELOADS).

SHIP DATA TABLE

TYPE	=	F5M
POINT VALUE	=	75/60
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R3.27
B REFIT	=	+3
Y175 REFIT	=	+3

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

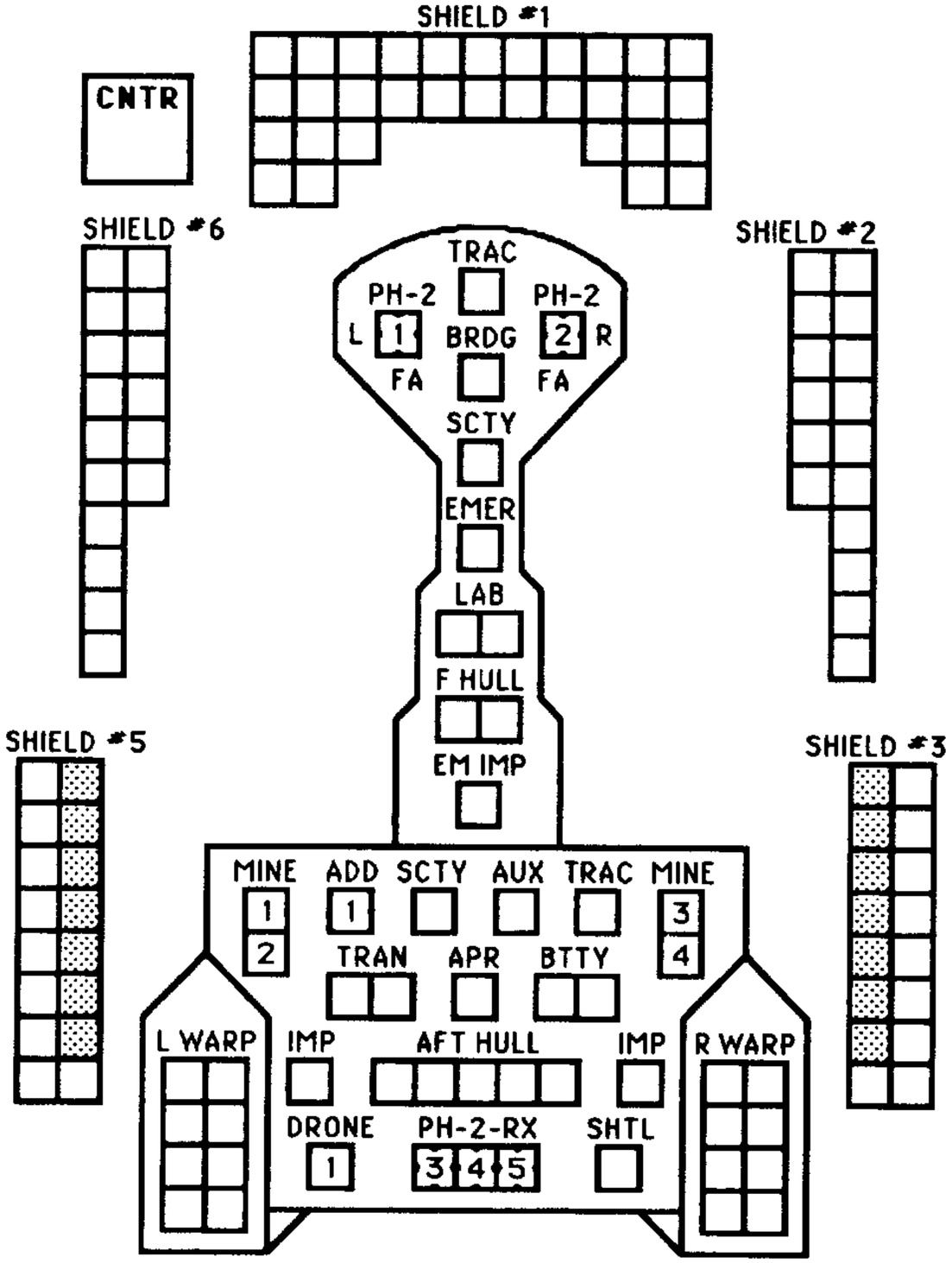
RACKS ARE SHOWN FOR LARGE MINES; FOR SMALL MINES WRITE AN "S" ON EACH SIDE OF THE DIVIDING BAR.

ANTI-DRONE TABLE

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

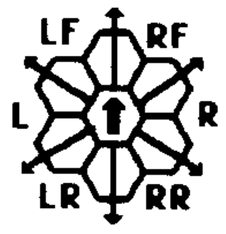
MINE RACKS ARE DESTROYED ON "CARGO," "SHUTTLE," OR "EXCESS DAMAGE" HITS.

TURN MODE	SPEED
A	1 2-6
HET	2 7-12
	3 13-19
BD	4 20-26
	5 27+



TYPE II PHASER TABLE

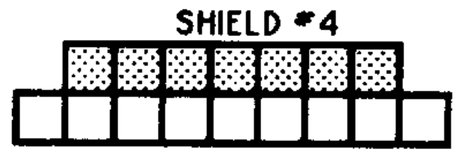
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0



FA = LF + RF
RX = L + LR + RR + 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



SENSOR				SCANNER				DAM CON				EX DAM			
6	5	3	0	0	1	3	9	2	2	2	0				

SHADED BOXES ARE THE B-REFIT.

THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33).

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

KLINGON D-7C COMMAND CRUISER

CREW UNITS

10 20 30 40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D D D D

BOARDING PARTIES

10

ANTI-DRONES

1
2

PROBES

5

DRONE RACKS

1 B
2 B

SHIP DATA TABLE		
TYPE	=	D7C
POINT VALUE	=	139
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.31
K REFIT D7L	=	+2
1 UIM STANDARD		
Y175 REFIT	=	+3
WITHOUT 2 REAR MECH TRACTORS		-3

ANTI-DRONE TABLE

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

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

Y175 REFIT INCREASED ADDS TO 12-ROUNDS AND ADDED THE SECOND RELOAD FOR THE DRONE RACKS.

TURN MODE	SPEED
B 1	2-5
2	6-10
3	11-15
HET 4	16-21
5	22-28
BD 6	29+

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

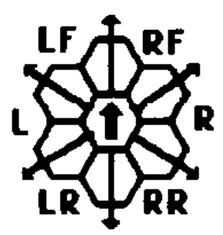
HIT & RUN
UIM
DERFACS

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

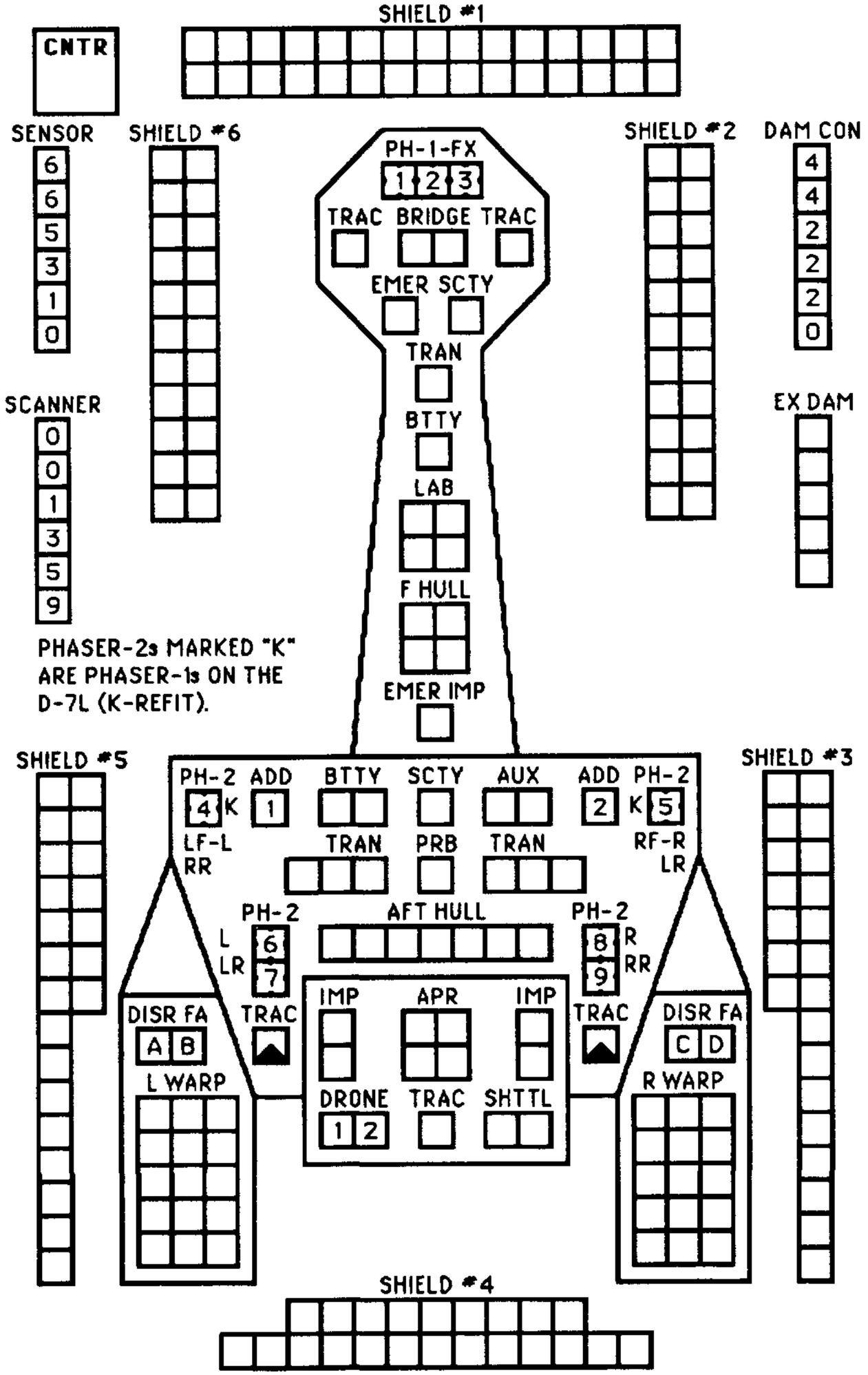
DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0



FA = LF + RF
FX = L + LF + RF + R

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



PHASER-2s MARKED "K" ARE PHASER-1s ON THE D-7L (K-REFIT).

THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33).
WING PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32).

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

KLINGON D6D DRONE CRUISER

CREW UNITS

			*						10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

☐☐☐☐ D D D D

BOARDING PARTIES ☐☐☐☐☐☐ 6

PROBES ☐☐☐☐☐ 5

SHIP DATA TABLE

TYPE	=	D6D
POINT VALUE	=	113
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.32
B REFIT	=	+4
Y175 REFIT	=	+0

DRONE RACKS

1								B
2								B
3								B
4								B
5								B
6								B

SHIP CAN LAUNCH ONE DRONE FROM EACH RACK EACH TURN. SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE THE SENSOR RATING.

RACKS HAD ONE RELOAD (PLUS CARGO STORAGE) UNTIL THE Y175 REFIT, WHICH ADDED A SECOND RELOAD.

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

THE SPECIAL SENSORS ARE DESTROYED ON PHASER HITS.

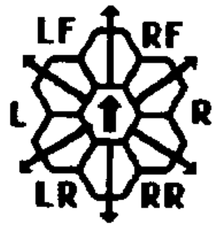
SCOUT FUNCTIONS SUMMARY

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

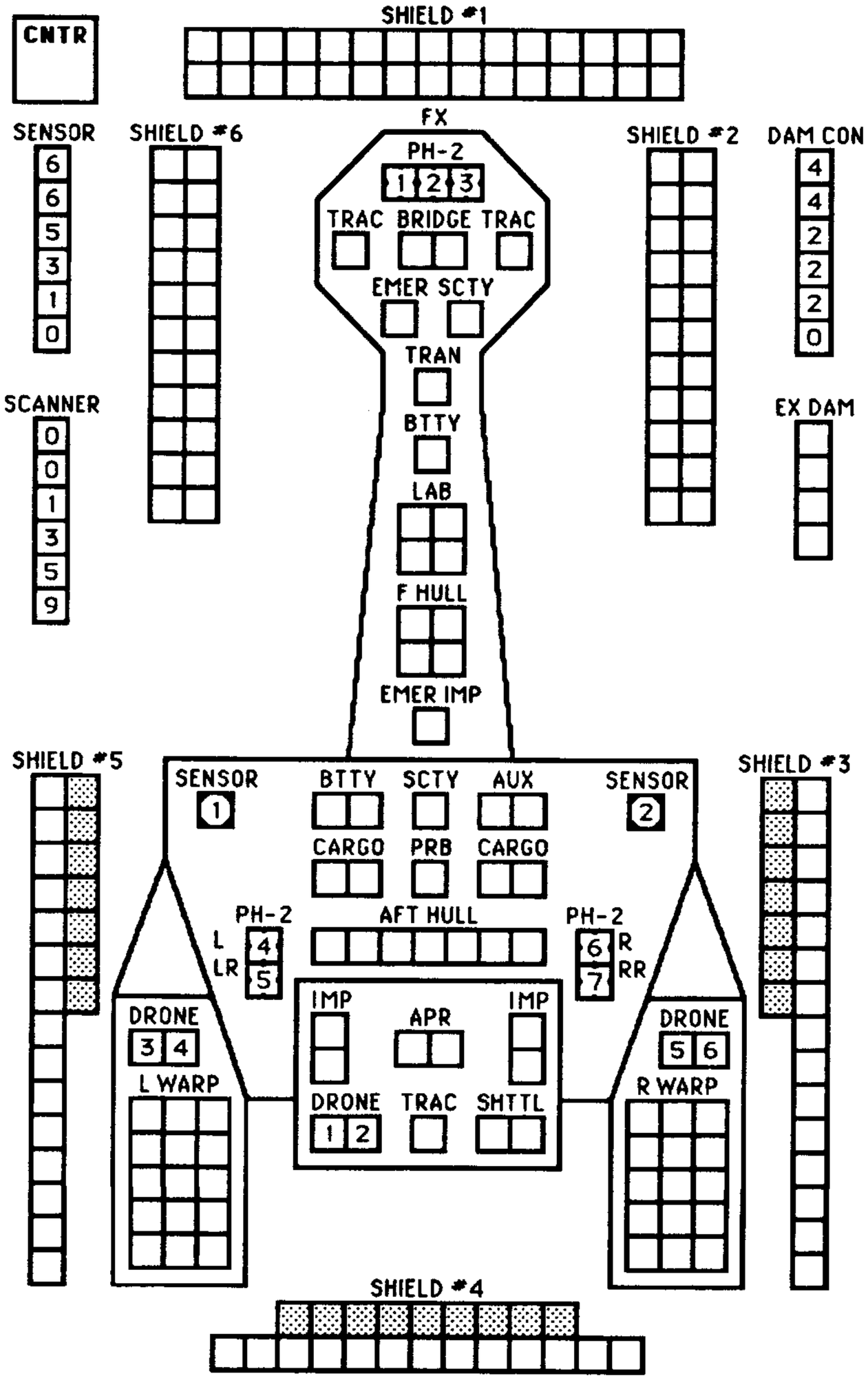
TYPE III DEFENSE PHASER

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

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



FX = L + LF + RF + R



▒ SHADED BOXES ARE THE B-REFIT.

THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33).

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

KLINGON D6M MAULER CRUISER

CREW UNITS

			*						10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

				D	D	D	D

BOARDING PARTIES

					6

PROBES

				5

ANTI-DRONES

1														

ADD HAD 6 ROUNDS BEFORE Y175 REFIT.

SHIP DATA TABLE

TYPE	=	D6M
POINT VALUE	=	125
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.33
B REFIT	=	+5
K REFIT	=	+3
Y175 REFIT	=	+2

TYPE I OFFENSIVE PHASER TABLE

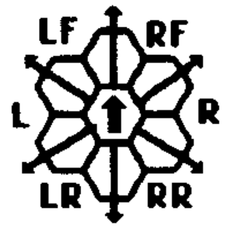
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE SPEED

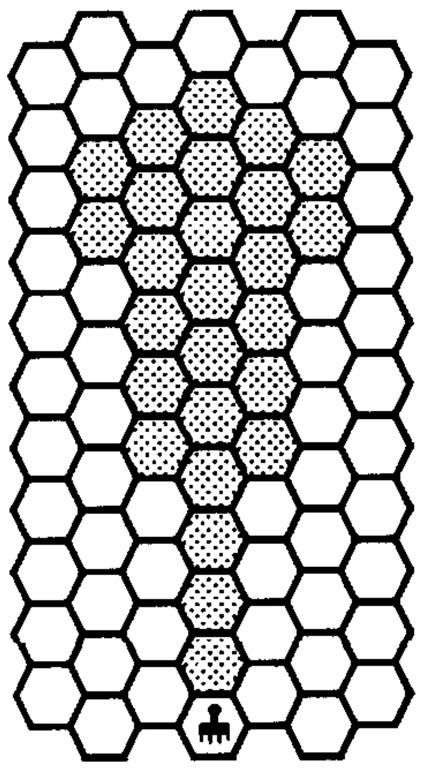
B	1	2-5
	2	6-10
HET	3	11-15
	4	16-21
BD	5	22-28
	6	29+

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



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

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

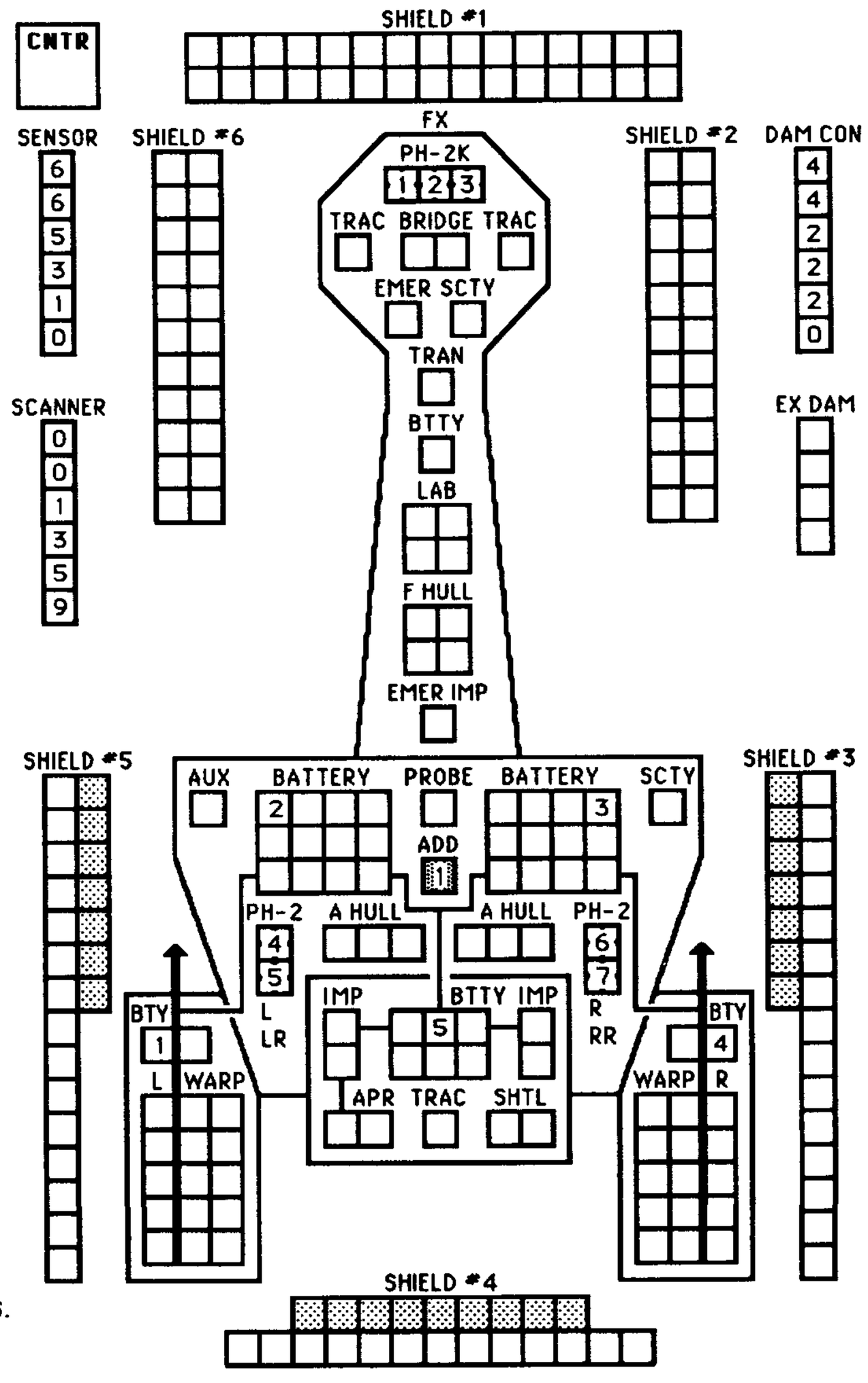
ANY POWER SYSTEM CONNECTED TO THE MAULER CAN BE DESTROYED ON "ANY WEAPON" HITS.
SEE (D23.0) FOR SHOCK DAMAGE.
SEE (E8.27) FOR ALTERNATIVE FIRING ARCS.

MAULER RANGE ADJUSTMENT CHART

RANGE	DAMAGE SCORED
0-1	Double the energy discharged
2-5	Equal to energy discharged
6-10	One-half of energy discharged

ANTI-DRONE TABLE

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



SHADED BOXES ARE THE B-REFIT.

PH-2'S MARKED "K" ARE PH-1 ON THE K-REFIT.

THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33).

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

KLINGON F-5C DESTROYER

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

BOARDING PARTIES [ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][12]

PROBES [ ][ ][ ][ ][5]

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

DRONE RACKS

1						A					B
2						A					B

SHIP CAN FIRE ONE DRONE FROM EACH RACK EACH TURN.

SHIP HAD TYPE-A RACKS (ONE RELOAD) UNTIL Y175 REFIT; TYPE-B (TWO-RELOADS) THEREAFTER. Y175 REFIT INCREASED ADD-6 TO ADD-12.

SHIP DATA TABLE

TYPE	=	F5C
POINT VALUE	=	94
BREAKDOWN	=	4-6
SHIELD COST	=	1/2 + 1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R3.34
K REFIT F5L	=	+3
1 UIM STANDARD		
Y175 REFIT	=	+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

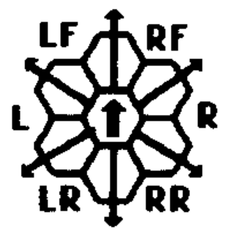
HIT & RUN

UIM [ ]

TURN MODE		SPEED
A	1	2-6
	2	7-12
HET [ ]	3	13-19
	4	20-26
BD [ ][ ]	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



FA = LF + RF

RX = L + LR + RR + 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

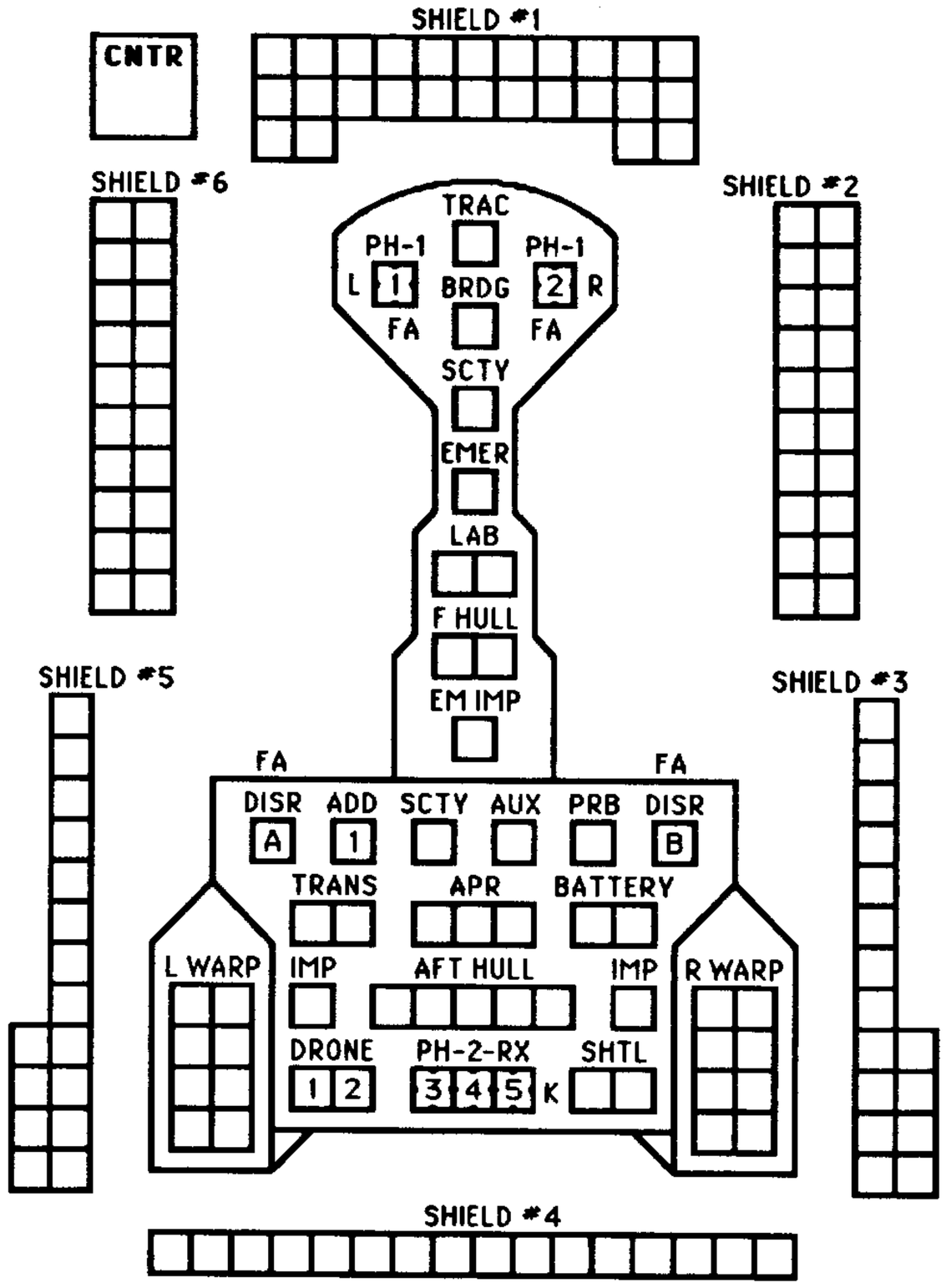
RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2
DAMAGE,OVLD	10	10	8	8	6	0	0

ANTI-DRONE TABLE

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

ANTI-DRONES

1						



SENSOR [6][5][3][0]

SCANNER [0][1][3][9]

DAM CON [2][2][2][0]

EX DAM [ ][ ][ ][ ]

THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33).

SSD SHOWS THE F-5C. FOR THE F-5L, CHANGE THE PHASER-2s MARKED "K" TO PHASER-1.

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

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

KLINGON F-5D DRONE FRIGATE

CREW UNITS [ ][ ][ ][*][ ][ ][ ][ ][10][20]

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

BOARDING PARTIES [ ][ ][ ][ ][ ][6]

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

PROBES [ ][ ][ ][ ][5]

SHIP DATA TABLE

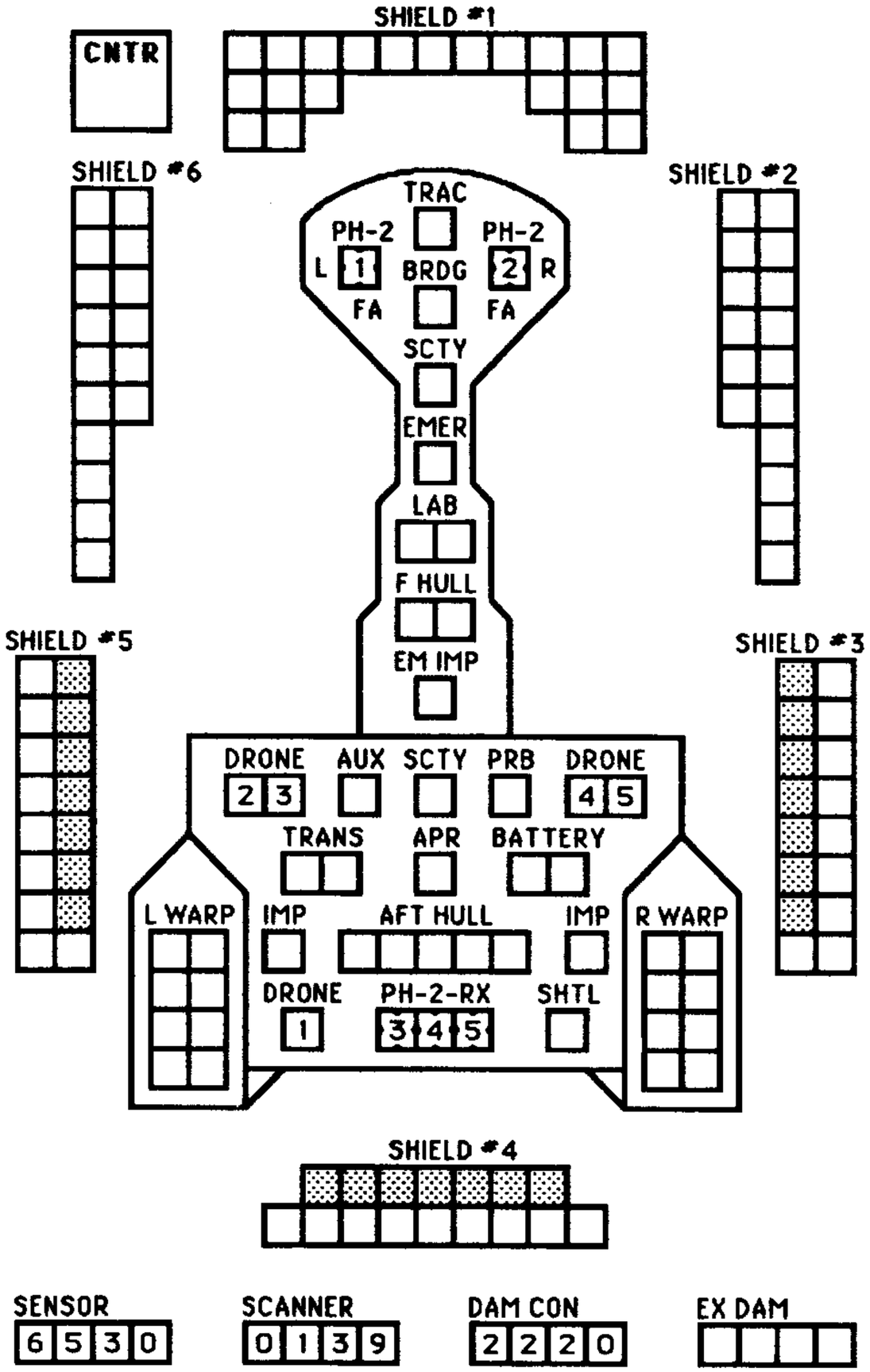
TYPE	=	F5D
POINT VALUE	=	90
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R3.35
B REFIT BPV	=	+3
Y175 REFIT	=	+0

DRONE RACKS

1								B
2								B
3								B
4								B
5								B

THE SHIP CAN FIRE EACH RACK AT ITS MAXIMUM SPECIFIED RATE EACH TURN.
THE SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.
DOUBLE RELOADS BEFORE Y175 REFIT;
TRIPLE RELOADS THEREAFTER.

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
[ ]	3	13-19
BD	4	20-26
[ ][ ]	5	27+



SENSOR	SCANNER	DAM CON	EX DAM
6 5 3 0	0 1 3 9	2 2 2 0	[ ][ ][ ][ ]

▒ SHADED BOXES ARE THE B-REFIT.

THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33).

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
RX = L + LR + RR + R

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

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

KLINGON DX
ADVANCED CRUISER

CREW UNITS

10 20 30 40 50

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

PROBES: 5

BOARDING PARTIES: 10 20

TRANSPORTER BOMBS: D D D D D D

SHIP DATA TABLE		
TYPE	=	DX
POINT VALUE	=	210
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.40

3 UIM STANDARD

FIRST GENERATION X-SHIP

TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE	SPEED
1	2-5
2	6-10
3	11-15
4	16-21
5	22-28
6	29+

HET

BD

TYPE III DEFENSE PHASER

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

DRONE RACKS

1 GX

2 GX

TRIPLE RELOADS

LF RF L R LR RR

ANTI-DRONE TABLE

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

FA = LF + RF

FX = L + LF + RF + R

MOVEMENT COST = 1

HET COST = 5

EM COST = 6

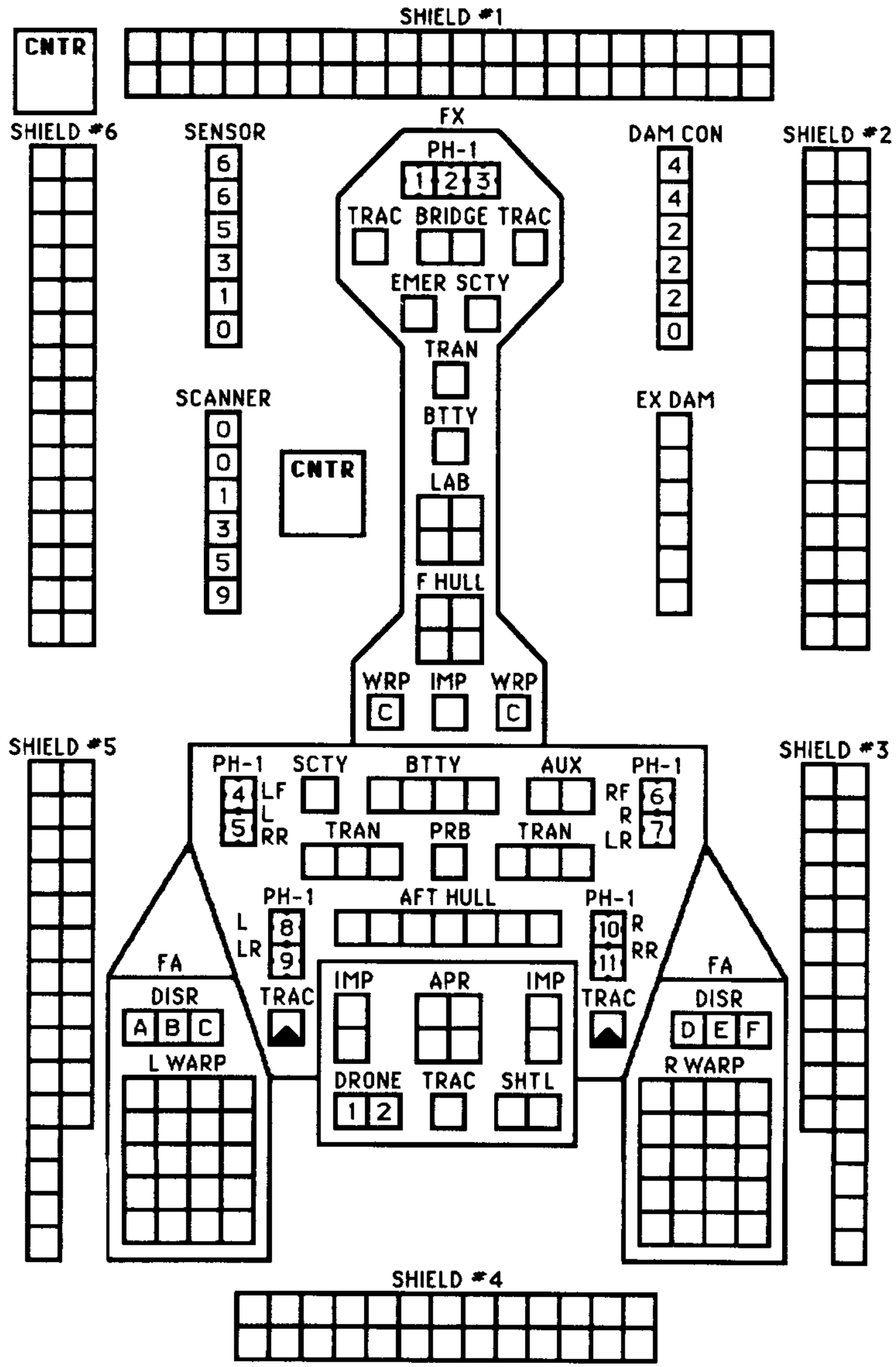
DISRUPTOR TABLE

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

HIT & RUN

UIM

DERFACS



THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33).

WING PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32).

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

KLINGON FX FRIGATE

CREW UNITS

							✱		10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	FX
POINT VALUE	=	148
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R3.41

2 UIM STANDARD

FIRST GENERATION X-SHIP

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

DRONE RACKS

1	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	GX
2	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	GX

TRIPLE RELOADS

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

HIT & RUN

UIM

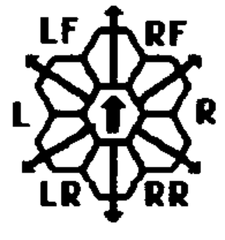
DERFACS

ANTI-DRONE TABLE

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

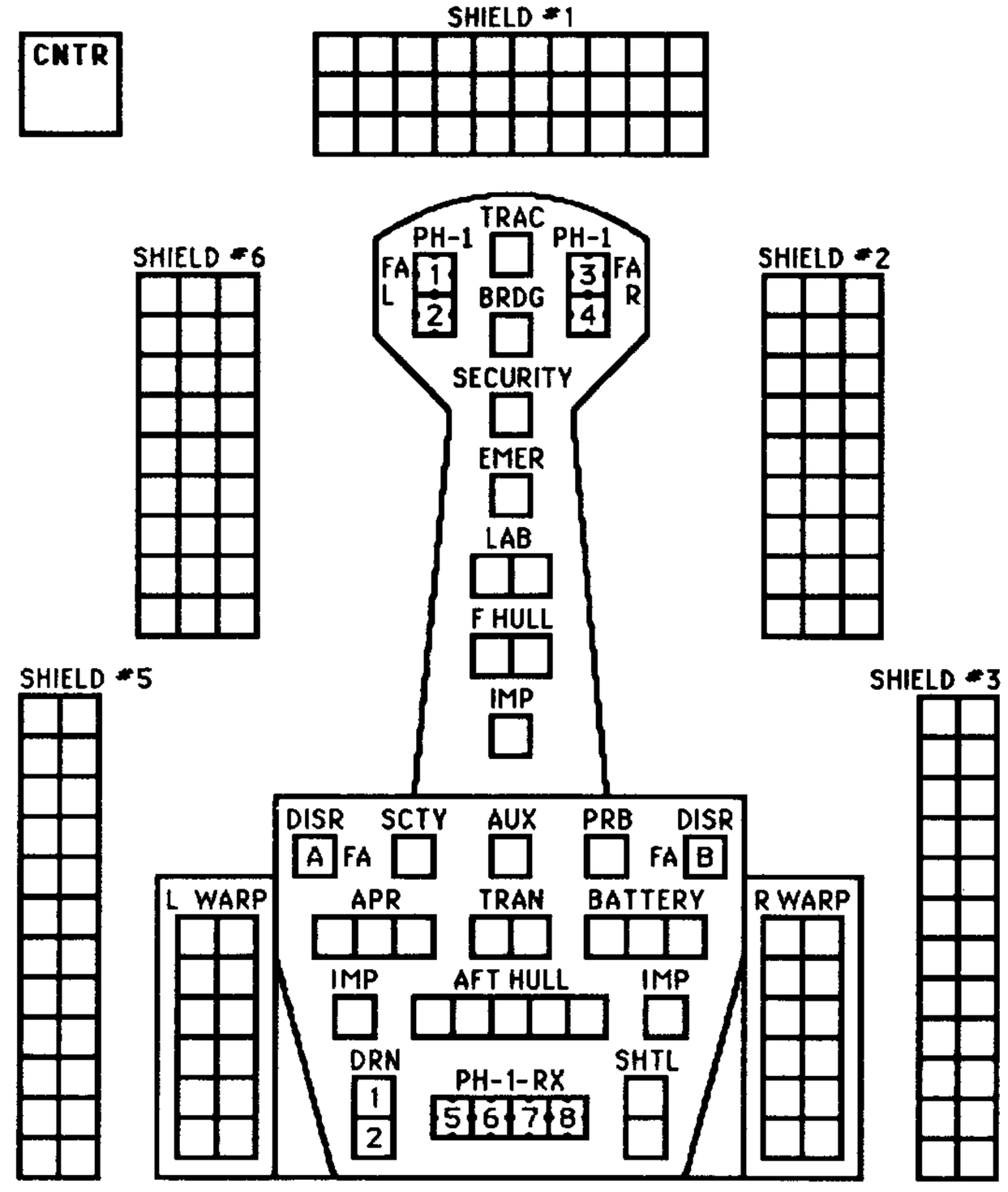
DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0



FA = LF + RF

RX = L + LR + RR + R



SENSOR				SCANNER				DAM CON				EX DAM			
6	5	3	0	0	1	3	9	4	2	2	0				

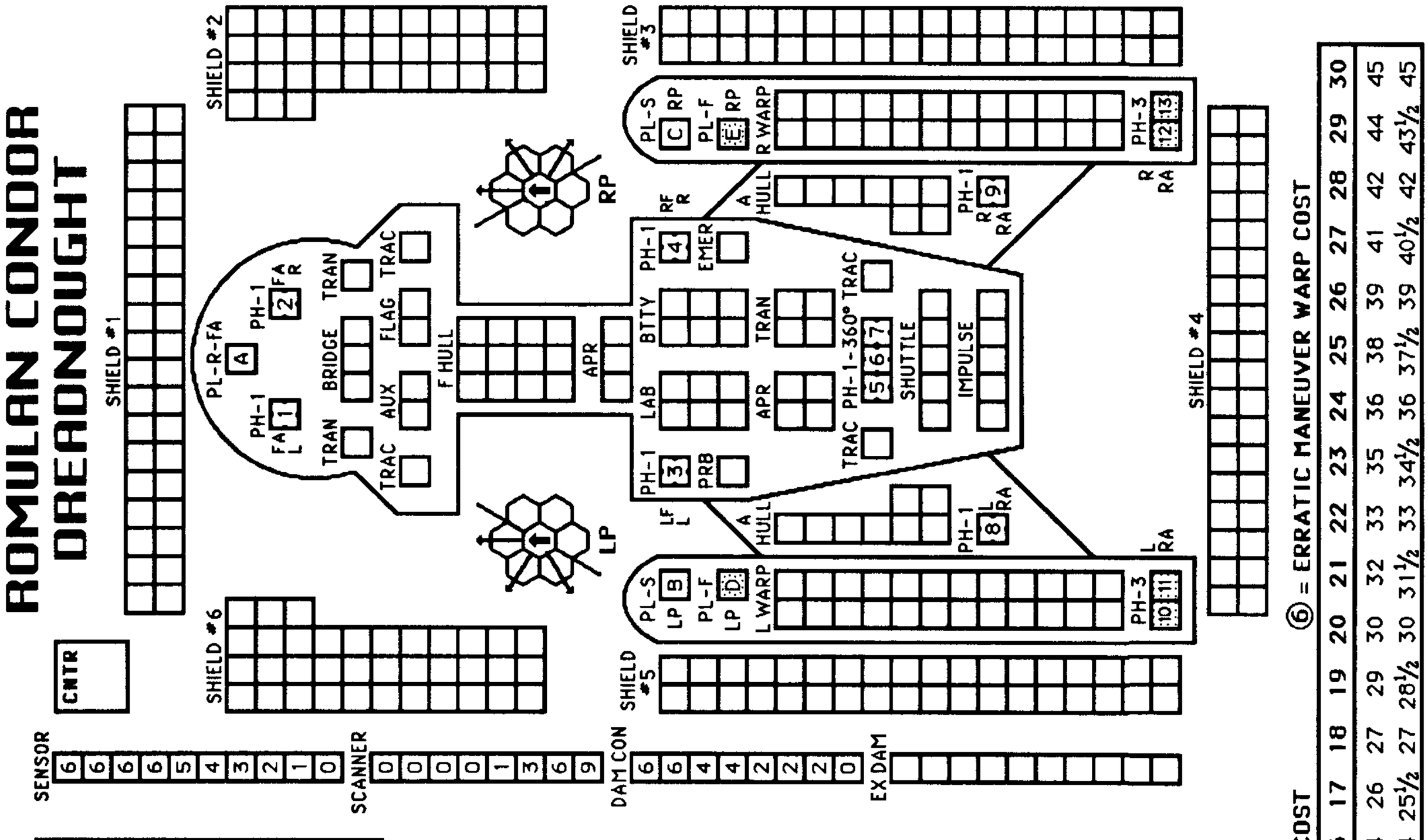
THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33).

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

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

ROMULAN CONDOR DREADNOUGHT



SHIP DATA TABLE	
TYPE	= CON
POINT VALUE	= 234
BREAKDOWN	= 5-6
SHIELD COST	= 1•3
LIFE SUPPORT	= 1•1/2
SIZE CLASS	= 2
CLOAK COST	= 30/6
REFERENCE	= R4.6
PLUS REFIT	= •12
BPV INCLUDES CLOAK	

SHADED BOXES ARE THE CON+ REFIT.

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+

LF RF L R LR RR

FA = LF + RF
RA = LR + RR

PSEUDO-PLASMA TORPEDOES [A]R [B]S [C]S

REFIT ONLY [D]F [E]F

HIT & RUN

CLOAK

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS [D][D][D][D][D][D]

CREW UNITS 10 20 30 40 50 60 *

BOARDING PARTIES 10 20

PROBES [5]

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	15	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX [5] = HET 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

⑥ = ERRATIC MANEUVER WARP COST

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

ROMULAN PELICAN MINESWEEPER

CREW UNITS

			*					10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		MSS
		MSS

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES

				5

TRANSPORTER BOMBS

		D	D

PROBES

				5

NSM

HIT & RUN CLOAK

SHIP DATA TABLE

TYPE	=	PEL
POINT VALUE	=	72/40
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
CLOAK COST	=	4/2
REFERENCE	=	R4.8
PHASER REFIT	=	+3

BPV INCLUDES CLOAK

TYPE I OFFENSIVE PHASER TABLE

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

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

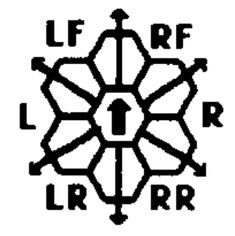
TYPE III DEFENSE PHASER

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

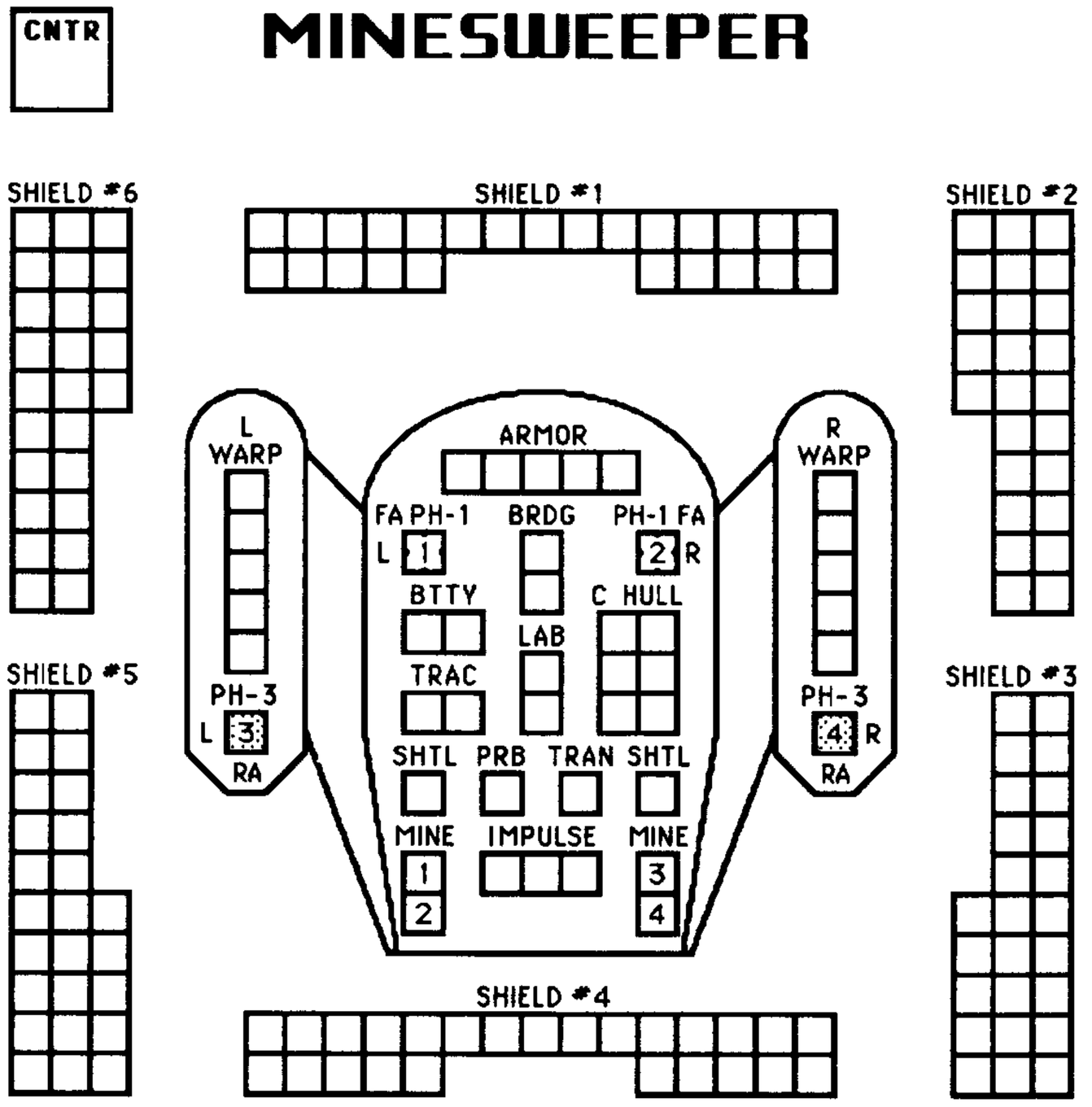
MINE RACKS

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.



FA = LF + RF
RA = LR + RR



SENSOR	SCANNER	DAMAGE CONTROL	EXCESS DAMAGE
6 6 5 4 2 0	0 0 0 3 6 9	4 4 2 2 2 0	

▒ SHADED BOXES ARE THE REAR PHASER REFIT.

THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433).

SEE (D4.12) FOR ARMOR RULES.

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

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

ROMULAN FALCON MAULER

CREW UNITS

[ ][ ][*][ ][ ][ ][ ][ ][ ][10]
[ ][ ]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	[ ][ ][ ][ ][ ][ ]	

BOARDING PARTIES

[ ][2]

TRANSPORTER BOMBS

[ ][ ][ ][ ] [D][D][D][D]

PROBES

[ ][ ][ ][ ][5]

NSM

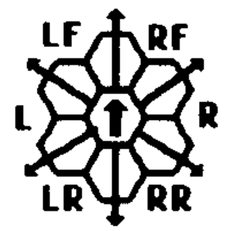
[ ]

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 CLOAK

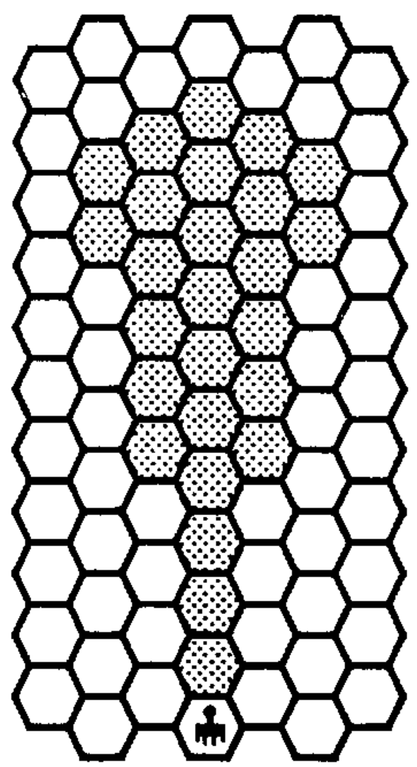
[ ]

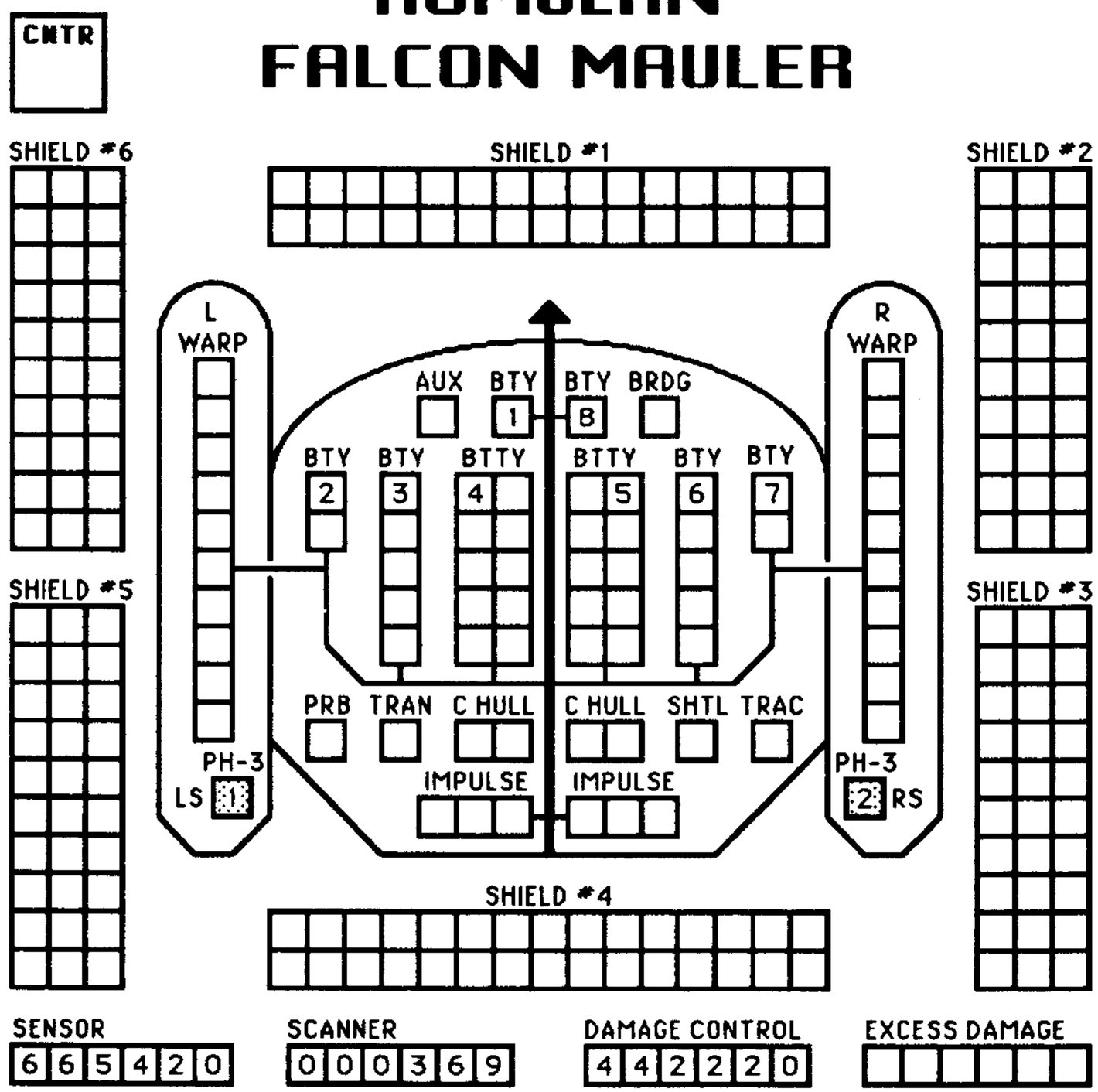


LS = LF + L + LR
RS = RF + R + RR

SHIP DATA TABLE		
TYPE	=	FAL
POINT VALUE	=	88
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	6/4
REFERENCE	=	R4.9
PHASER REFIT	=	+3
BPV INCLUDES CLOAK		

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





SENSOR	SCANNER	DAMAGE CONTROL	EXCESS DAMAGE
6 6 5 4 2 0	0 0 0 3 6 9	4 4 2 2 2 0	[ ][ ][ ][ ][ ][ ]

[ ] SHADED BOXES ARE THE REAR PHASER REFIT.

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

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

THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433).

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.

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

ROMULAN K4R ESCORT

CREW UNITS

									10
			*						

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES

			4

TRANSPORTER BOMBS

		D	D

SHIP DATA TABLE

TYPE	=	K4R
POINT VALUE	=	60
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
CLOAK COST	=	5/2
REFERENCE	=	R4.10
B-REFIT	=	+3

BPV INCLUDES CLOAK

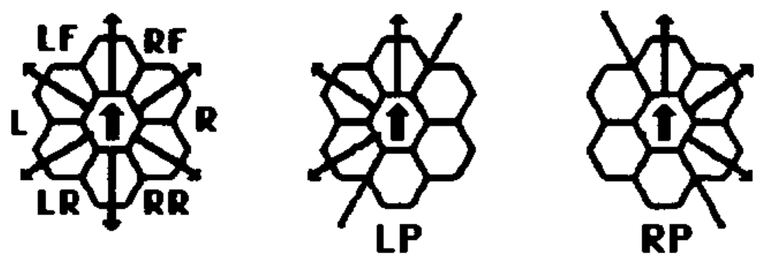
TYPE II PHASER TABLE

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

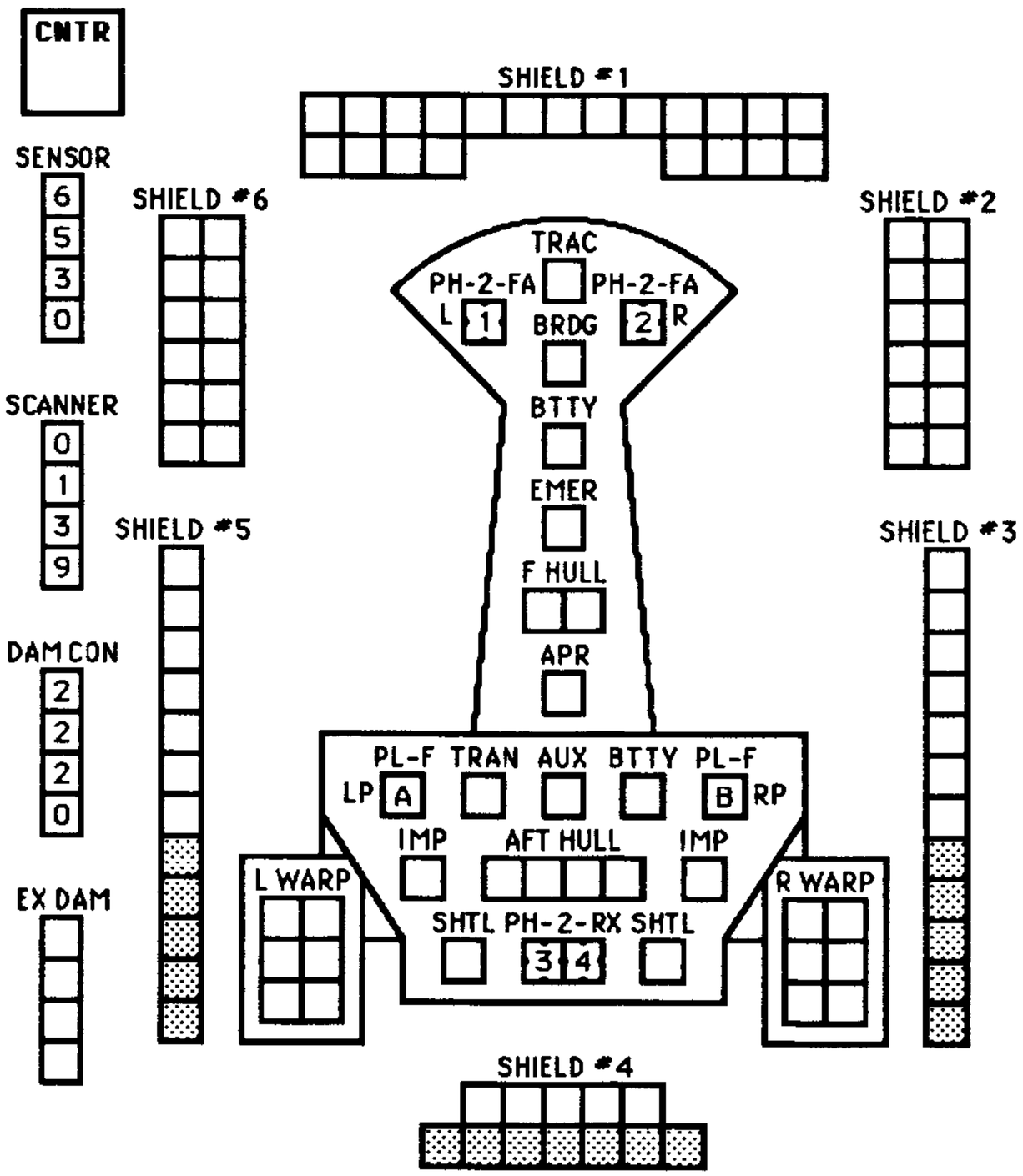
TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

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
RX = L + LR + RR + R



SHADED BOXES ARE THE B-REFIT.

THE FORWARD PHASERS CAN FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP (D2.33).

PLASMA TORPEDO WARHEAD TABLE

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

HIT & RUN CLOAK

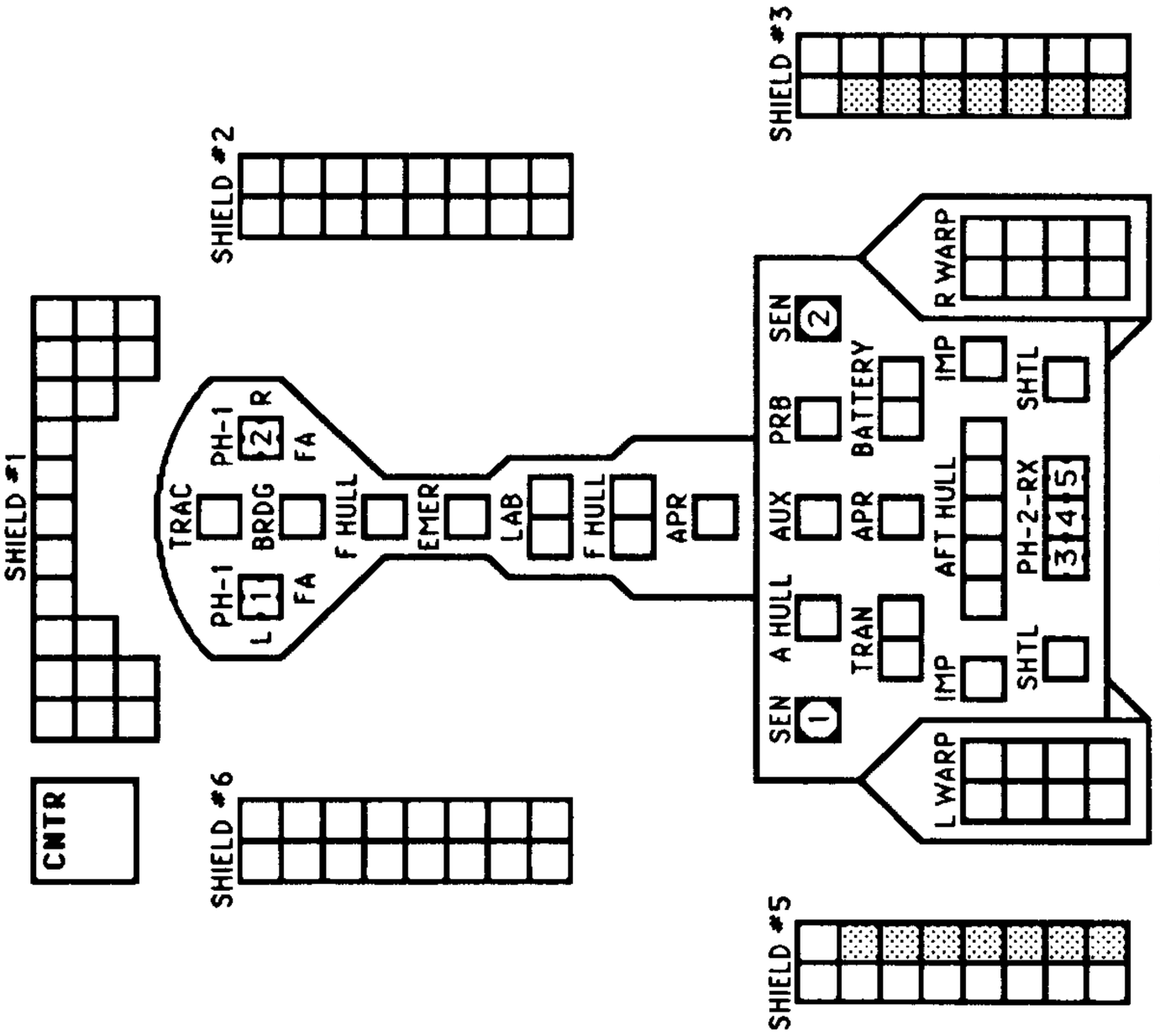
PSEUDO-PLASMA TORPEDOES

A	F	B	F

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

ROMULAN K5S SCOUT



SHADED BOXES ARE THE B-REFIT.

THE FORWARD PHASERS CAN FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP (D2.33).

SHIP DATA TABLE	
TYPE	K5S
POINT VALUE	85/60
BREAKDOWN	4-6
SHIELD COST	1/2+1/2
LIFE SUPPORT	1/2
SIZE CLASS	4
CLOAK COST	6/2
REFERENCE	R4.11
B-REFIT	+5
BPV INCLUDES CLOAK	

TURN MODE	SPEED
A 1	2-6
2	7-12
3	13-19
4	20-26
5	27+
HET	
BD	

TYPE III DEFENSE PHASER TABLE															
DIE ROLL	RANGE 0	1	2	3	4- 8	9- 15	16- 25	26- 50	51- 75	76- 100	101- 125	126- 150	151- 175	176- 200	201- 225
1	4	4	4	3	2	1	1	1	0	0	0	0	0	0	0
2	4	4	4	2	1	1	0	0	0	0	0	0	0	0	0
3	4	4	4	1	1	0	0	0	0	0	0	0	0	0	0
4	4	4	3	0	0	0	0	0	0	0	0	0	0	0	0
5	4	3	2	0	0	0	0	0	0	0	0	0	0	0	0
6	3	3	1	0	0	0	0	0	0	0	0	0	0	0	0

FA = LF + RF
RX = L + LR + RR + R

SPECIAL SENSORS ARE DESTROYED ON TORPEDO HITS.

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX															
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Standard	1	1	2	2	3	3	4	4	4	5	5½	6	6½	7	7½
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½

TYPE I OFFENSIVE PHASER TABLE															
DIE ROLL	RANGE 0	1	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51- 75	76- 100	101- 125	126- 150	151- 175	176- 200
1	9	8	7	6	5	5	4	3	2	1	1	0	0	0	0	0
2	8	7	6	5	5	4	3	2	1	1	0	0	0	0	0	0
3	7	5	5	4	4	4	3	1	0	0	0	0	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0	0	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0	0	0	0	0

TYPE II PHASER TABLE															
DIE ROLL	RANGE 0	1	2	3	4- 8	9- 15	16- 30	31- 50	51- 75	76- 100	101- 125	126- 150	151- 175	176- 200	201- 225
1	6	5	5	4	3	2	1	1	0	0	0	0	0	0	0
2	6	5	4	4	2	1	1	0	0	0	0	0	0	0	0
3	6	4	4	4	1	1	0	0	0	0	0	0	0	0	0
4	5	4	4	3	1	0	0	0	0	0	0	0	0	0	0
5	5	4	3	3	0	0	0	0	0	0	0	0	0	0	0
6	5	3	3	3	0	0	0	0	0	0	0	0	0	0	0

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

⑥ = ERRATIC MANEUVER COST

5 = HET COST

HIT & RUN CLOAK ☐

ADMINISTRATIVE SHUTTLES

HIT POINTS	NOTES

IDENT	
THIS SHIP HAS ONE SHUTTLE BAY.	

CREW UNITS 10

BOARDING PARTIES 4

PROBES 5

TRANSPORTER BOMBS D D

TRANSPORTERS

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

ROMULAN SCOUT EAGLE

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES [ ][ ][ ][4]

TRANSPORTER BOMBS [ ][ ][ ][ ] [D][D][D][D]

PROBES [ ][ ][ ][ ][5]

NSM [ ]

SHIP DATA TABLE

TYPE	=	SE
POINT VALUE	=	110/80
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	6/4
REFERENCE	=	R4.12
PHASER REFIT	=	+3

BPV INCLUDES CLOAK

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

TURN MODE SPEED

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

HIT & RUN CLOAK [ ]

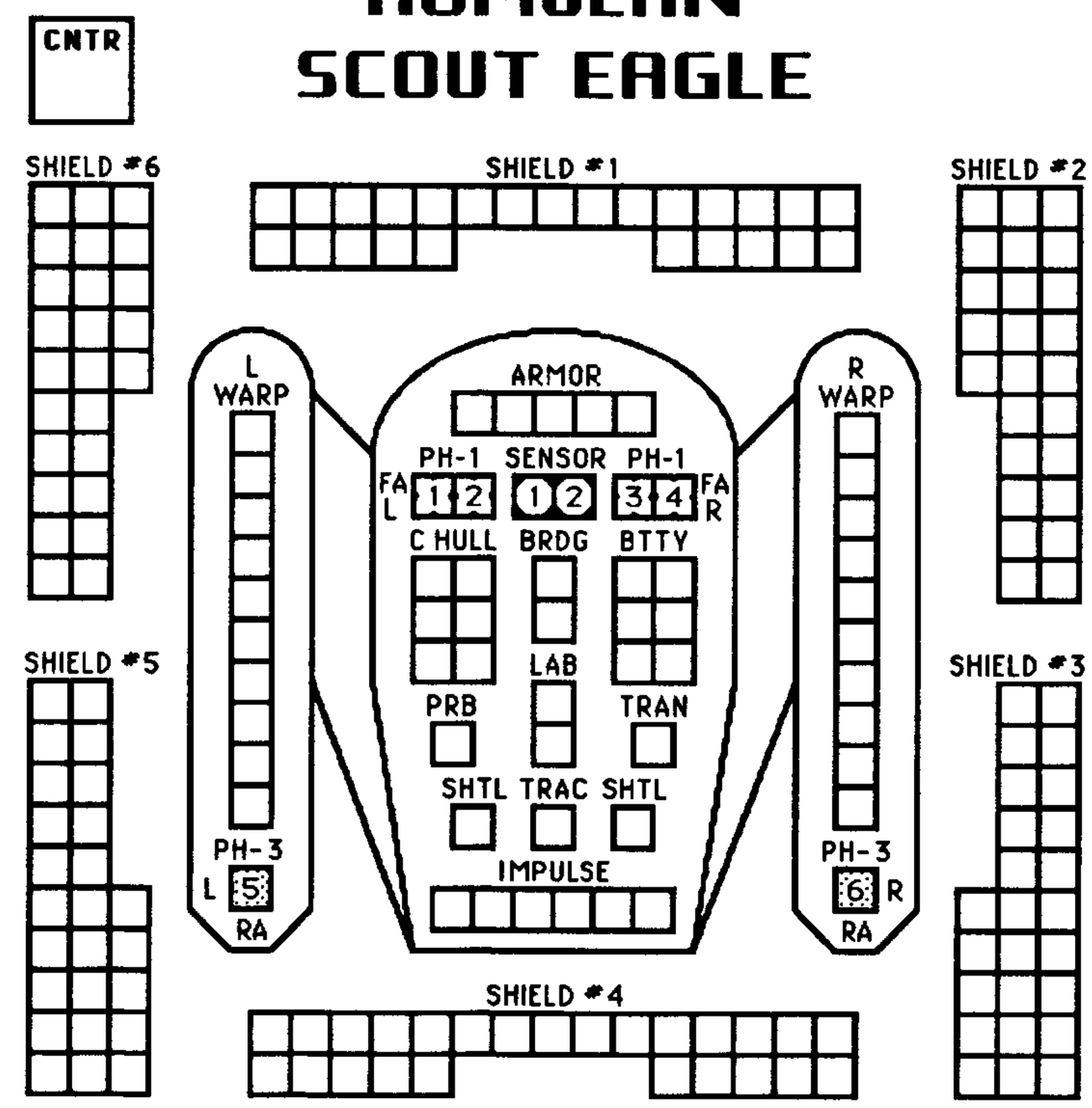
THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433).

SEE (D4.12) FOR ARMOR RULES.

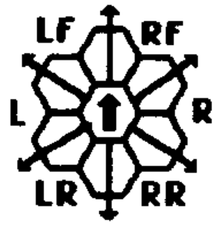
SCOUT FUNCTIONS SUMMARY

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.



SENSOR	SCANNER	DAM CON	EX DAM
6 6 5 4 2 0	0 0 0 3 6 9	4 4 2 2 2 0	[ ][ ][ ][ ][ ][ ]

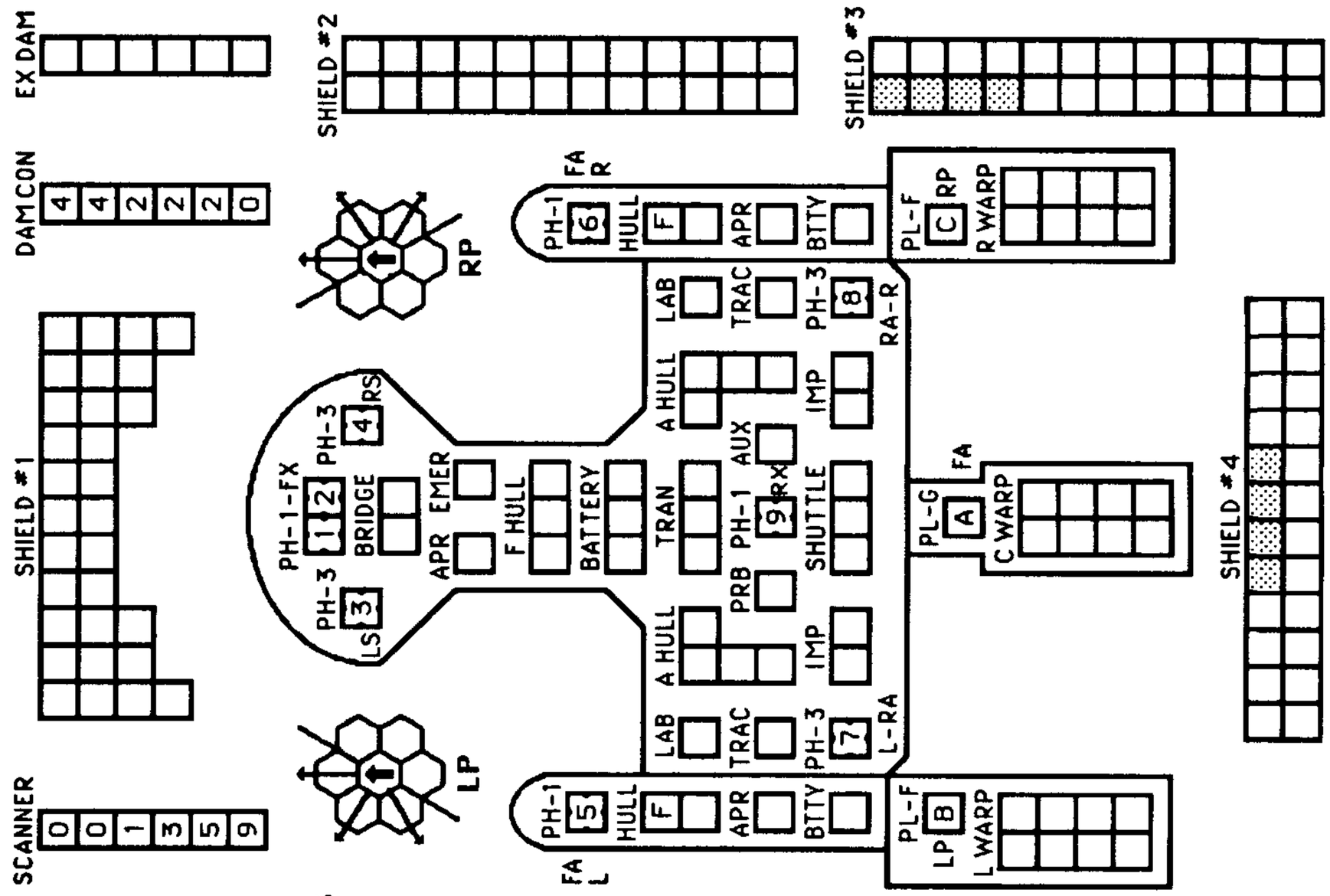


FA = LF + RF
RA = LR + RR

▒ THE SHADED BOXES ARE THE REAR PHASER REFIT.

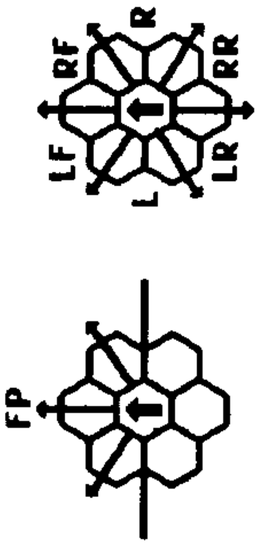
MOVEMENT COST = 1
HET COST = 5
EM COST = 6

ROMULAN SPARROWHAWK-A
LIGHT CRUISER



SHIP DATA TABLE	
TYPE	= SPA
POINT VALUE	= 125
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 15/4
REFERENCE	= R4.14
PLUS REFIT	= +10
BPV INCLUDES CLOAK	

TURN MODE	SPEED
B	1 2-5
	2 6-10
HET	3 11-15
	4 16-21
BD	5 22-28
	6 29+



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

HIT & RUN
CLOAK

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS 10 20 30

BOARDING PARTIES 10

TRANSPORTER D D D

PROBES 5

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDOES
G S A B F C F

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2			1					

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	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
Fract.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20

5 = HET COST ⑥ = ERRATIC MANEUVER WARP COST

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

ROMULAN SPARROWHAWK-C SCOUT CRUISER

CREW UNITS

			*					
								10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES ☐☐☐☐☐☐☐☐☐☐ 10

TRANSPORTER BOMBS ☐☐☐☐ [D][D][D][D]

PROBES ☐☐☐☐[5]

SHIP DATA TABLE

TYPE	=	SPC
POINT VALUE	=	130/114
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	15/4
REFERENCE	=	R4.16
PLUS REFIT	=	+10

BPV INCLUDES CLOAK

TYPE I OFFENSIVE PHASER TABLE

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

HIT & RUN CLOAK ☐

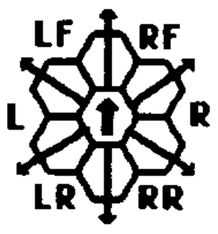
TURN MODE	SPEED
B 1	2-5
2	6-10
3	11-15
HET ☐ 4	16-21
5	22-28
BD ☐☐ 6	29+

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

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



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

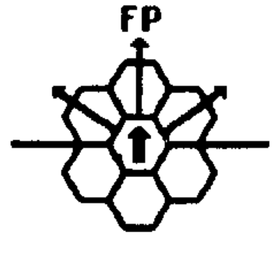
PSEUDO-PLASMA TORPEDOES

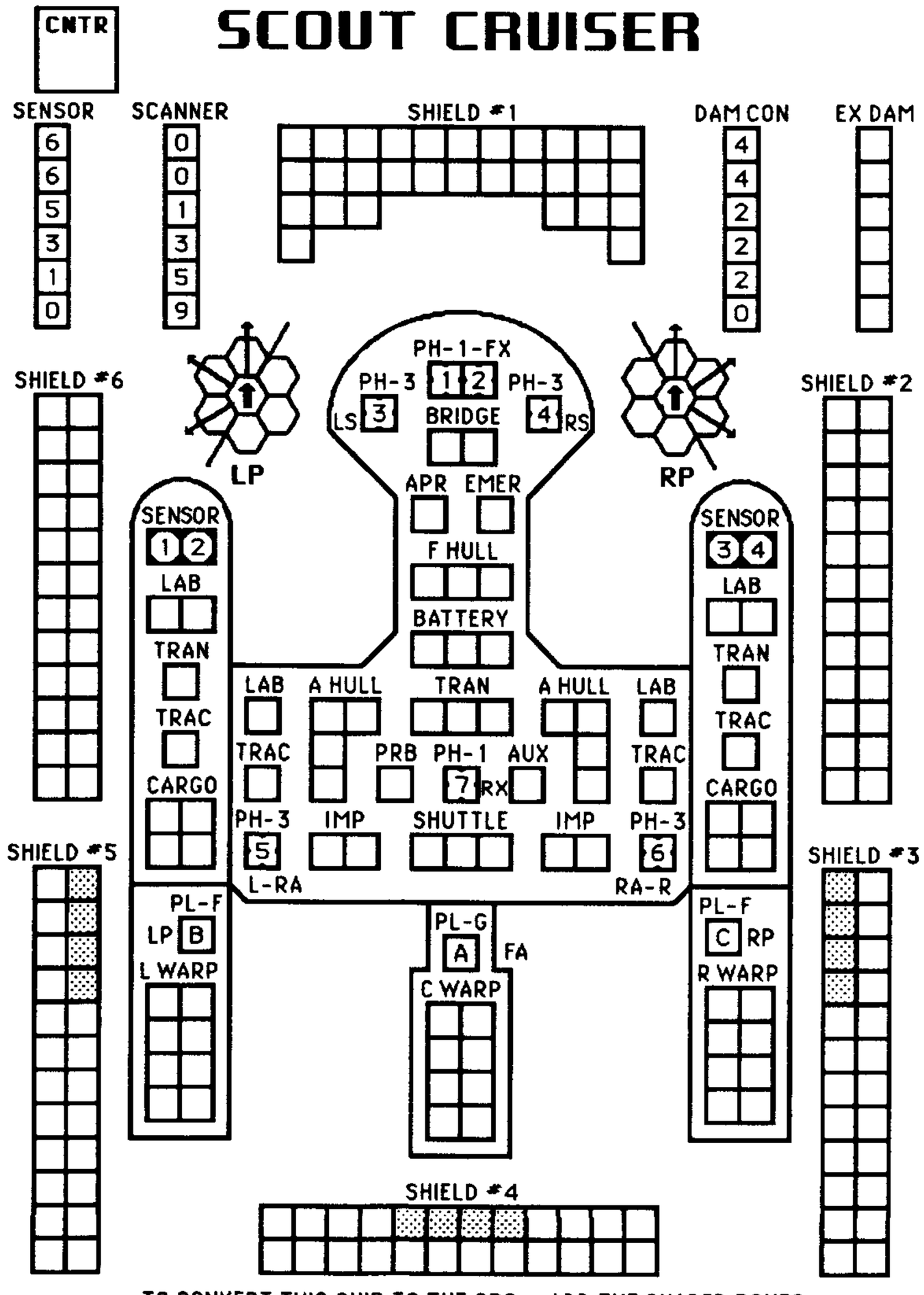
[A] G S [B] F [C] F

SPECIAL SENSORS ARE DESTROYED ON "PHASER HITS."

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1		



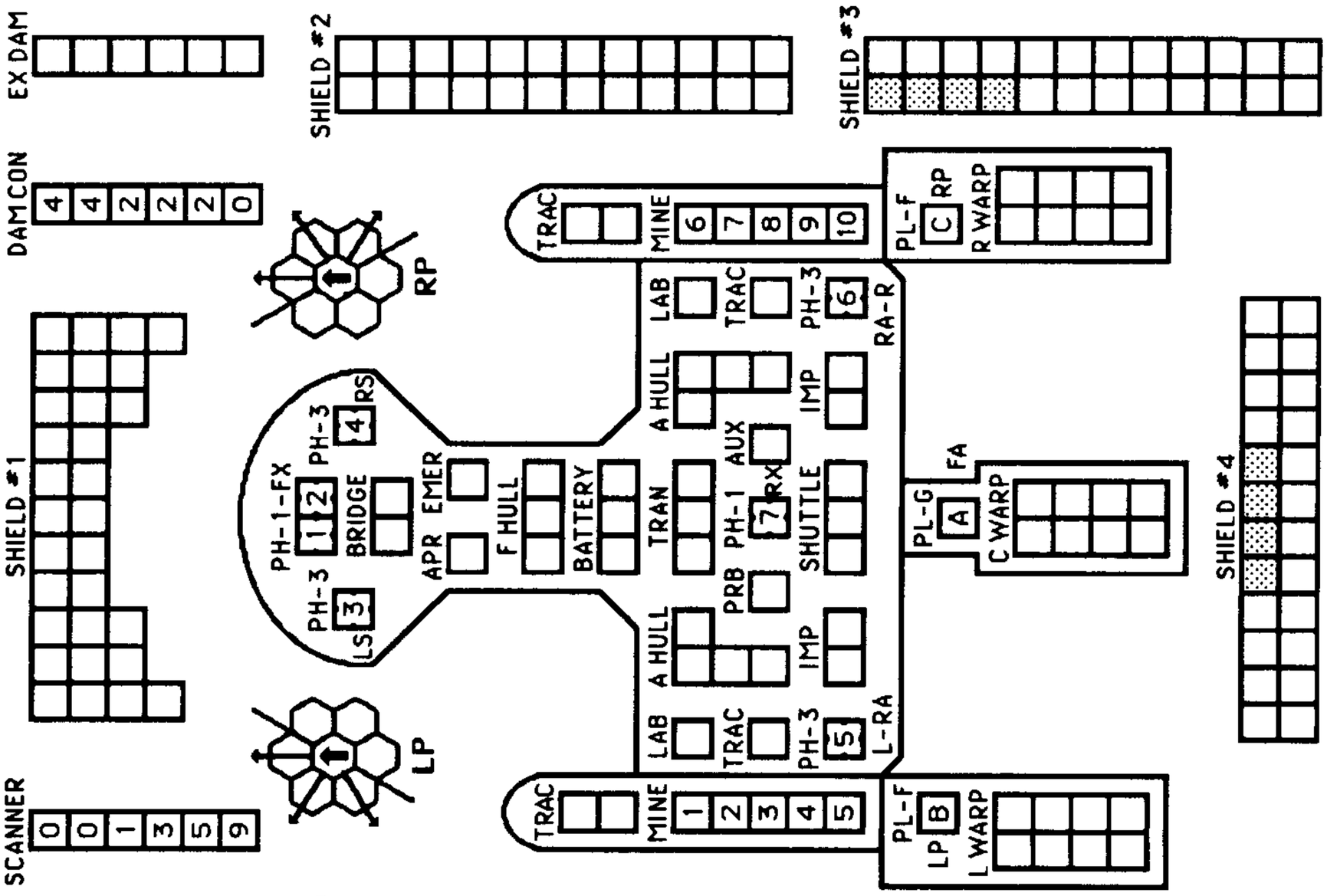


TO CONVERT THIS SHIP TO THE SPC+, ADD THE SHADED BOXES AND CHANGE THE PLASMA-G TORPEDO TO PLASMA-S (FP)

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	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

ROMULAN SPARROWHAWK-D MINESWEEPER



TO CONVERT THIS SHIP TO THE SPD+, ADD THE SHADED BOXES AND CHANGE THE TYPE-S (FP).

WARP COST

SPEED	26	27	28	29	30
	18	18	19	20	20
	17⅓	18	18⅔	19⅓	20

SPEED	17	18	19	20	21	22	23	24	25
	12	12	13	14	14	15	16	16	17
	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔

⑥ = ERRATIC MANEUVER COST

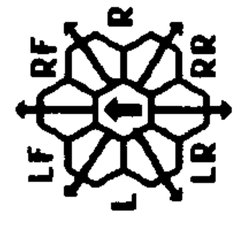
SHIP DATA TABLE

TYPE	=	SPD
POINT VALUE	=	110
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	15/4
REFERENCE	=	R4.17
PLUS REFIT	=	+10
BPV INCLUDES CLOAK		

TURN MODE	SPEED
B	2-5
1	6-10
2	11-15
3	16-21
HET ☐ 4	22-28
BD ☐ 5	29+
☐ 6	

HIT & RUN
CLOAK ☐

RACKS ARE SHOWN FOR LARGE MINES; FOR SMALL MINES WRITE AN "S" ON EACH SIDE OF THE DIVIDING BAR.



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



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		MSS
		MSS

TRANSPORTER BOMBS ☐☐☐ D D D D

CREW UNITS

10	20	30
*		

BOARDING PARTIES 6

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	4	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

MINE RACKS

1	I	I	I	I	I	I	I	I	I
2	I	I	I	I	I	I	I	I	I
3	I	I	I	I	I	I	I	I	I
4	I	I	I	I	I	I	I	I	I
5	I	I	I	I	I	I	I	I	I
6	I	I	I	I	I	I	I	I	I
7	I	I	I	I	I	I	I	I	I
8	I	I	I	I	I	I	I	I	I
9	I	I	I	I	I	I	I	I	I
10	I	I	I	I	I	I	I	I	I

MINE RACKS ARE DESTROYED ON "CARGO," "SHUTTLE," OR "EXCESS DAMAGE" HITS.

PSEUDO-PLASMA TORPEDOES

G A S B F C F

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
BOLT	1-4	1-3		1-2					1		

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

SPEED	1	2	3	4	5	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	3	4	4	4	5	6	6	7	8	8	9	10	11	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

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

ROMULAN SPARROWHAWK-F MAULER CRUISER

CREW UNITS

			*						10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES: [ ][ ][ ][ ][ ][6]

TRANSPORTER BOMBS: [ ][ ][ ][ ] [D][D][D][D]

PROBES: [ ][ ][ ][ ][5]

PSEUDO-PLASMA TORPEDO: [A] G S

SHIP DATA TABLE

TYPE	=	SPF
POINT VALUE	=	120
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	15/4
REFERENCE	=	R4.19
PLUS REFIT	=	+10

BPV INCLUDES CLOAK

TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE SPEED

B: 1 = 2-5; 2 = 6-10; 3 = 11-15; 4 = 16-21; 5 = 22-28; 6 = 29+

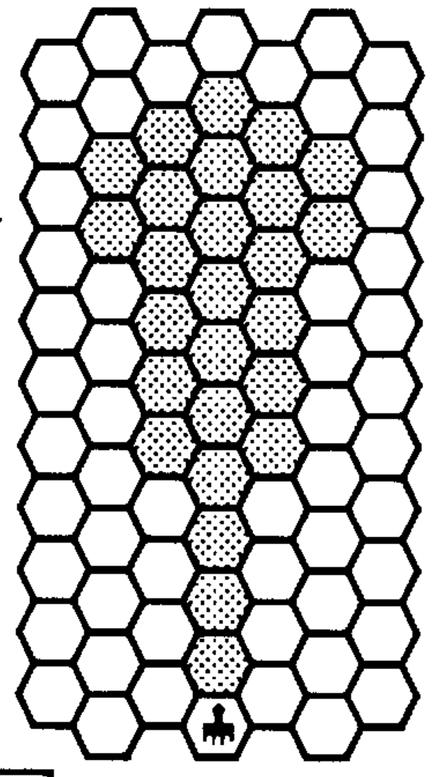
HET

BD

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

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

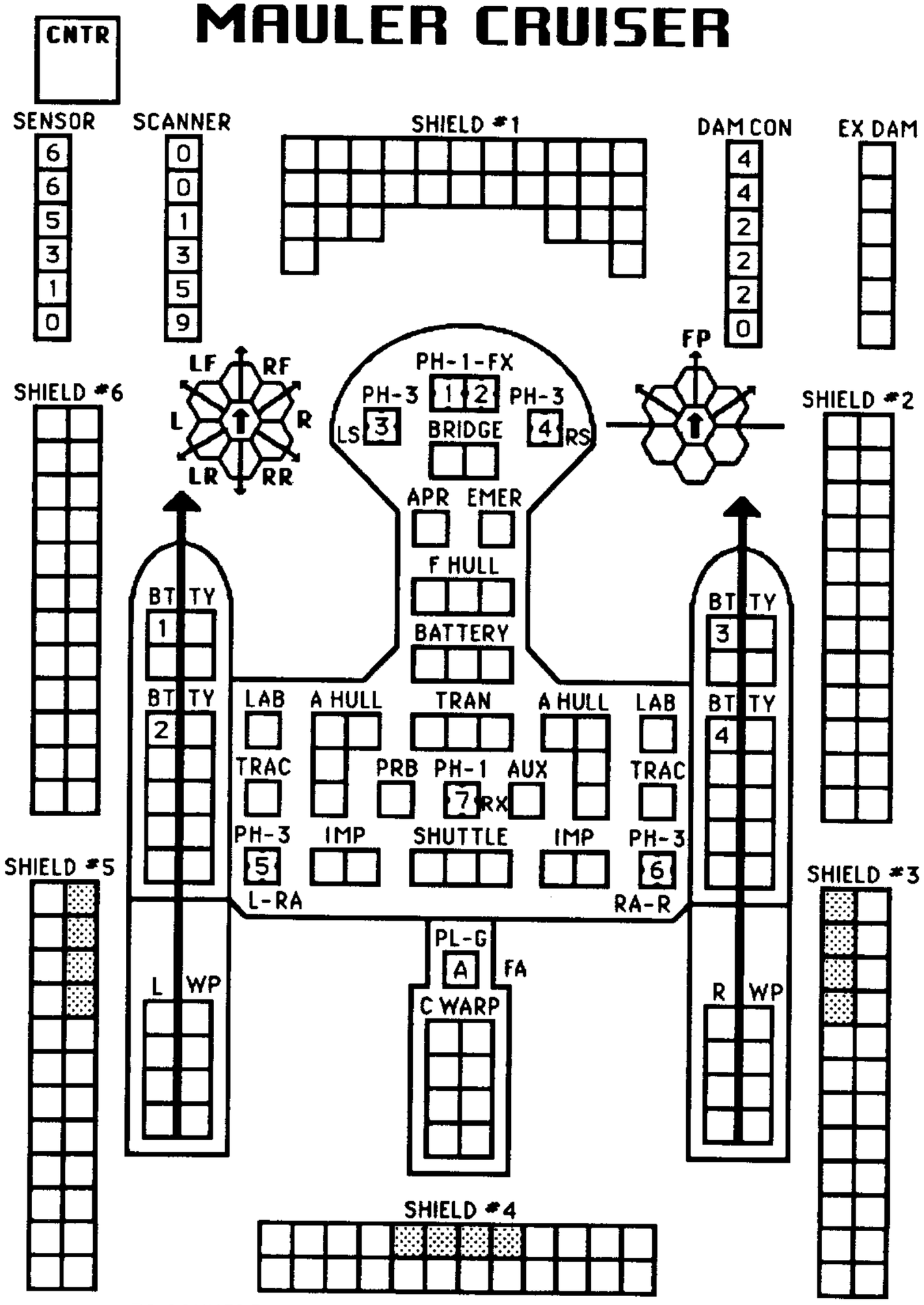
RANGE	DAMAGE SCORED
0-1	Double the energy discharged
2-5	Equal to energy discharged
6-10	One-half of energy discharged

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1		

HIT & RUN CLOAK [ ]



TO CONVERT THIS SHIP TO THE SPF+, ADD THE SHADED BOXES AND CHANGE THE PLASMA-G TORPEDO TO PLASMA-S (FP).

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	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

ROMULAN SKYHAWK-A DESTROYER

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	SKA
POINT VALUE	=	102
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
CLOAK COST	=	6/2
REFERENCE	=	R4.21

BPV INCLUDES CLOAK

TYPE I OFFENSIVE PHASER TABLE

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

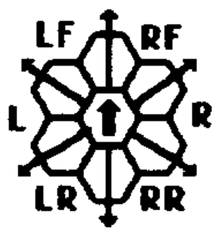
TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

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

PSEUDO-PLASMA TORPEDOES

[A] F [B] F

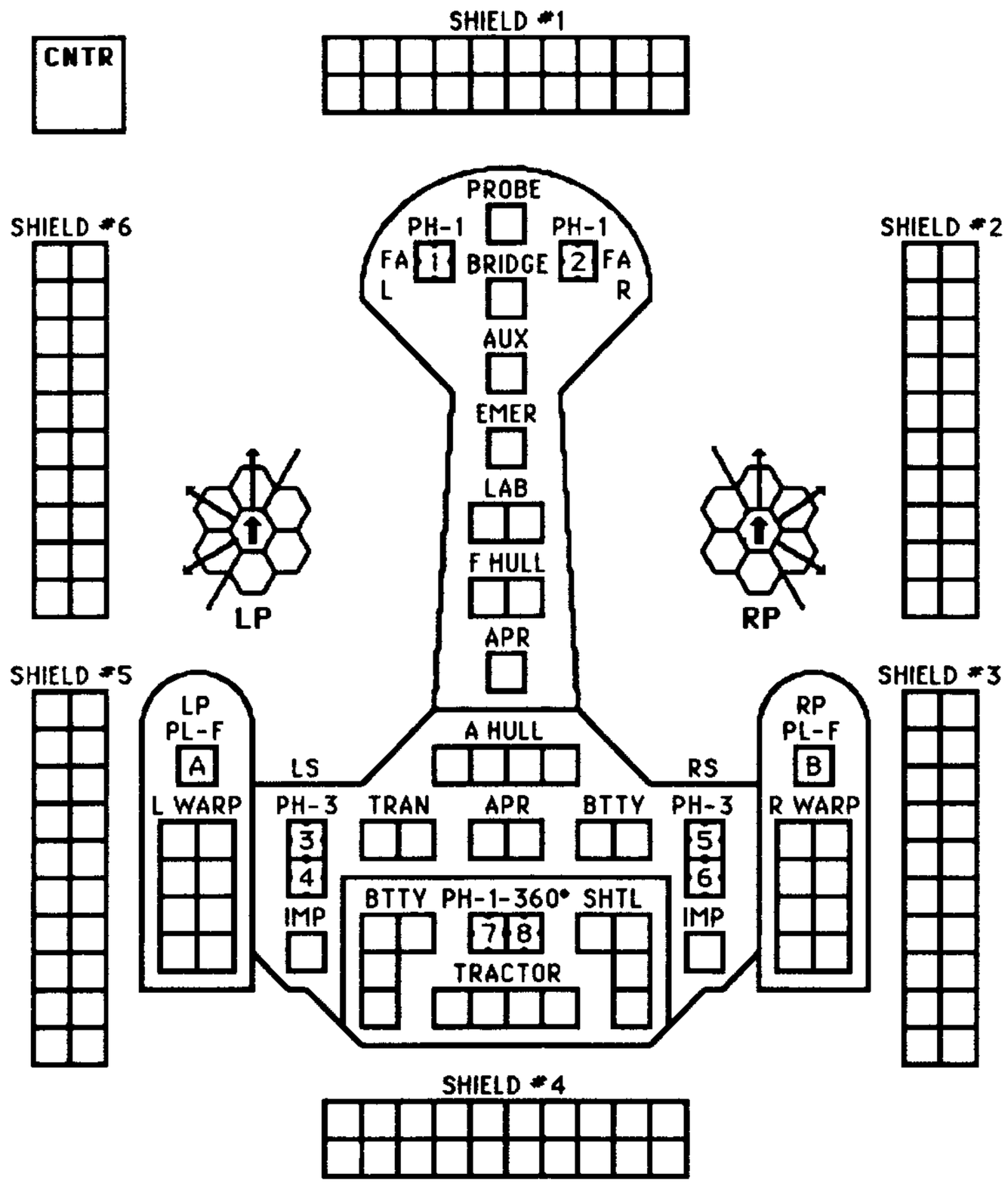


FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

PLASMA TORPEDO WARHEAD TABLE

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

HIT & RUN CLOAK



SENSOR				
6	5	3	1	0

SCANNER				
0	1	3	5	9

DAM CON			
2	2	2	0

EX DAM			

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

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

ROMULAN SKYHAWK-D MINESWEEPER

CREW UNITS

			*					10
								20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		MSS
		MSS

BOARDING PARTIES

					6

TRANSPORTER BOMBS

		D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	SKD
POINT VALUE	=	95
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
CLOAK COST	=	6/2
REFERENCE	=	R4.24

BPV INCLUDES CLOAK

TYPE I OFFENSIVE PHASER TABLE

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

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

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
6	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.

HIT & RUN CLOAK ☐

PLASMA TORPEDO WARHEAD TABLE

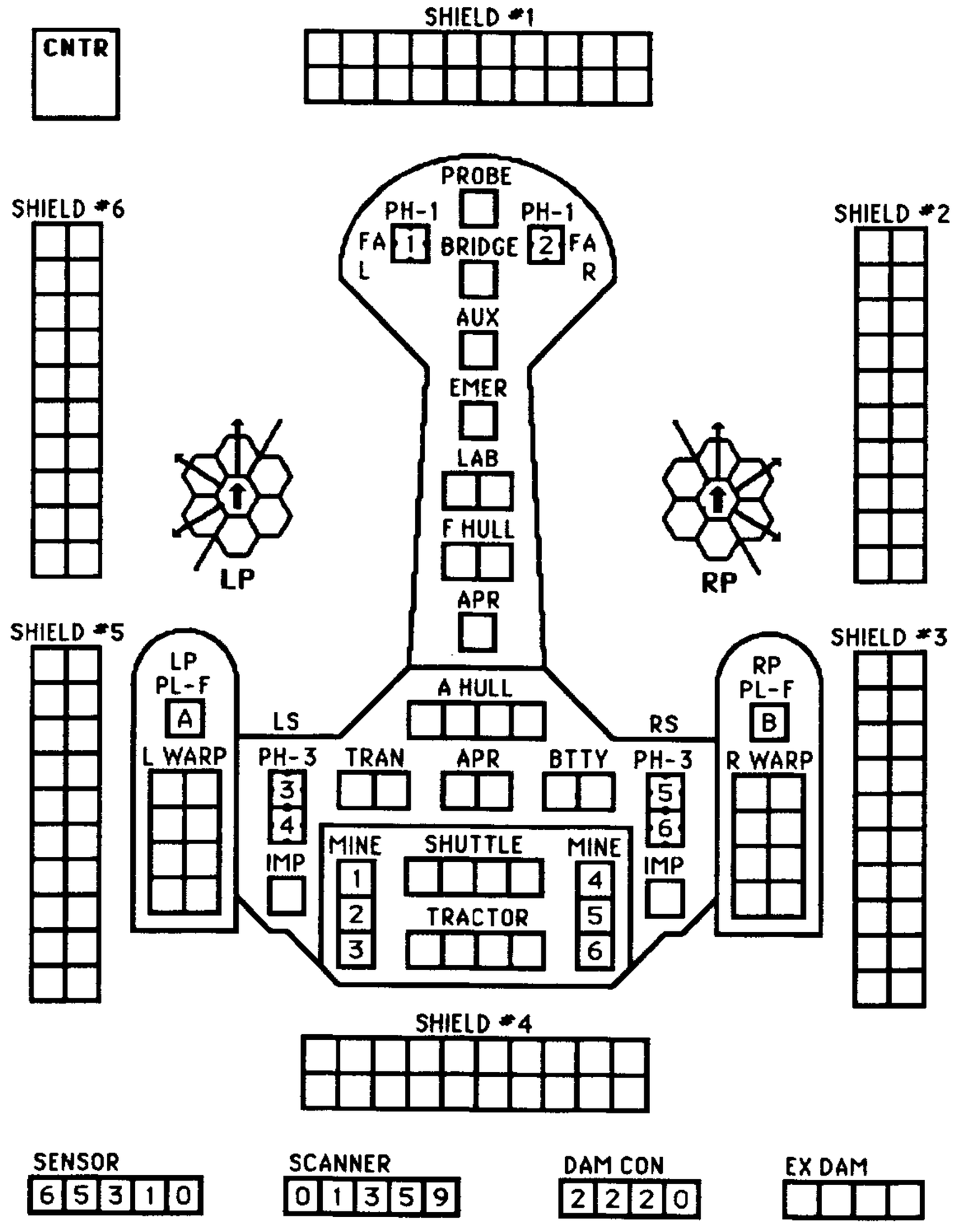
RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
BOLT	1-4	1-3	1-2		

PSEUDO-PLASMA TORPEDOES

[A] F [B] F

LF RF L R LR RR

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



SENSOR	SCANNER	DAM CON	EX DAM
6 5 3 1 0	0 1 3 5 9	2 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

ROMULAN SKYHAWK-F SCOUT

CREW UNITS: * 10 20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES: 8

TRANSPORTER BOMBS: D D

PROBES: 5

SHIP DATA TABLE

TYPE	=	SKF
POINT VALUE	=	110/90
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
CLOAK COST	=	6/2
REFERENCE	=	R4.26

BPV INCLUDES CLOAK

TYPE I OFFENSIVE PHASER TABLE

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

HIT & RUN CLOAK

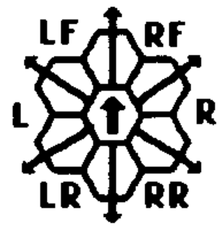
TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

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

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



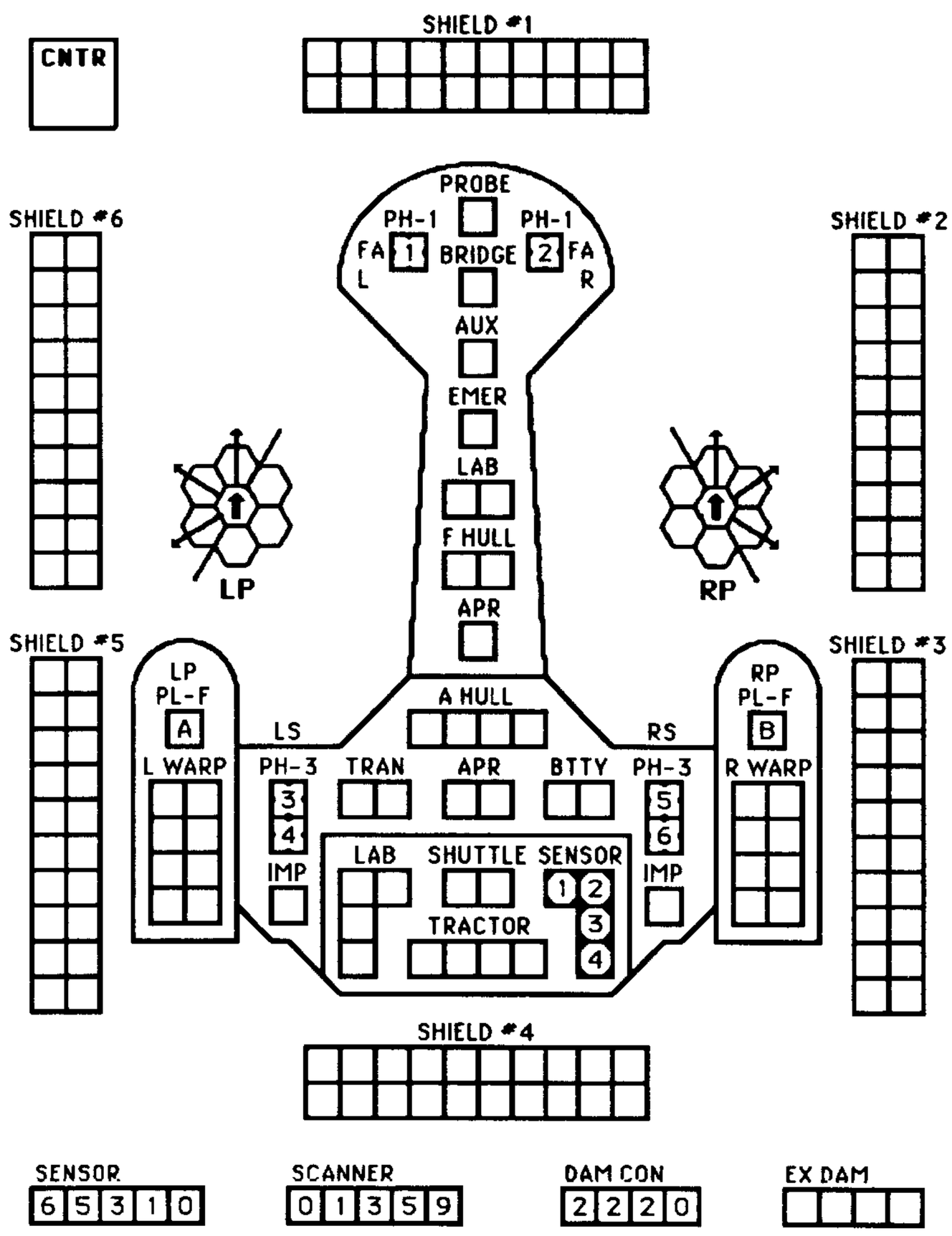
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

PLASMA TORPEDO WARHEAD TABLE

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

PSEUDO-PLASMA TORPEDOES: [A] F [B] F

SPECIAL SENSORS ARE DESTROYED ON "PHASER HITS."



SENSOR: 6 5 3 1 0
SCANNER: 0 1 3 5 9
DAM CON: 2 2 2 0
EX DAM

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

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

ROMULAN SKYHAWK-H CARGO TRANSPORT

CREW UNITS

			*					10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES

					6

TRANSPORTER BOMBS

		D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	SKH
POINT VALUE	=	93/85
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
CLOAK COST	=	6/2
REFERENCE	=	R4.28
CARGO PACK	=	+11

BPV INCLUDES CLOAK

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD TABLE

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

PSEUDO-PLASMA TORPEDOES

[A] F [B] F

HIT & RUN CLOAK

[ ]

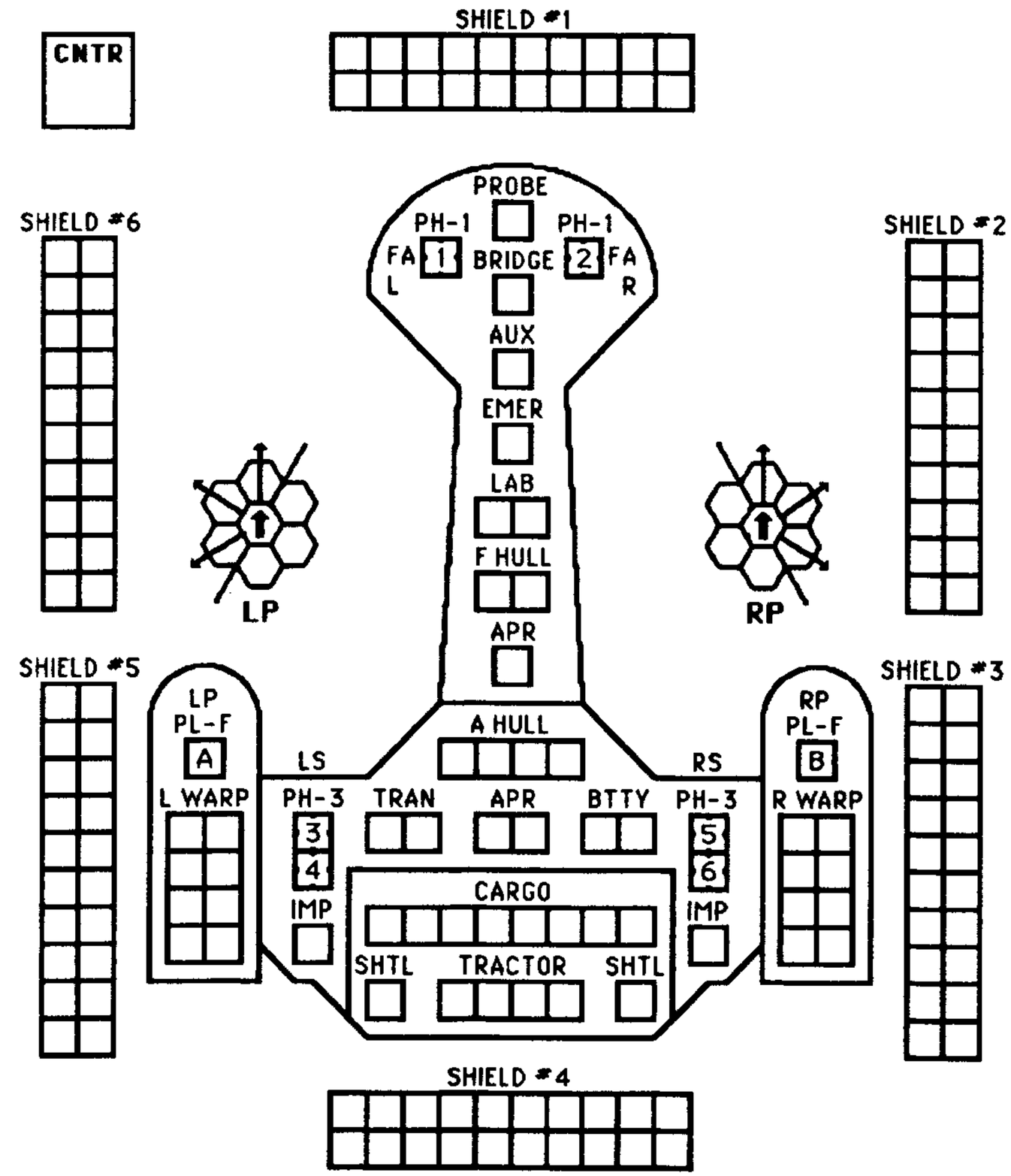
TURN MODE		SPEED
A	1	2-6
HET [ ]	2	7-12
	3	13-19
BD [ ][ ]	4	20-26
	5	27+

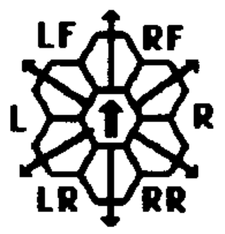
WITH PACK

TURN MODE		SPEED
B	1	2-5
	2	6-10
HET [ ]	3	11-15
	4	16-21
BD [ ][ ]	5	22-28
	6	29+

OPTIONAL CARGO PACK (R4.28A)

CARGO





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

SENSOR	SCANNER	DAM CON	EX DAM
6 5 3 1 0	0 1 3 5 9	2 2 2 0	[ ][ ][ ][ ]

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

WITH PACK

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

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

NO PACK

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

ROMULAN FREIGHT EAGLE

CREW UNITS

			*						10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES

	2

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

NSM

SHIP DATA TABLE

TYPE	=	FE
POINT VALUE	=	90/50
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	6/4
REFERENCE	=	R4.30

BPV INCLUDES CLOAK

CARGO PALLET = +10

TYPE I OFFENSIVE PHASER TABLE

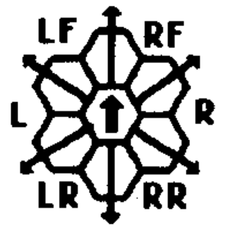
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

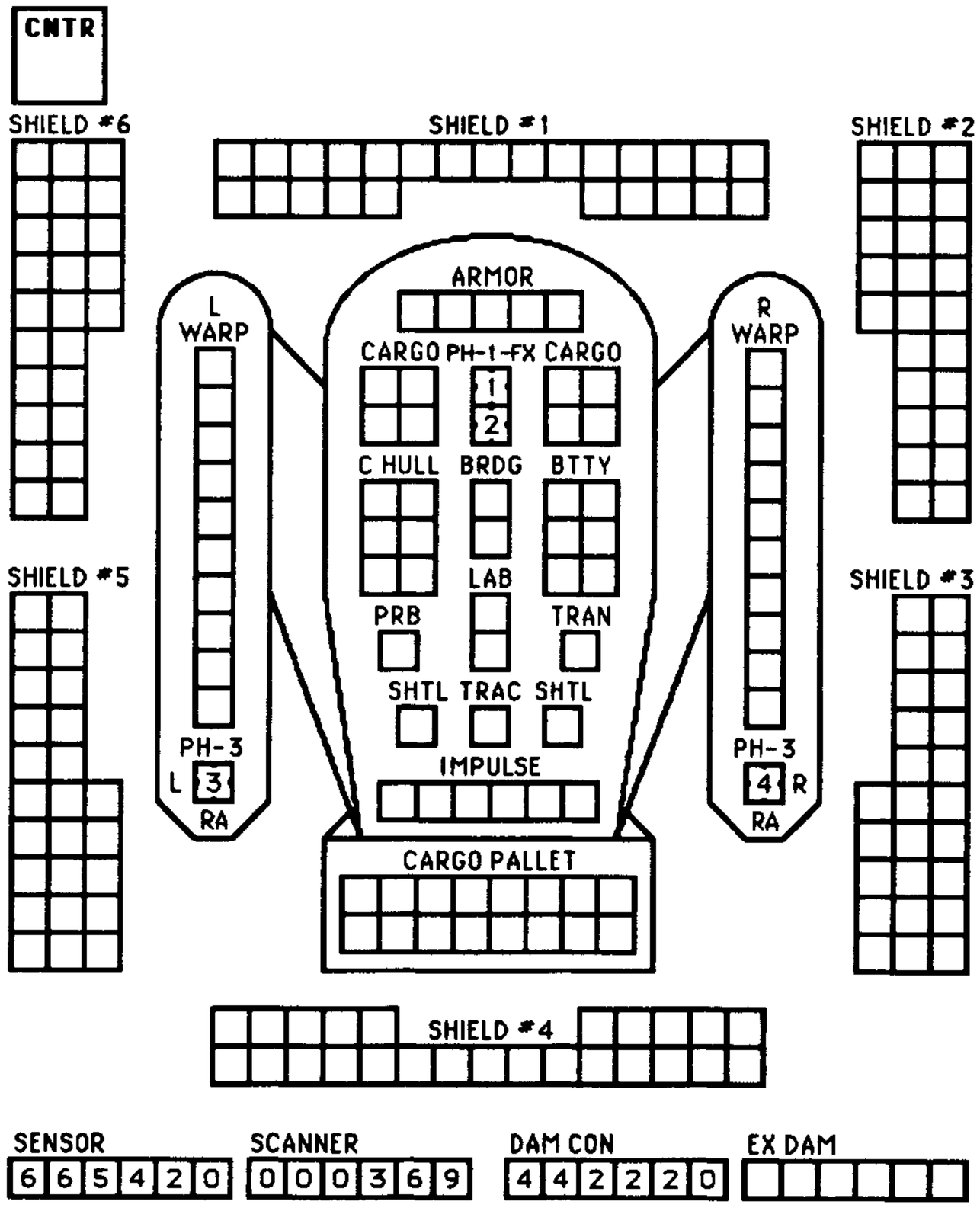
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

HIT & RUN CLOAK

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



RA = LR + RR
FX = L + LF + RF + R



SENSOR	SCANNER	DAM CON	EX DAM
6 6 5 4 2 0	0 0 0 3 6 9	4 4 2 2 2 0	

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

MOVEMENT COST = 1-1/3 WITH PALLET
HET COST = 6-2/3 WITH PALLET
EM COST = 8 WITH PALLET

THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433).

SEE (D4.12) FOR ARMOR RULES.

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

ROMULAN SPARROWHAWK-H PRIORITY TRANSPORT

CNTR

CREW UNITS

			*					10
								20
								30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES: 8

TRANSPORTER BOMBS: D D D D

PROBES: 5

SHIP DATA TABLE

TYPE	=	SPH
POINT VALUE	=	124/100
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	15/4
REFERENCE	=	R4.31
PLUS REFIT	=	+10

BPV INCLUDES CLOAK

TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE / SPEED

B: 1 = 2-5; 2 = 6-10; 3 = 11-15; 4 = 16-21; 5 = 22-28; 6 = 29+

HET

BD

TYPE III DEFENSE PHASER

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

FP

LF RF L R LR RR

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

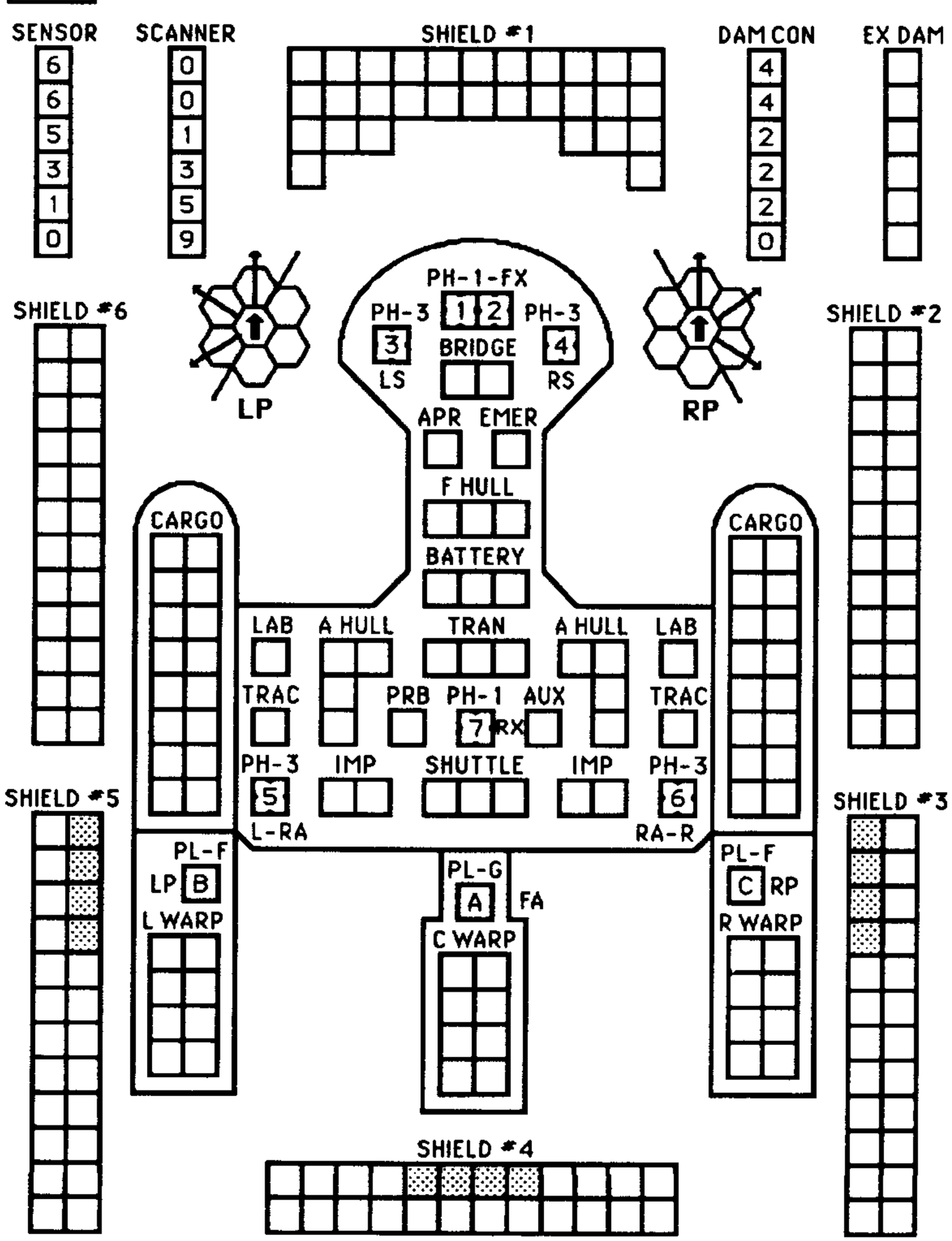
PSEUDO-PLASMA TORPEDOES

A (G S) B F C F

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1		

HIT & RUN CLOAK



TO CONVERT THIS SHIP TO THE SPH+, ADD THE SHADED BOXES AND CHANGE THE TYPE-G PLASMA TORPEDO TO TYPE-S (FP).

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	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

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

ROMULAN KRC COMMAND CRUISER

CREW UNITS

10 20 30 40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES 10

PLASMA-D RACKS

1
2

ONE RELOAD PRIOR TO Y175;
TWO RELOADS Y175 & AFTER.

PROBES 5

TRANSPORTER BOMBS D D D D

SHIP DATA TABLE

TYPE	=	KRC
POINT VALUE	=	171
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	20/4
REFERENCE	=	R4.32

ADD 2 REAR MECH TRACTORS +3

WITH S TORPS= +10

BPV INCLUDES CLOAK

TYPE I OFFENSIVE PHASER TABLE

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

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



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

PSEUDO-PLASMA TORPEDOES

A GS B GS C F D F

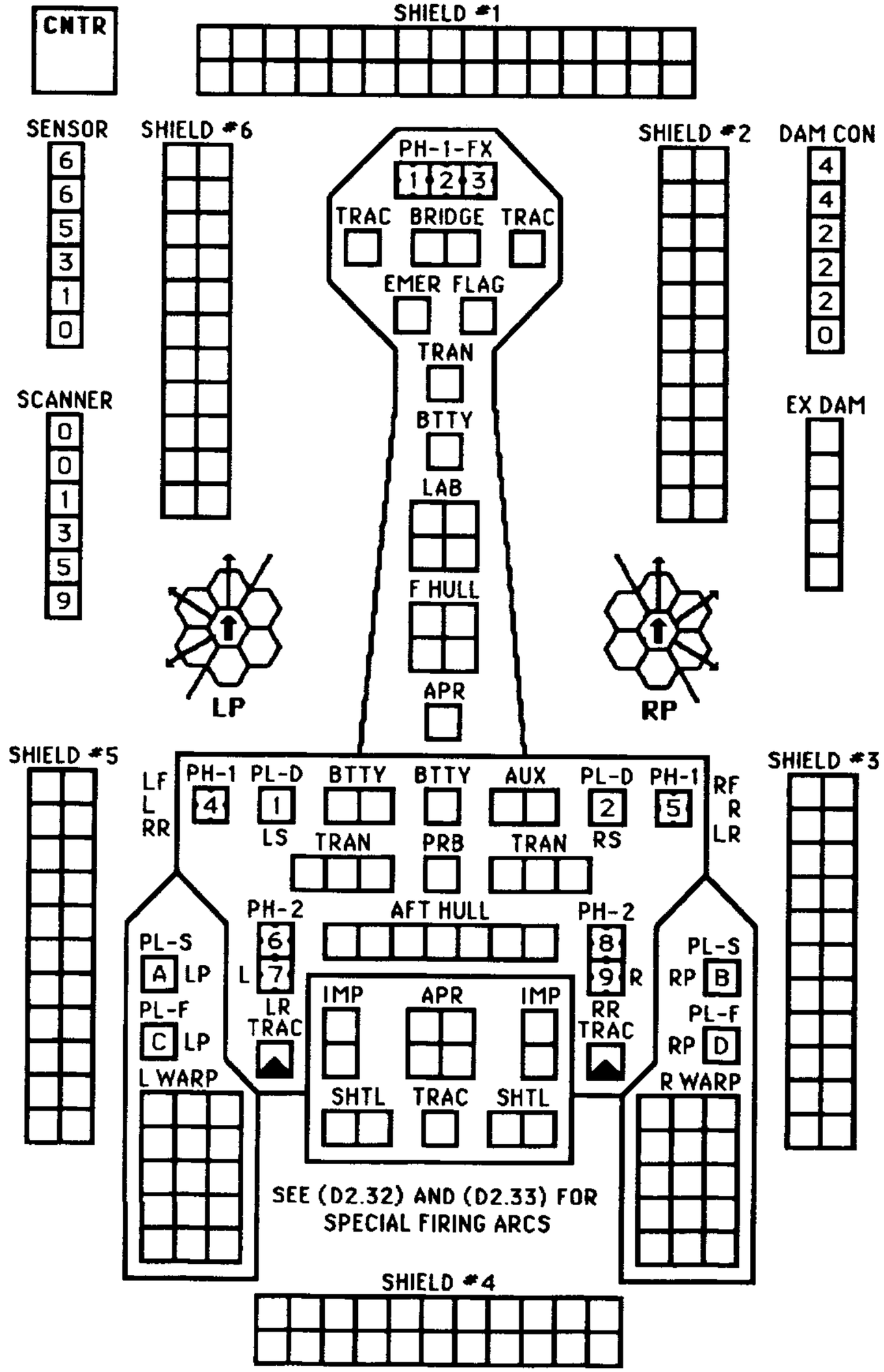
WITHOUT THE REFIT, THE PLASMA-S TORPEDOES ARE PLASMA-G.

DELETE THE TWO MECH TRACTORS PRIOR TO Y181.

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	RACKS ONLY		
BOLT	1-4	1-3	1-2						1		

HIT & RUN CLOAK ☐



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

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

ROMULAN KRT TUG

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

					6

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

PLASMA-D RACKS

1					

ONE RELOAD PRIOR TO Y175;
TWO RELOADS Y175 & AFTER.

SHIP DATA TABLE

TYPE	=	KRT
POINT VALUE	=	140/128
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	20/4
REFERENCE	=	R4.33

BPV INCLUDES CLOAK

CARGO POD = +14/10 EACH

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

0 OR 1 POD

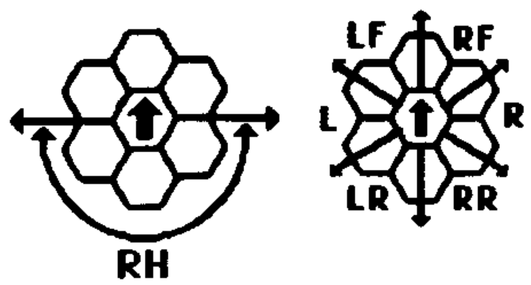
TURN MODE	SPEED
D 1	2-4
2	5-8
3	9-12
HET 4	13-17
5	18-24
BD 6	25+

2 PODS

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

TYPE III DEFENSE PHASER

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



RA = LR + RR
FX = L + LF + RF + R

PLASMA TORPEDO WARHEAD TABLE

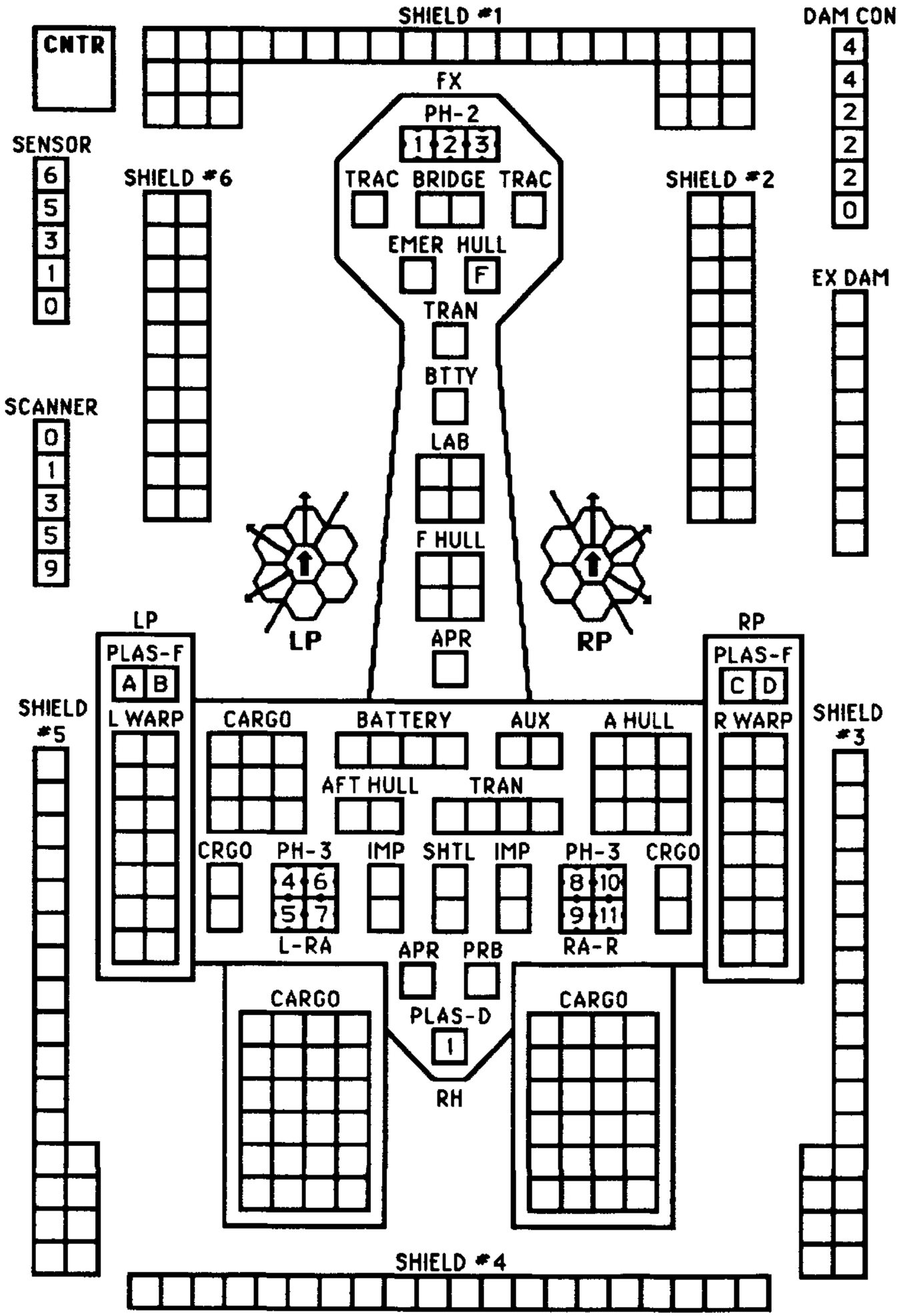
RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		

THE FORWARD PHASERS MAY FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP IF NO PODS ARE PRESENT ON THE TUG (D2.33).

HIT & RUN CLOAK ☐

PSEUDO-PLASMA TORPEDOES

A F ☐ B F ☐ C F ☐ D F ☐



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

ROMULAN K7R BATTLECRUISER

CREW UNITS

			*						10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	K7R
POINT VALUE	=	150
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	20/4
REFERENCE	=	R4.35
B REFIT	=	+16

BPV INCLUDES CLOAK

TYPE I OFFENSIVE PHASER TABLE

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

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

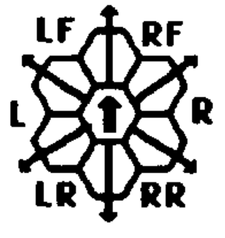
TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDOES

[A] G S [B] G S [C] F [D] F

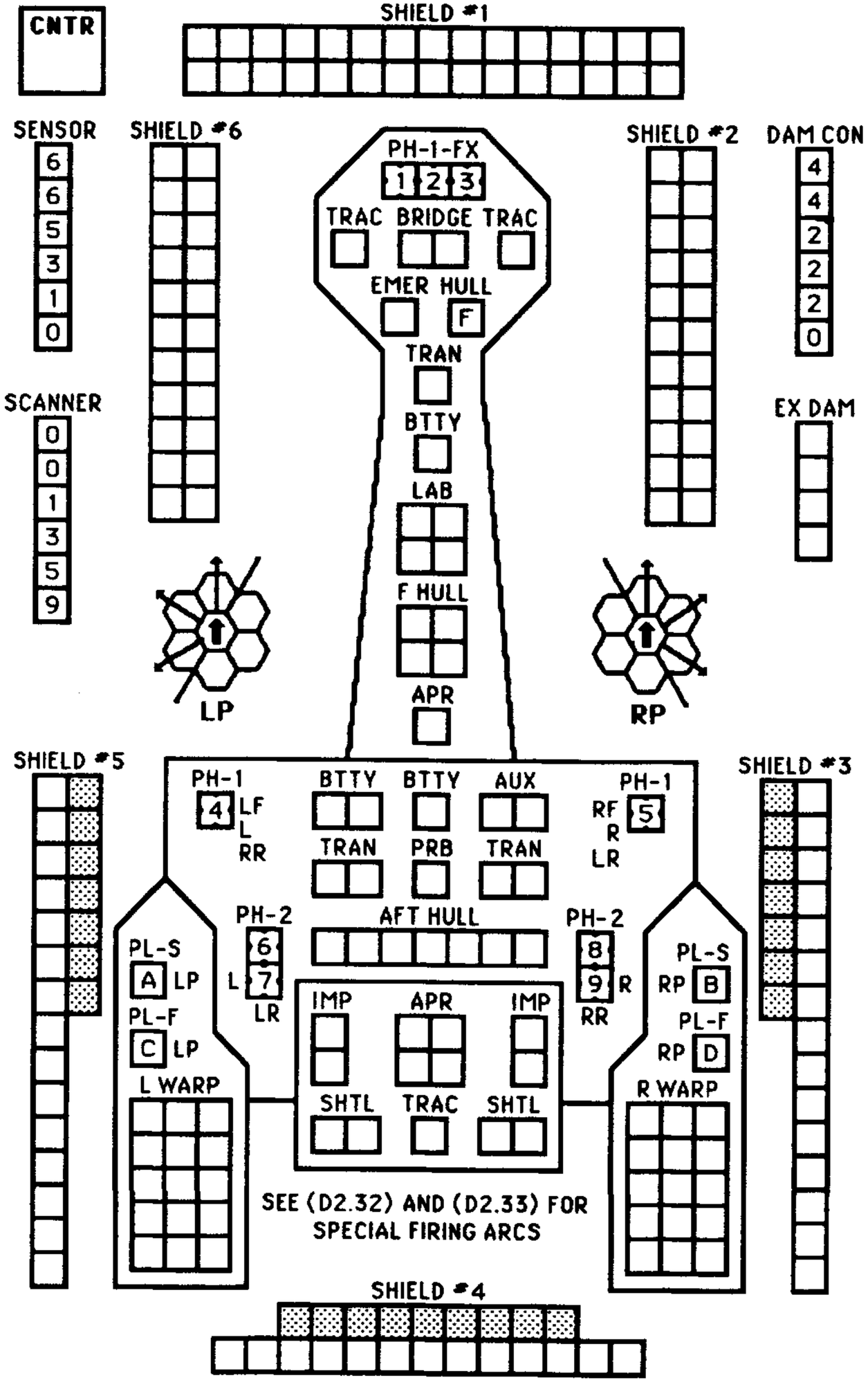
FX = L + LF + RF + R



PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1		

HIT & RUN CLOAK [ ]



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

▒ SHADED BOXES ARE THE B-REFIT.

WITHOUT THE B-REFIT, PLAS-S ARE PLAS-G-FA.

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

ROMULAN KRM MAULER CRUISER

CREW UNITS

			*						10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

				D	D	D	D

BOARDING PARTIES

					6

PROBES

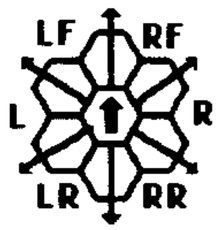
				5

SHIP DATA TABLE

TYPE	= KRM
POINT VALUE	= 142
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 20/4
REFERENCE	= R4.36
B REFIT	= +4
BPV INCLUDES CLOAK	

TYPE I OFFENSIVE PHASER TABLE

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



TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

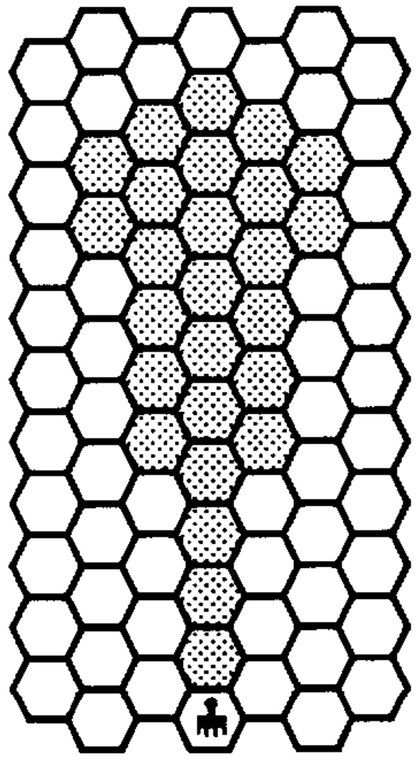
FX = L + LF + RF + R

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

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



MAULER RANGE ADJUSTMENT CHART

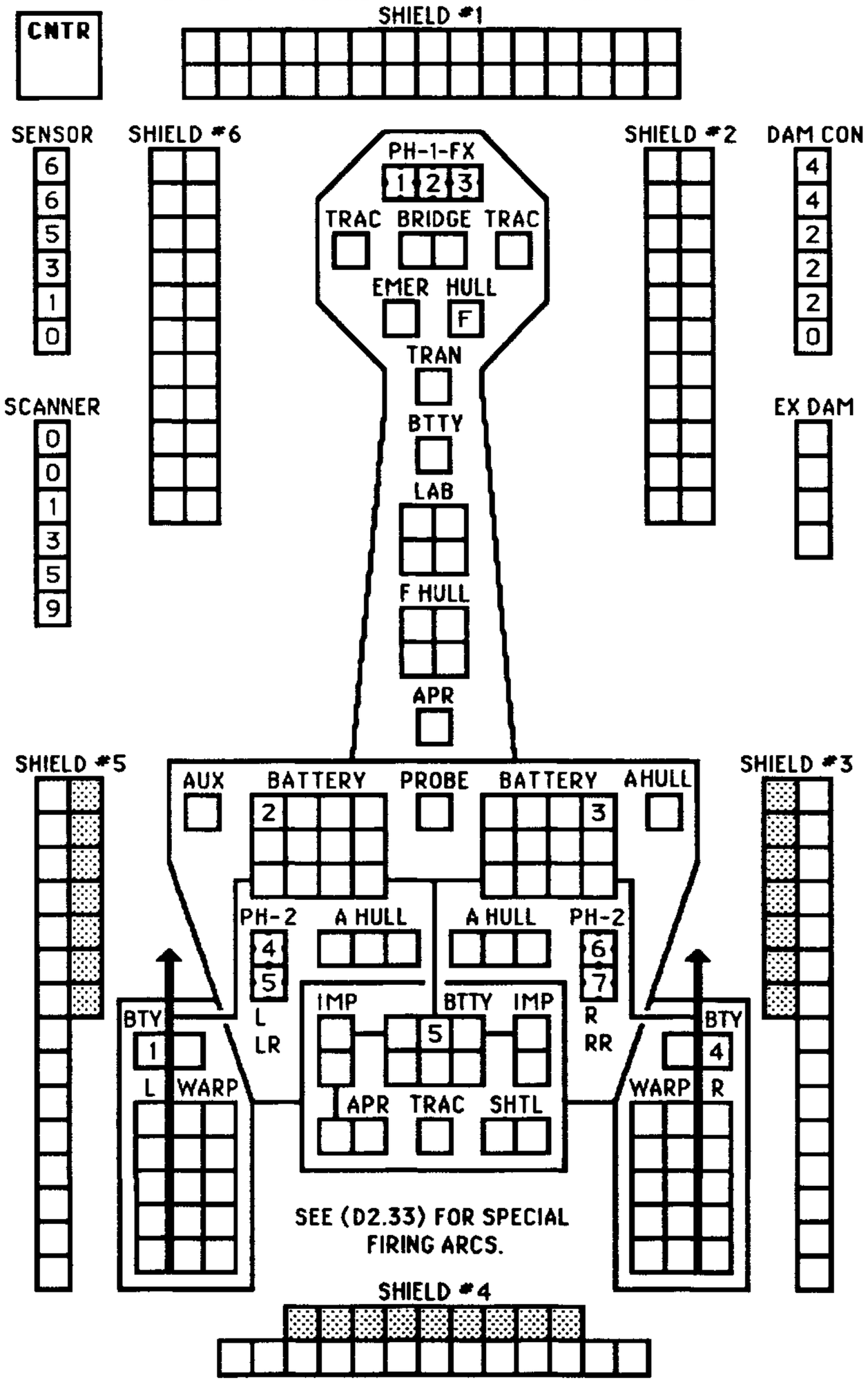
RANGE	DAMAGE SCORED
0-1	Double the energy discharged
2-5	Equal to energy discharged
6-10	One-half of energy discharged

HIT & RUN CLOAK ☐

ANY POWER SYSTEM CONNECTED TO THE MAULER CAN BE DESTROYED ON "ANY WEAPON" HITS.
SEE (D23.0) FOR SHOCK DAMAGE.
SEE (E8.27) FOR ALTERNATIVE FIRING ARCS.

▒ SHADED BOXES ARE THE B-REFIT.

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



Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

ROMULAN KILLERHAWK SUPER-HEAVY CRUISER

CNTR

CREW UNITS

			*					10
								20
								30
								40
								50

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

TRANSPORTER BOMBS

[ ][ ][ ][ ] [D][D][D][D]

BOARDING PARTIES

									10
									20

PROBES

[ ][ ][ ][ ][5]

SHIP DATA TABLE

TYPE	=	KH-K
POINT VALUE	=	224
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	24/4
REFERENCE	=	R4.37

BPV INCLUDES CLOAK

TYPE I OFFENSIVE PHASER TABLE

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

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

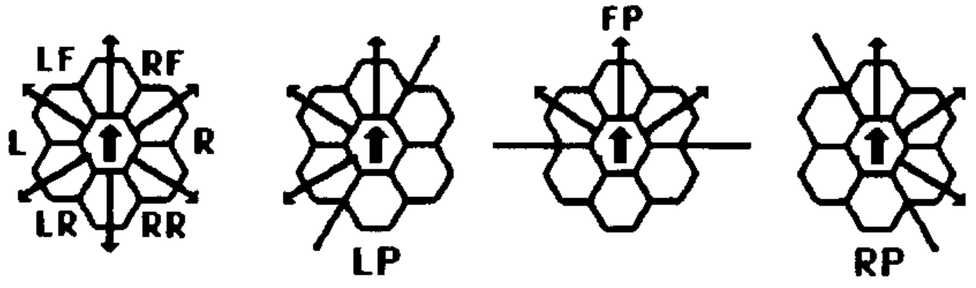
HIT & RUN CLOAK [ ]

SEE (D23.0) FOR SHOCK DAMAGE.

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

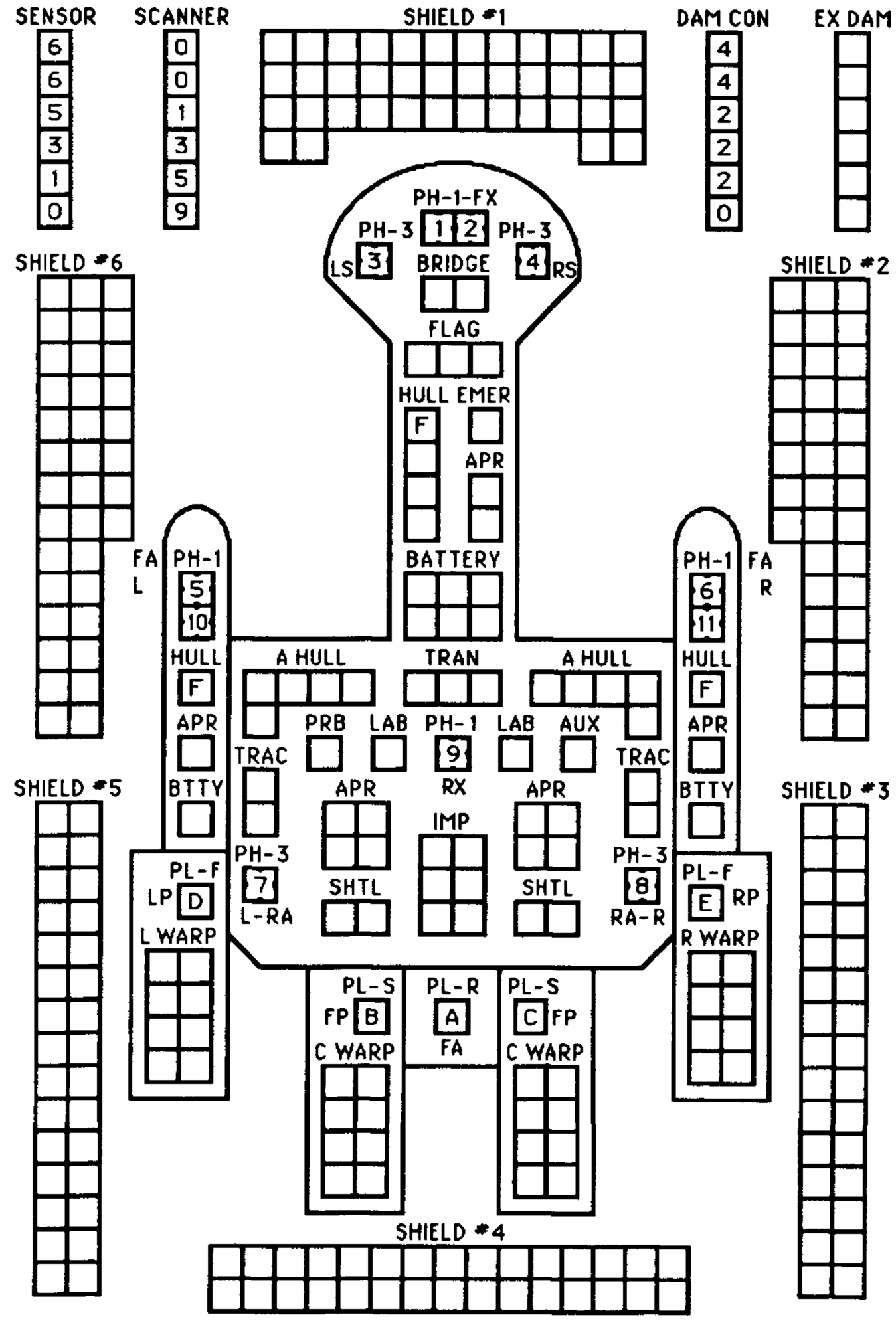
PSEUDO-PLASMA TORPEDOES

[A] R [B] S [C] S [D] F [E] F



PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					



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

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

ROMULAN FIREHAWK-A HEAVY CRUISER

CREW UNITS

			*					10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	FH-A
POINT VALUE	=	174
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	18/4
REFERENCE	=	R4.38

BPV INCLUDES CLOAK

TYPE I OFFENSIVE PHASER TABLE

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

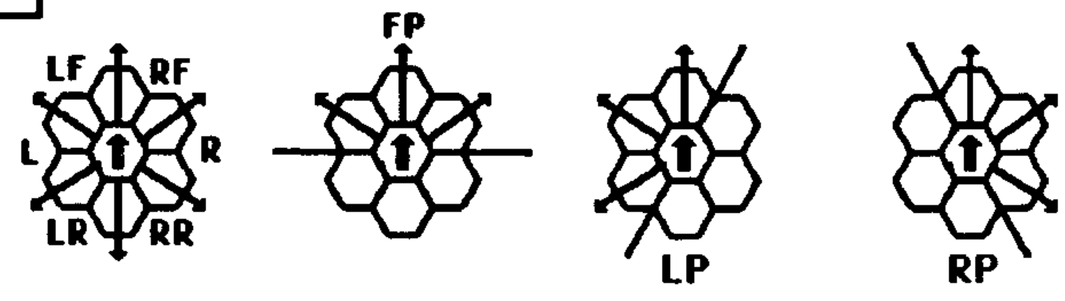
TYPE III DEFENSE PHASER

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

HIT & RUN CLOAK ☐

PSEUDO-PLASMA TORPEDOES

[A] S [B] S [C] F [D] F

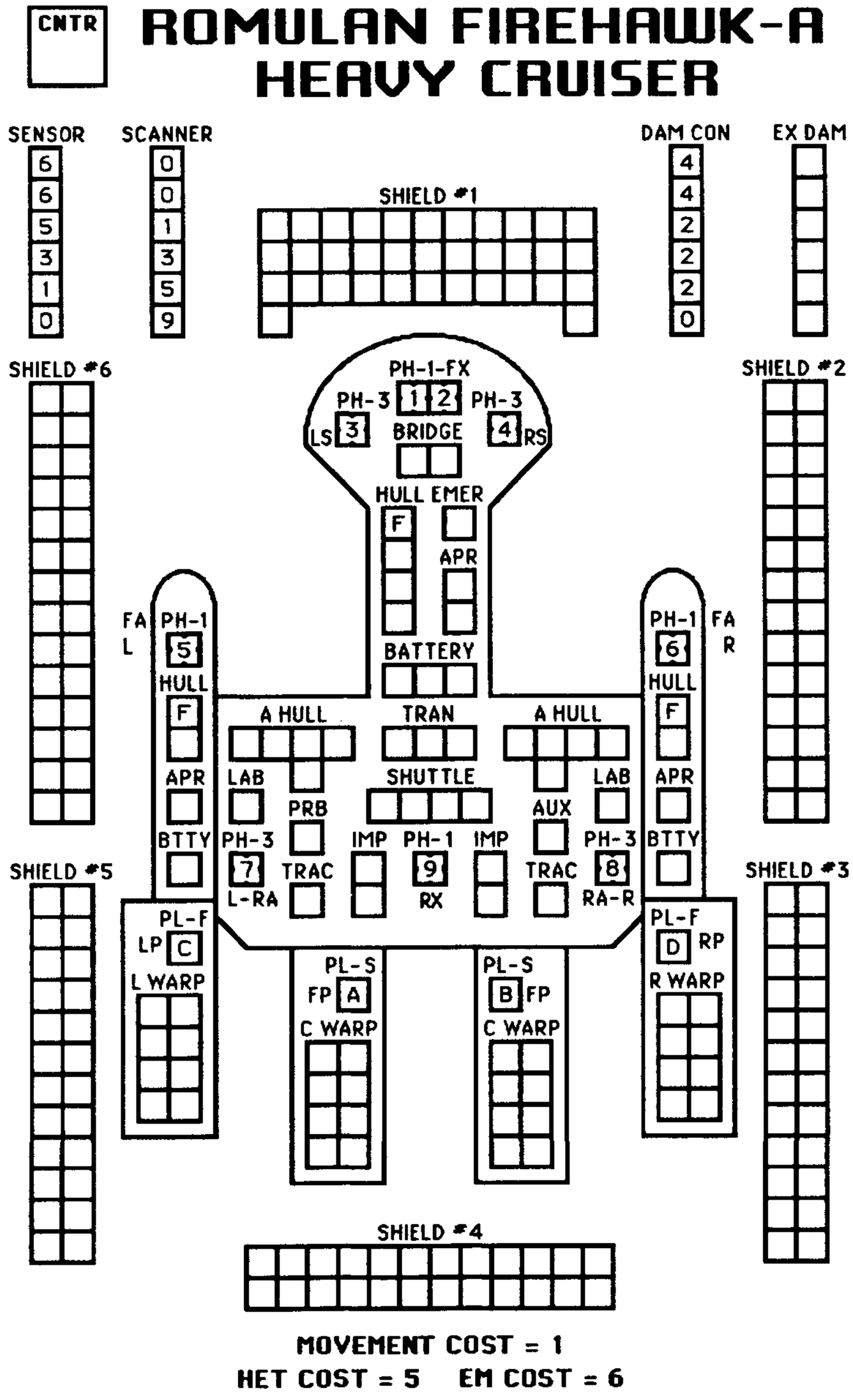


TURN MODE	SPEED
C 1	2-4
2	5-9
3	10-14
HET ☐ 4	15-20
BD ☐☐ 5	21-27
6	28+

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1		



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

ROMULAN FIREHAWK-K HEAVY CRUISER

CREW UNITS

			*						10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	FH-K
POINT VALUE	=	179
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	18/4
REFERENCE	=	R4.38

BPV INCLUDES CLOAK

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

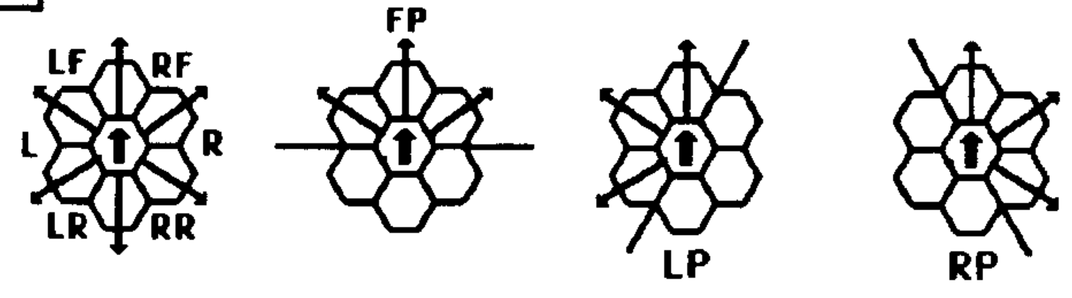
HIT & RUN CLOAK ☐

PSEUDO-PLASMA TORPEDOES

[A] S [B] S [C] F [D] F

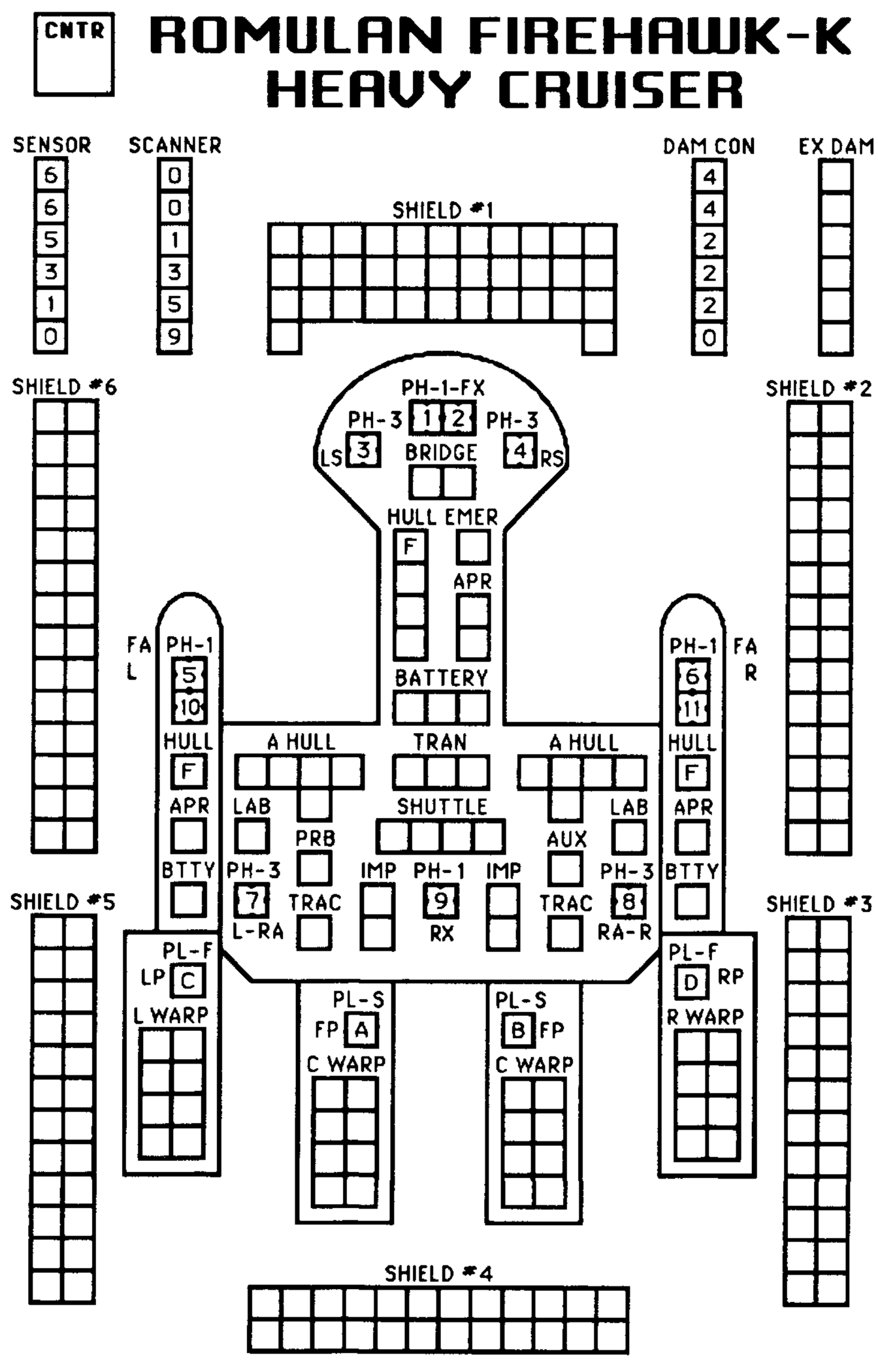
TURN MODE	SPEED
C 1	2-4
2	5-9
HET 3	10-14
4	15-20
BD 5	21-27
6	28+

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



PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1		



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

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

ROMULAN KING EAGLE COMMAND CRUISER

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

TYPE	=	KE
POINT VALUE	=	140
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	15/4
REFERENCE	=	R4.39

BPV INCLUDES CLOAK

BOARDING PARTIES: [ ][ ][ ][ ][ ][ ][ ][8]

TRANSPORTER BOMBS: [ ][ ][ ][ ] [D][D][D][D]

PROBES: [ ][ ][ ][ ][5]

NSM: [ ]

TYPE I OFFENSIVE PHASER TABLE

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

HIT & RUN CLOAK [ ]

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

TYPE III DEFENSE PHASER

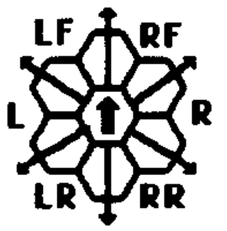
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PSEUDO-PLASMA TORPEDOES

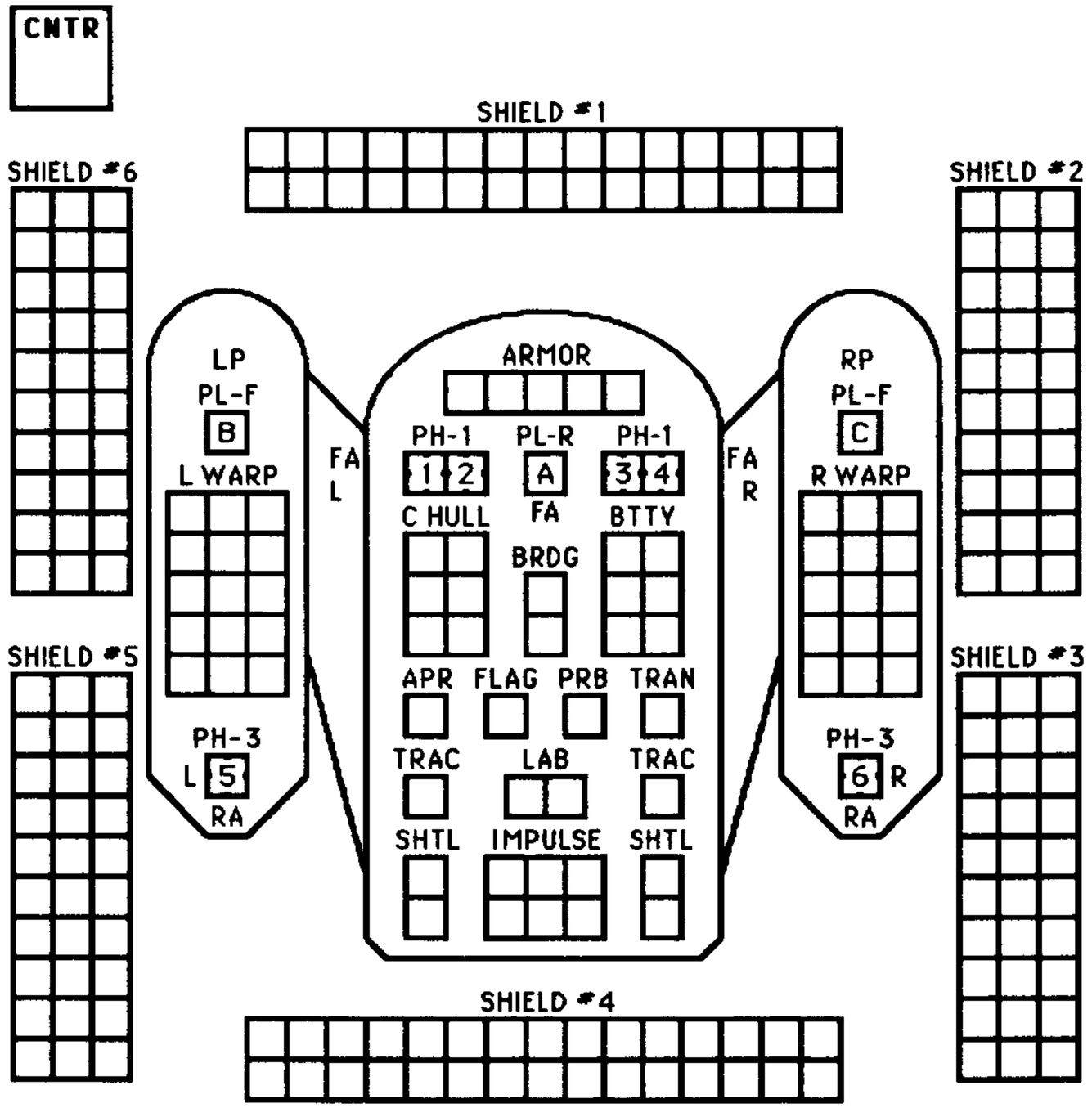
[A] R [B] F [C] F

THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433).

SEE (D4.12) FOR ARMOR RULES.



FA = LF + RF
RA = LR + RR



PLASMA TORPEDO WARHEAD STRENGTH TABLE

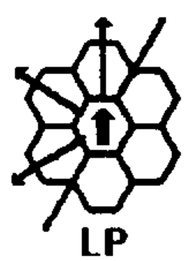
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

SENSOR [6][6][5][4][2][0]

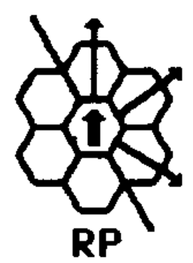
SCANNER [0][0][0][3][6][9]

DAMAGE CONTROL [4][4][2][2][2][0]

EXCESS DAMAGE [ ][ ][ ][ ][ ][ ]

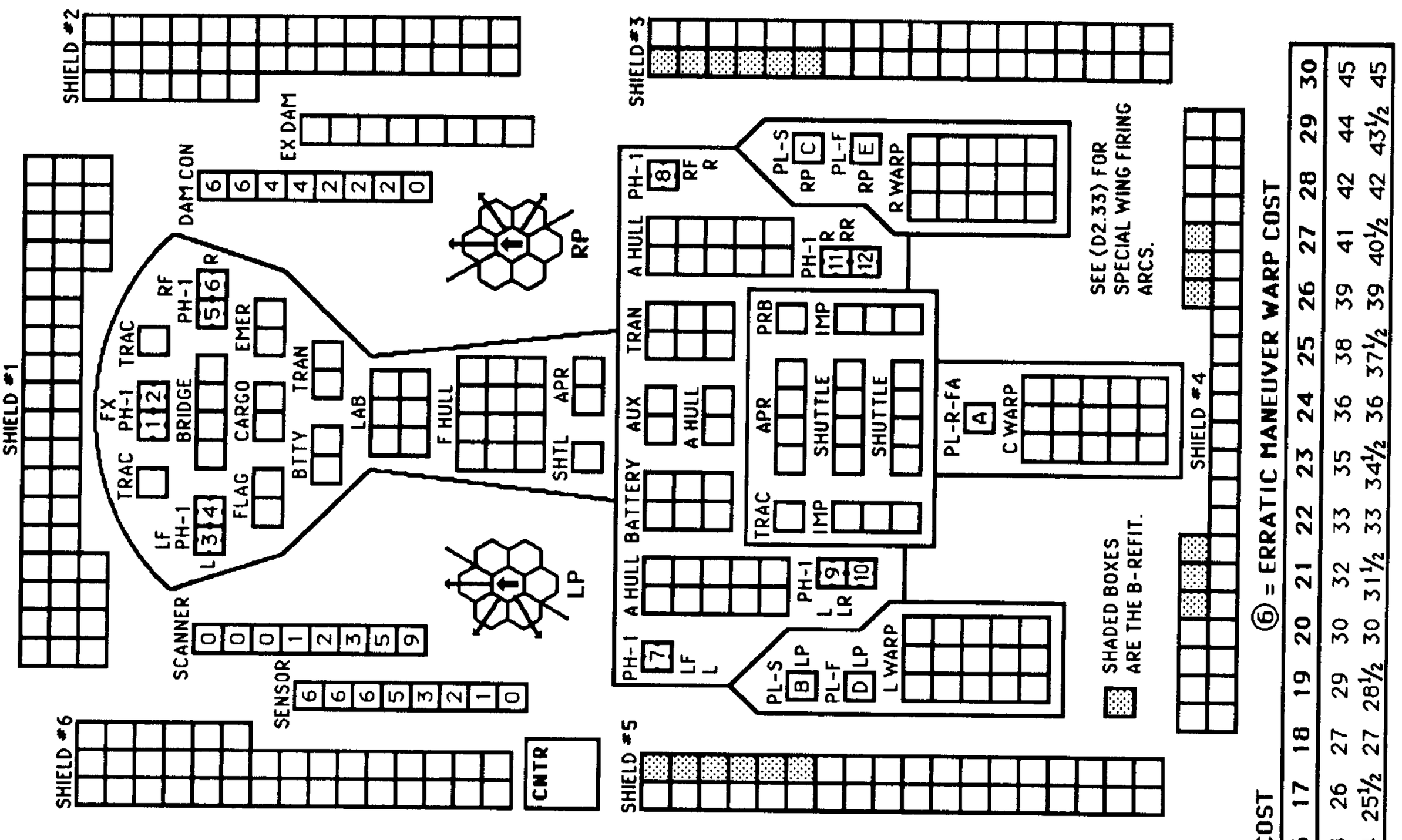


MOVEMENT COST = 1
HET COST = 5
EM COST = 6



Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

ROMULAN K9R DREADNOUGHT



WARP ENERGY COST	26	27	28	29	30
SPEED 1 2 3 4 5					
Standard 2 3 5 6 8	39	41	42	44	45
Fract. 1½ 3 4½ 6 7½	39	40½	42	43½	45

⑥ = ERRATIC MANEUVER COST

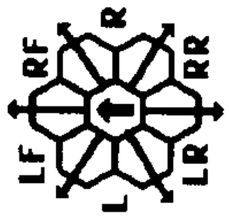
SHIP DATA TABLE	
TYPE	= K9R
POINT VALUE	= 250
BREAKDOWN	= 3-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
CLOAK COST	= 30/6
REFERENCE	= R4.40
B REFIT	= +19
BPV INCLUDES CLOAK	

HIT & RUN CLOAK ☐

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

PSEUDO-PLASMA TORPEDOES
[A]R [B]G,S [C]G,S [D]F [E]F

WITHOUT THE REFIT, THE PLASMA-S TORPEDOES ARE PLASMA-G/FA.



FX = L + LF + RF + R
FA = LF + RF

PLASMA TORPEDO WARHEAD STRENGTH TABLE															
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	15	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	10	5	1	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2								1			

TYPE I OFFENSIVE PHASER TABLE								
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15
1	9	8	7	6	5	5	4	3
2	8	7	6	5	5	4	3	2
3	7	5	5	4	4	4	3	1
4	6	4	4	4	4	3	2	0
5	5	4	4	4	3	3	1	0
6	4	4	3	3	2	2	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	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

ROMULAN SNIPE-S
SUBLIGHT FRIGATE

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES: [ ][ ][ ][4]

TRANSPORTER BOMBS: [ ][ ] [D][D]

PROBES: [ ][ ][ ][ ][5]

NSM: [ ]

SHIP DATA TABLE		
TYPE	=	SNS
POINT VALUE	=	38
BREAKDOWN	=	-
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
CLOAK COST	=	1
REFERENCE	=	R4.41
PLUS REFIT	=	+8
BPV INCLUDES CLOAK		
NIMBLE SHIP		

TYPE I OFFENSIVE PHASER TABLE

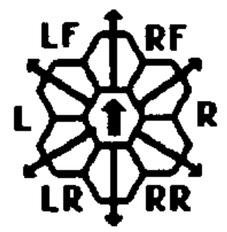
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433). SEE (D4.12) FOR ARMOR RULES.

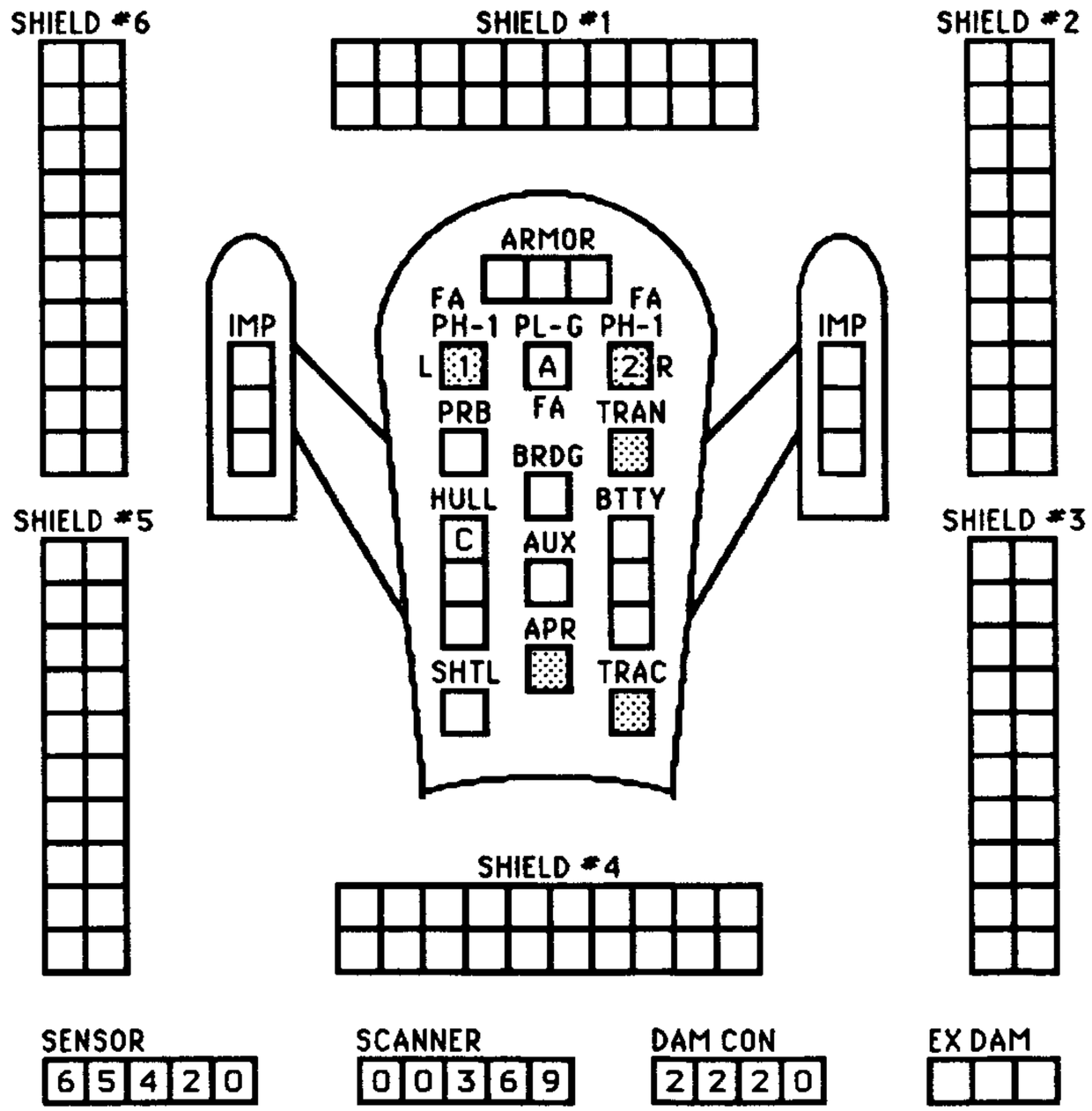
TYPE III DEFENSE PHASER

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 CLOAK [ ]



FA = LF + RF



[▒] SHADED BOXES ARE THE SNS+ REFIT.

THIS SHIP IS SUBLIGHT ONLY.
MOVEMENT COST (IMPULSE) = 1
MOVEMENT COST (TOWING) = 1/4
EM COST = 3

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

PSEUDO-PLASMA TORPEDO [A] G

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

ROMULAN SNIPE-A FRIGATE

CREW UNITS: 10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES: 4

TRANSPORTER BOMBS: D D

PROBES: 5

NSM

SHIP DATA TABLE		
TYPE	=	SNA
POINT VALUE	=	65
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
CLOAK COST	=	2/1
REFERENCE	=	R4.42
PHASER REFIT	=	+3
BPV INCLUDES CLOAK		

TYPE I OFFENSIVE PHASER TABLE

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

HIT & RUN CLOAK

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

PSEUDO-PLASMA TORPEDO

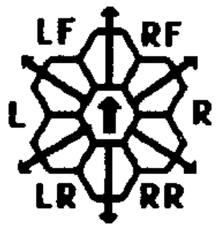
[A] G

THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433). SEE (D4.12) FOR ARMOR RULES.

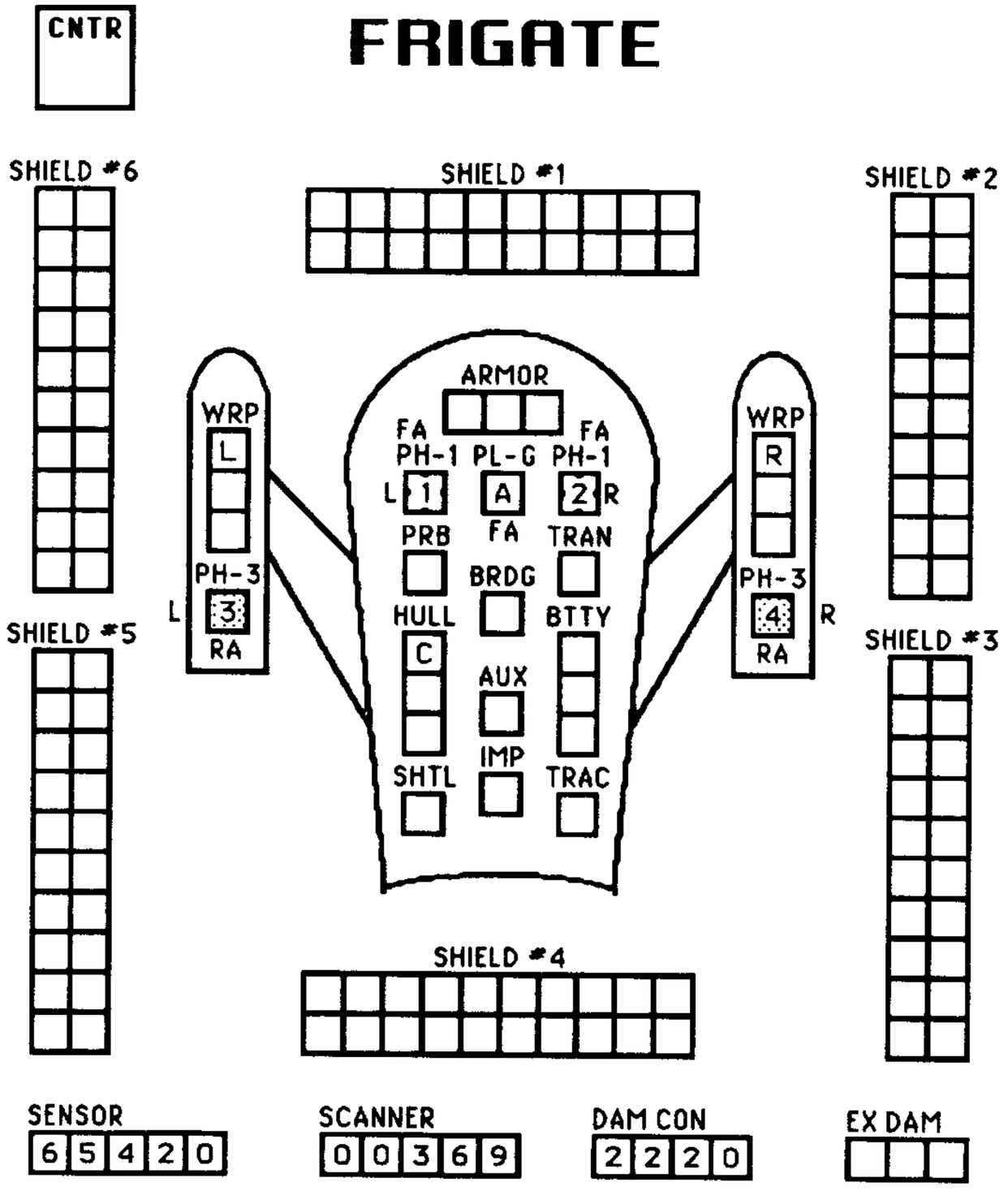
SHIP DATA TABLE		
TYPE	=	SNP
POINT VALUE	=	55
REFERENCE	=	R4.42A
PHASER REFIT	=	+3
POLICE SHIP; NO CLOAK		

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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



FA = LF + RF
RA = LR + RR



SHADED PH-3s ARE THE REAR PHASER REFIT.

WARP ENERGY MOVEMENT COST = 1/4 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	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	7	7	7	7	8	8
Fract.	¼	½	¾	1	1¼	1½	1¾	2	2¼	2½	2¾	3	3¼	3½	3¾	4	4¼	4½	4¾	5	5¼	5½	5¾	6	6¼	6½	6¾	7	7¼	7½

ROMULAN SNIPE-B BATTLE FRIGATE

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	[ ][ ][ ][ ][ ][ ]	

BOARDING PARTIES: [ ][ ][ ][4]

TRANSPORTER BOMBS: [ ][ ] [D][D]

PROBES: [ ][ ][ ][ ][5]

NSM: [ ]

SHIP DATA TABLE

TYPE	=	SNB
POINT VALUE	=	75
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
CLOAK COST	=	3/2
REFERENCE	=	R4.43

BPV INCLUDES CLOAK

TYPE I OFFENSIVE PHASER TABLE

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

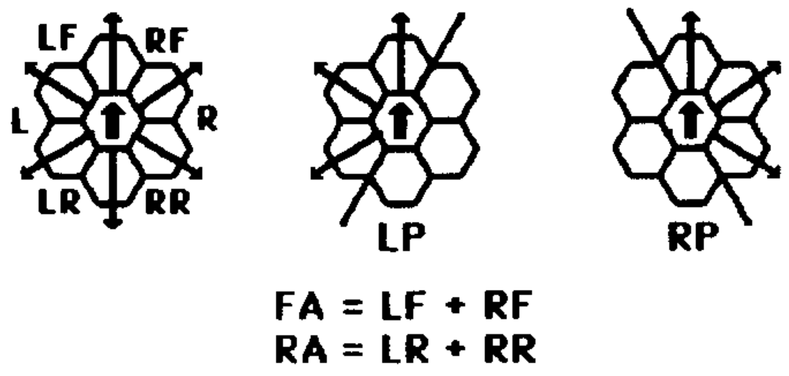
HIT & RUN CLOAK [ ]

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

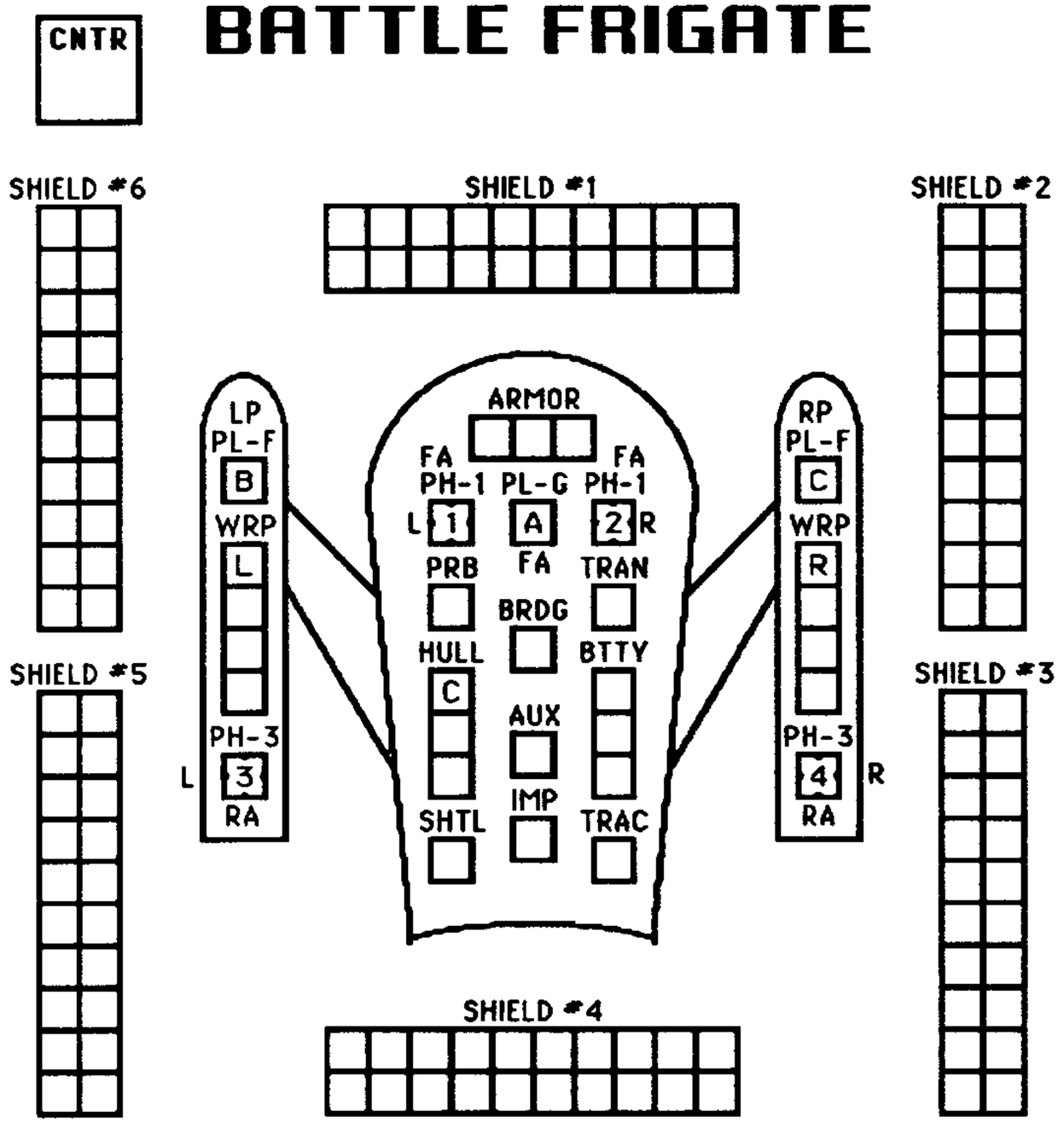
NIMBLE SHIP

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
RA = LR + RR



SENSOR [6][5][4][2][0]

SCANNER [0][0][3][6][9]

DAM CON [2][2][2][0]

EX DAM [ ][ ][ ]

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

PSEUDO-PLASMA TORPEDOES

[A] G [B] F [C] F

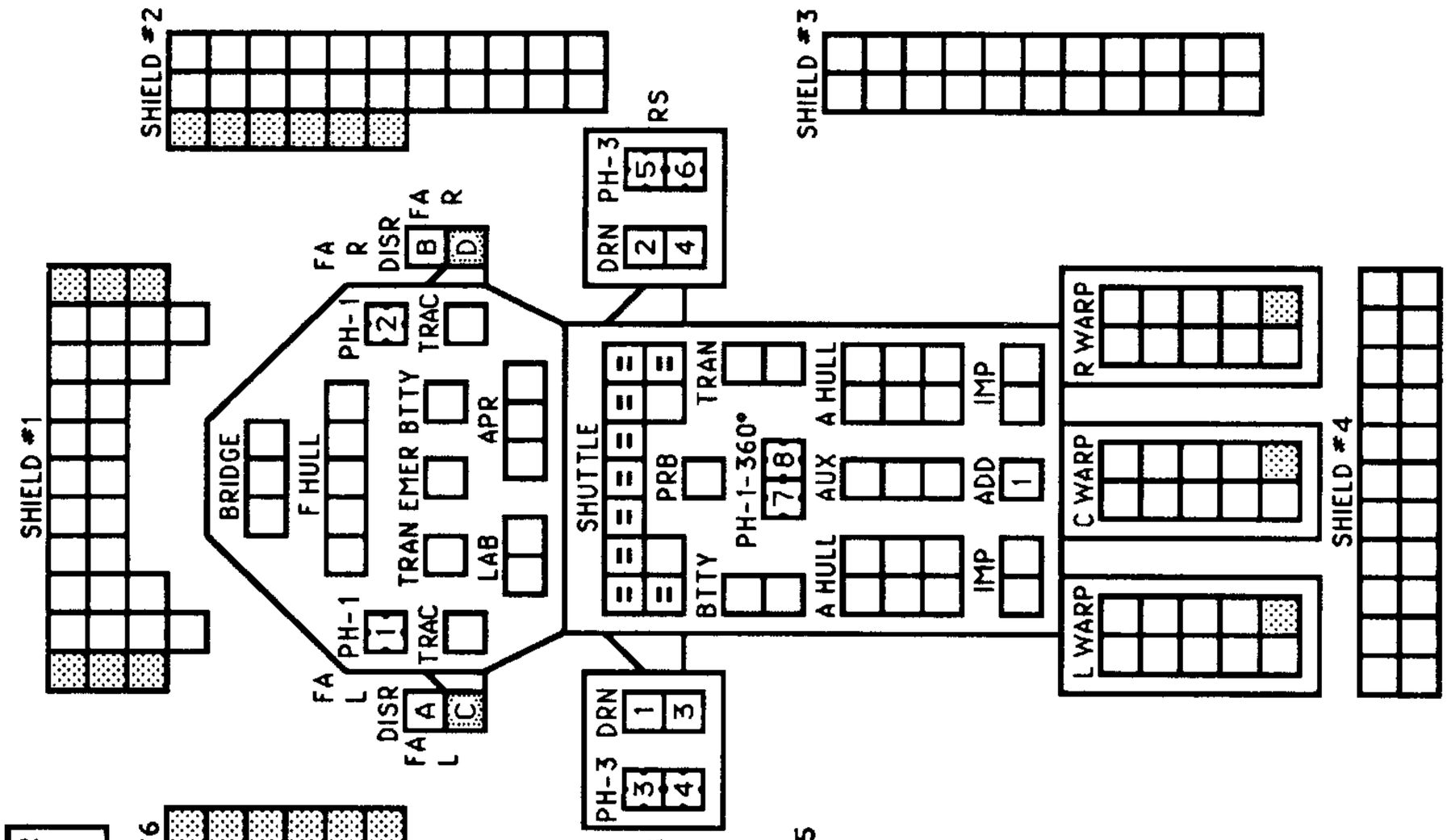
THIS SHIP CAN LAND ON PLANETS
USING THE AERODYNAMIC
LANDING SYSTEM (P2.433).
SEE (D4.12) FOR ARMOR RULES.

WARP ENERGY MOVEMENT COST = 1/4 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	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	7	7	7	7	8	8
Fract.	¼	½	¾	1	1¼	1½	1¾	2	2¼	2½	2¾	3	3¼	3½	3¾	4	4¼	4½	4¾	5	5¼	5½	5¾	6	6¼	6½	6¾	7	7¼	7½

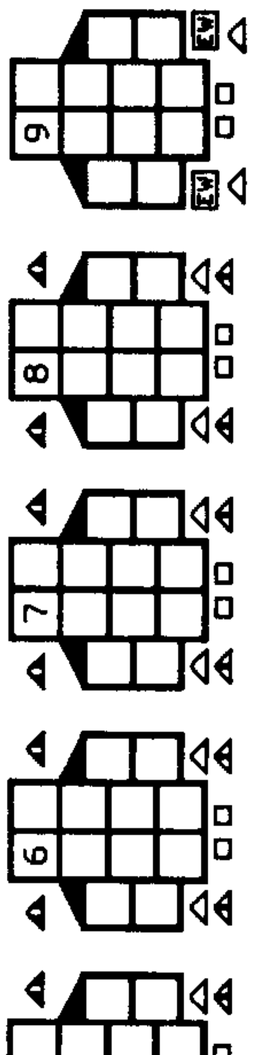
Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

KZINTI LIGHT CARRIER



SSD SHOWS THE REFITTED SHIP.
WITHOUT THE C-14 REFIT, DELETE THE SHADED BOXES
AND DERFACS, CHANGE THE FIRING ARCS OF THE
DISRUPTORS AND FORWARD PHASERS TO L+LF/RF+R,
AND CHANGE THE 360° PHASERS TO PH-3s.
SHUTTLE BAY HAS TWO DOORS (J1.58).

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



SHIP DATA TABLE	
TYPE	= CVL
POINT VALUE	= 117
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.9
C-14 REFIT	= +25
Y175 REFIT	= +6

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

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

HIT & RUN DERFACS ☐

ADMIN SHUTTLES

	HIT POINTS	NOTES

PROBES ☐☐☐5

TRANSPORTER BOMBS ☐☐☐ D D D D

CREW UNITS

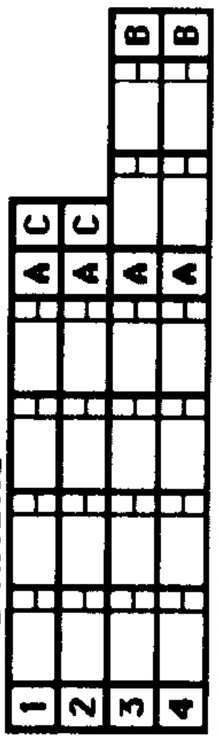
10	20	30	40
	*		

BOARDING PARTIES

10	

DECK CREWS ☐☐☐☐☐9

DRONE RACKS

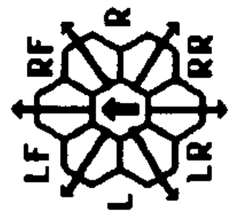


SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD)
UNTIL THE Y175 REFIT, WHICH CONVERTED
THESE TO TYPE-B OR TYPE-C (2 RELOADS)

ANTI-DRONES



PRIOR TO Y175 REFIT, ADD HAD 6 ROUNDS.



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

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

ANTI-DRONE TABLE

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

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

TAAS FIGHTERS
2x PH-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15

TADS ONLY ▲

KZINTI ESCORT CARRIER

CREW UNITS

			*						10
									20
									30

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

DECK CREWS

					6

PROBES

				5

ANTI-DRONE TABLE

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

SHIP DATA TABLE

TYPE	= CVE
POINT VALUE	= 89
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.10
C-12 REFIT	= +12
Y175 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

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

TURN MODE	SPEED
B 1	2-5
2	6-10
3	11-15
HET 4	16-21
5	22-28
BD 6	29+

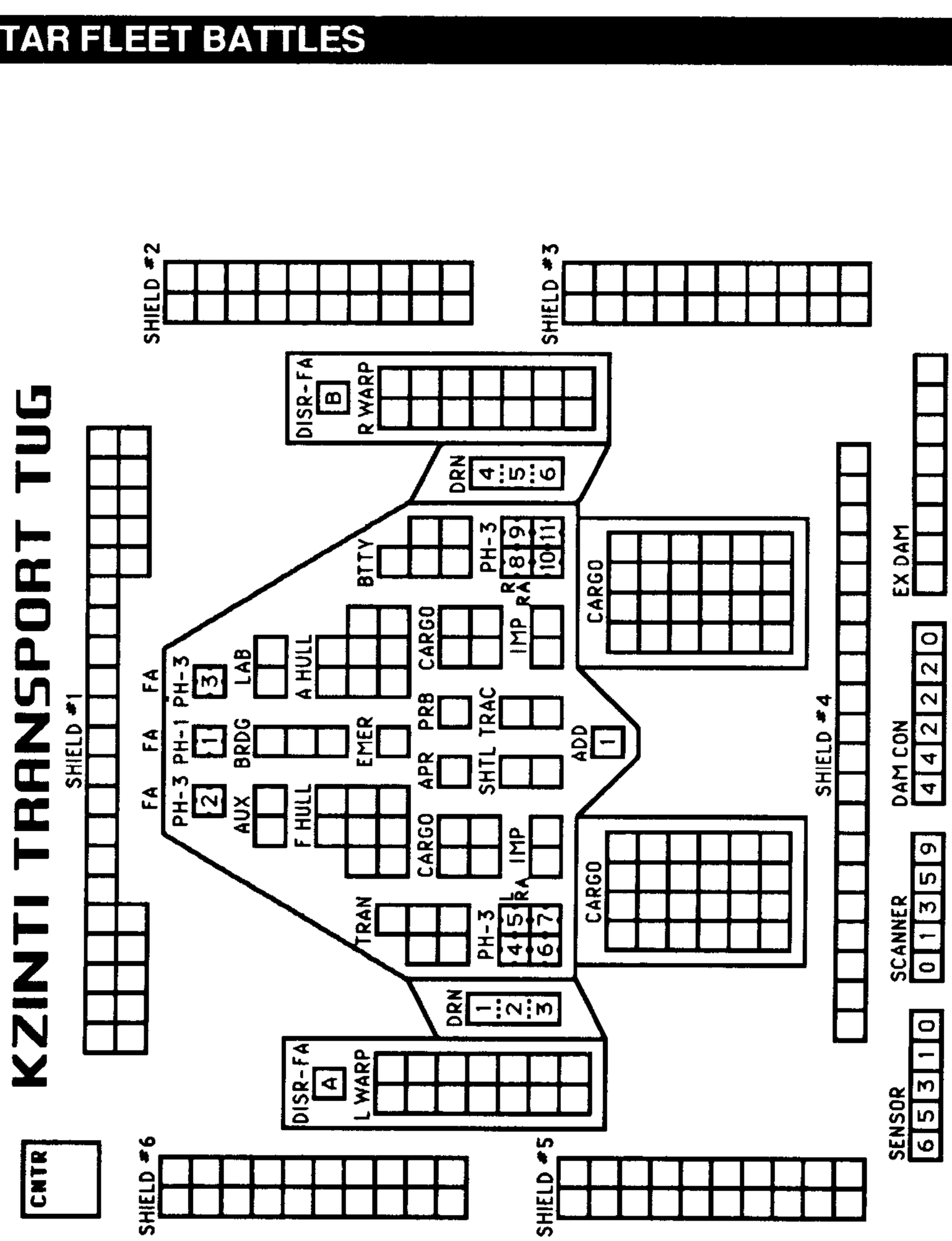
TYPE III DEFENSE PHASER

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

DRONE RACKS

| | | | | | | | | |

KZINTI TRANSPORT TUG



WITH 2 OR 3 PODS

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

WITH 0 OR 1 POD

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

MOVEMENT COST = 1
HET COST = 5; EM COST = 6
WITH CVA PODS: MOVE COST = 1+1/2

THIS SHIP CAN LAUNCH ONE DRONE FROM EACH BANK OF THREE DRONE MAGAZINES DURING EACH TURN.

WARP ENERGY COST

SPEED	0	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
D		1	2	3	4	5	6	8	10	12	14	16	18	20	22	24	25	26	27	29	30	32	33	35	36	38	39	41	42	44	45
E		1	2	3	4	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
HET		1	2	3	4	5	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

⑥ = ERRATIC MANEUVER COST = 1 + 1/2 ENERGY POINT PER HEX 5 = HET 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

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	1-3	1-3	1-2
HIT(DERFACS)	NA	1-5	1-4	1-4	1-4	1-3	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-4	1-4	NA	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OULD	10	10	8	8	6	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

DRONE RACKS

1	D	
2		
3		
4	D	
5		
6		

TYPE I OFFENSIVE PHASER

DIE ROLL	RANGE 0	1	2	3	4	5
1	9	8	7	6	5	5
2	8	7	6	5	5	4
3	7	5	5	4	4	4
4	6	4	4	4	4	3
5	5	4	4	4	3	3
6	4	4	3	3	2	2

PROBES 5

BOARDING PARTIES 8

CREW UNITS * 10 20

ADMINISTRATIVE SHUTTLES

HIT POINTS	NOTES

TRANSPORTER BOMBS D D D D

ANTI-DRONES 1

6 ROUNDS BEFORE Y175 REFIT; 12 AFTER.

6- 9- 16- 26- 51-
5 8 15 25 50 75

5	4	3	2	1	1
4	3	2	1	1	0
4	3	1	0	0	0
3	2	0	0	0	0
3	1	0	0	0	0
2	0	0	0	0	0

HIT & RUN DERFACS ☐

ANTI-DRONE TABLE

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

SHIP DATA TABLE

TYPE	= T6T
POINT VALUE	= 114/90
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.12
Y175 REFIT	= +2
POD BPV = 14/10 EACH.	

TYPE I DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3-4	5-8	9-15	16-22	23-30
1	5	4	4	4	3	1	1	1
2	5	4	4	4	2	1	0	0
3	5	4	4	4	1	0	0	0
4	5	4	4	3	0	0	0	0
5	4	4	3	2	0	0	0	0
6	4	3	3	1	0	0	0	0

KZINTI SELF-DEFENSE POD

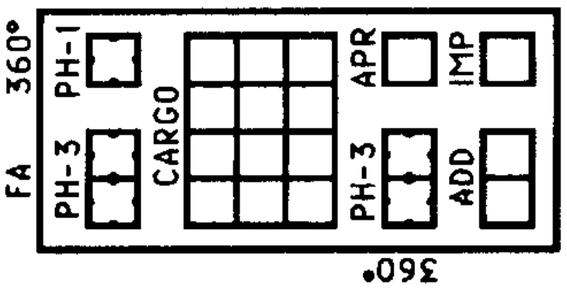
POD DATA TABLE	
TYPE	P-SD4
BPV	30/20
SIZE	4
REF	R5.16
Y175 REFIT = +3 BPV	

CREW UNITS [*] 6

BOARDING PARTIES 6

ANTI-DRONES

6 ROUNDS BEFORE Y175 REFIT; 12 AFTER.



KZINTI TROOP TRANSPORT POD

POD DATA TABLE	
TYPE	P-T5
BPV	31/20
SIZE	4
REF	R5.17

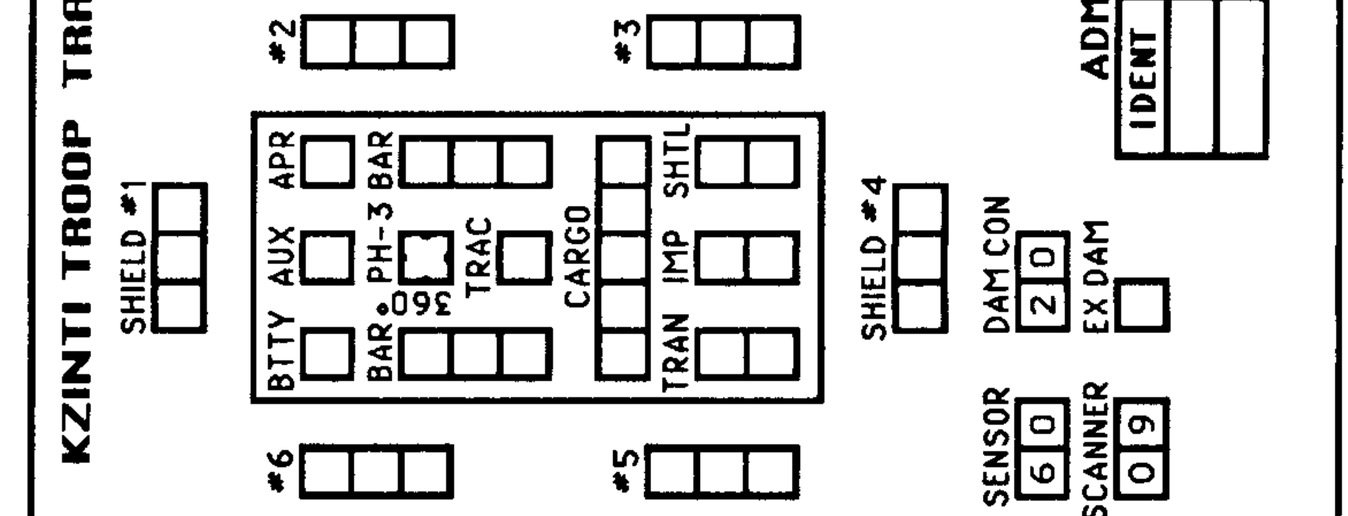
CAN USE GRAVITY LANDING (P2.432). BARRACKS ARE DESTROYED ON "HULL" HITS.

CREW UNITS [*] 10 20

BOARDING PARTIES 10 20 30 40

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES
		GAS
		ADMIN



KZINTI CARGO POD

POD DATA TABLE	
TYPE	P-C1
CREW	0
BPS	0
BPV	14/10
SIZE	4
REF	R5.13

CARGO

KZINTI BATTLE POD

POD DATA TABLE	
TYPE	P-B3
BPV	37
SIZE	4
REF	R5.15
Y175 REFIT = +2 BPV.	

CREW UNITS [*] 10

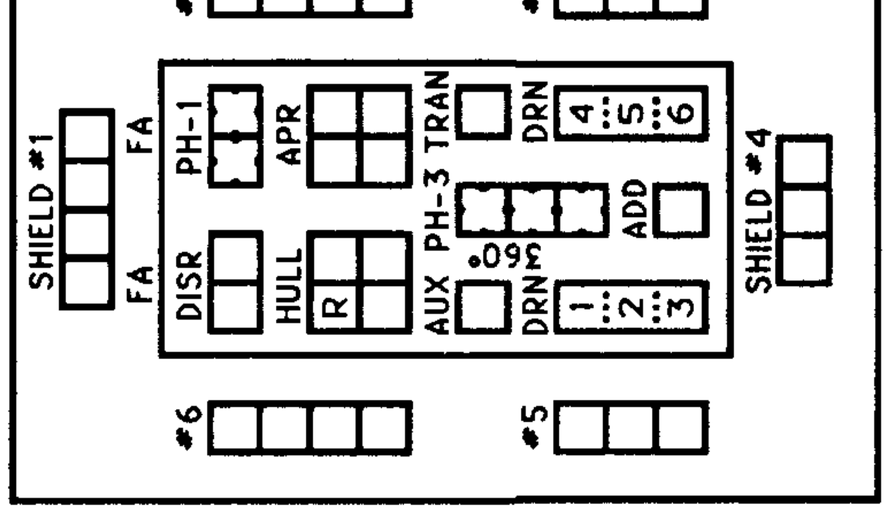
BOARDING PARTIES 8

DRONE RACKS 1 2 3 4 5 6

POD CAN CONTROL 3 SEEKING WEAPONS SO LONG AS IT HAS 1 UNDESTROYED DRONE RACK BOX.
POD CAN LAUNCH 1 DRONE FROM EACH BANK OF 3 DRONE MAGAZINES DURING EACH TURN.

ANTI-DRONES

6 ROUNDS BEFORE Y175 REFIT; 12 AFTER.



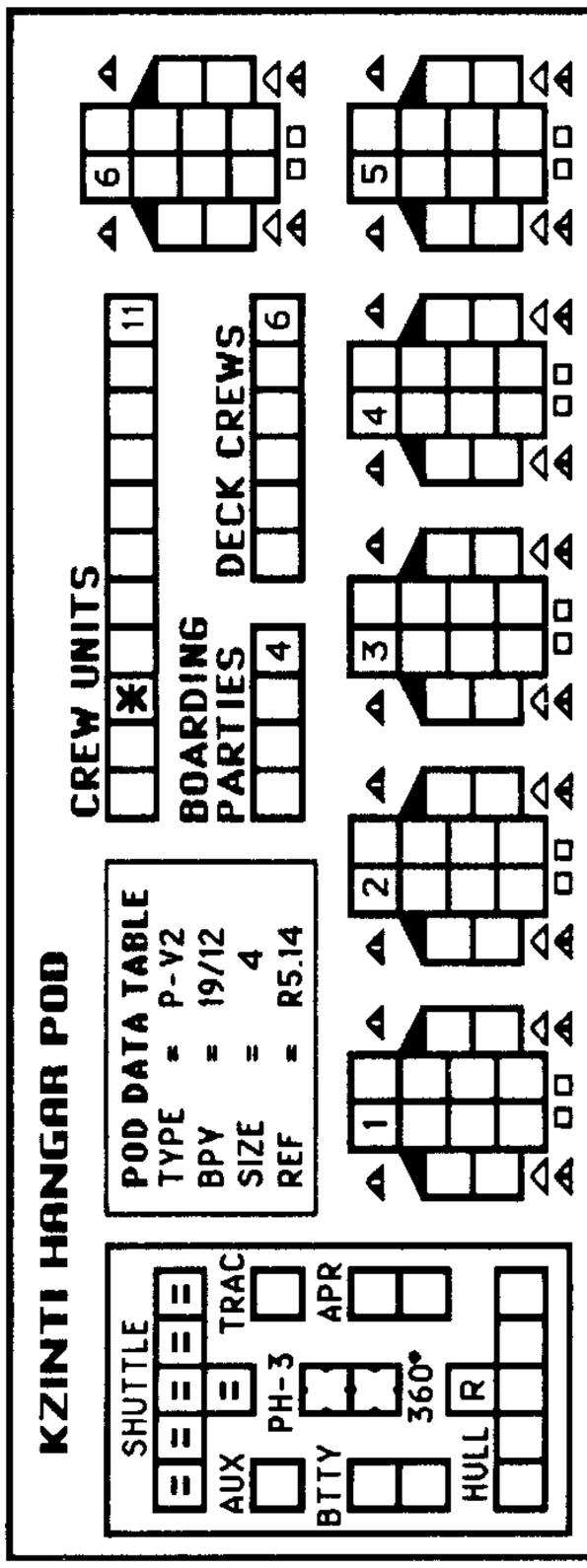
KZINTI HANGAR POD

POD DATA TABLE	
TYPE	P-V2
BPV	19/12
SIZE	4
REF	R5.14

CREW UNITS [*] 11

BOARDING PARTIES 4

DECK CREWS 6



KZINTI TUG PODS

TAAS FIGHTERS
2x PH-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
TADS ONLY

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

KZINTI SCOUT FRIGATE

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	[ ][ ][ ][ ][ ][ ]	

BOARDING PARTIES: [ ][ ][ ][4]

TRANSPORTER BOMBS: [ ][ ] [D][D]

PROBES: [ ][ ][ ][ ][5]

SHIP DATA TABLE

TYPE	=	SF
POINT VALUE	=	90/55
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R5.18
C-8 REFIT	=	+1
Y175 REFIT	=	+2

TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
[ ]	3	13-19
BD	4	20-26
[ ][ ]	5	27+

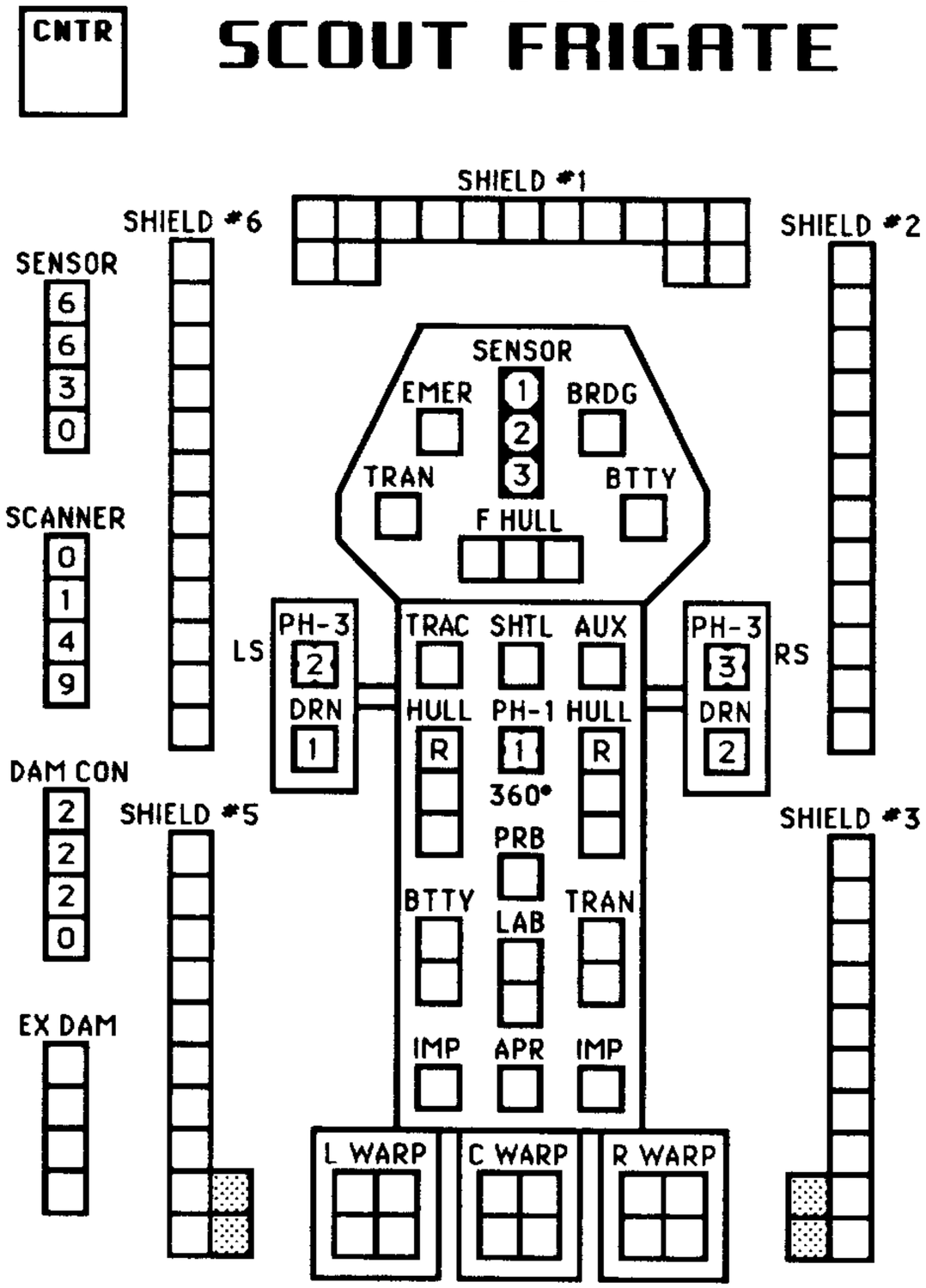
TYPE III DEFENSE PHASER

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

DRONE RACKS

1	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	A	C
2	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	A	C

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-C (2 RELOADS).

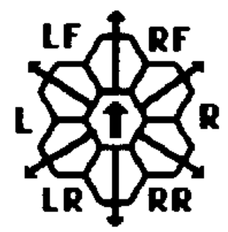


SHADED BOXES ARE THE C-8 REFIT.

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.



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

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

CAPTAIN'S ADVANCED MISSIONS SSD BOOK — Copyright © 1991 Amarillo Design Bureau

KZINTI MEDIUM CRUISER

CREW UNITS: * 10 20 30

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

BOARDING PARTIES: 10

ANTI-DRONES: 1 2

PRIOR TO Y175 REFIT, ADD HAD 6 ROUNDS.

PROBES: 5

TRANSPORTER BOMBS: D D D D

SHIP DATA TABLE

TYPE	= CM
POINT VALUE	= 110
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	=R5.19
Y175 REFIT	= +7

CNTR

SENSOR: 6 6 4 3 2 0

SCANNER: 0 1 2 3 5 9

DAM CON: 4 2 2 2 0

EX DAM

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

DISR FA [A B C]

EMER

TRAN

TRAC

BRIDGE

TRAC

APR

BTTY

PH-1 RF LS [1]

PH-1 [2] LF RS

F HULL

PH-1 LS [3]

TRAC SHTTL PRB

PH-1 [4] RS

DRN [1 3]

HULL AUX HULL

R R

PH-3-360° [5 6]

DRN [2 4]

TRAN LAB APR

IMP ADD IMP

[1 2]

L WARP C WARP R WARP

TYPE I OFFENSIVE PHASER TABLE

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

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

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

TYPE III DEFENSE PHASER

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

DRONE RACKS

1						A	C	
2						A	C	
3						A		B
4						A		B

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-B OR TYPE-C (2 RELOADS)

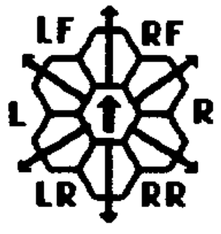
HIT & RUN DERFACS ☐

ANTI-DRONE TABLE

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

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0



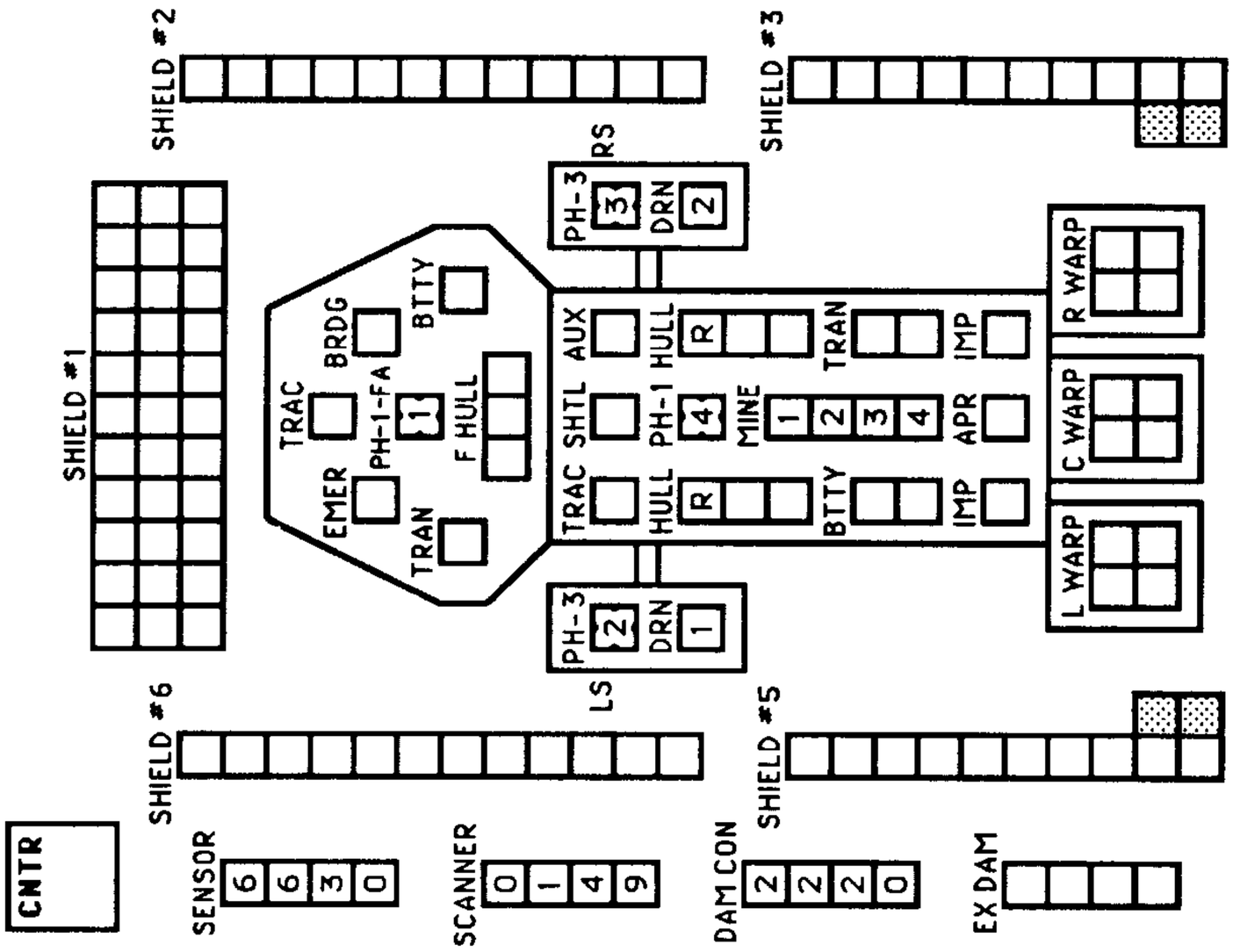
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

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

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

KZINTI SMALL MINESWEEPER



SHIP DATA TABLE	
TYPE	= MS
POINT VALUE	= 70/45
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R5.21
C-8 REFIT	= +1
Y175 REFIT	= +2

TURN MODE	SPEED
A	2-6
	7-12
	13-19
	20-26
	27+

HET
BD

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONYERTED THESE TO TYPE-C (2 RELOADS).

DRONE RACKS

1		A	C
2		A	C

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
⑥	3	3	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
5	2⅓	2⅔	3	3⅓	4	4⅔	5	5⅓	6	6⅔	7	7⅓	8	8⅓	9	9⅓	10	10⅓	11	11⅓	12	12⅓	13	13⅓	14	14⅓	15	15⅓	16	16⅓

⑤ = HET 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
5	1	1	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
4	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	10⅓
3	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

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX																														
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	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

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	0	0	0	0	0
2	8	7	6	5	5	4	3	2	1	1	0	0	0	0	0	0
3	7	5	5	4	4	4	3	1	0	0	0	0	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0	0	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0	0	0	0	0

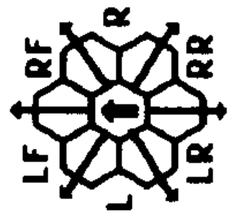
TYPE III DEFENSE PHASER						
DIE ROLL	RANGE 0	1	2	3	4- 8	9- 15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

MINE RACKS

1				
2				
3				
4				

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS				NOTES
					MSS

CREW UNITS

										10
			*							

BOARDING PARTIES 2

TRANSPORTER BOMBS D D

TRANSPORTERS

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

KZINTI DRONE FRIGATE

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES: [ ][ ][ ][4]

TRANSPORTER BOMBS: [ ][ ] [D][D]

PROBES: [ ][ ][ ][ ][5]

SHIP DATA TABLE

TYPE	=	DF
POINT VALUE	=	74
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R5.23
C-8 REFIT	=	+1
Y175 REFIT	=	+6

TYPE I OFFENSIVE PHASER TABLE

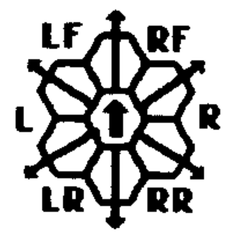
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

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 + RF

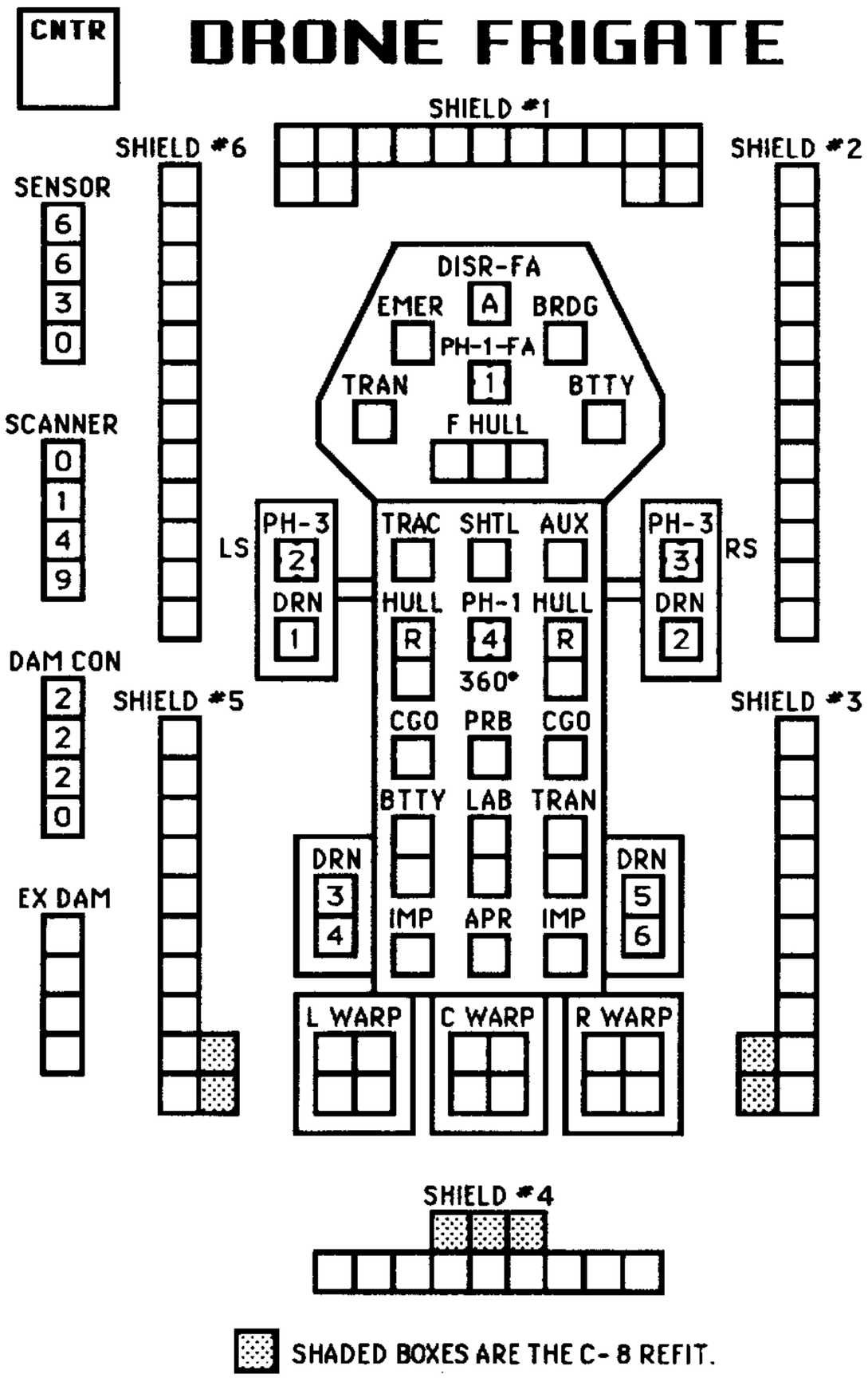
DRONE RACKS

1							A				B
2							A				B
3							A				B
4							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 (2 RELOADS).
THIS SHIP HAS 100 SPACES OF EXTRA DRONES IN ITS CARGO BOXES (50/BOX).

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



SHADED BOXES ARE THE C-8 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

KZINTI MEDIUM ESCORT CRUISER

CREW UNITS

			*					10
								20
								30

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

BOARDING PARTIES

								10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

DECK CREWS

	2

SHIP DATA TABLE

TYPE	=	MEC
POINT VALUE	=	101
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R5.28

LIMITED AEGIS

SHIP DATA TABLE

TYPE	=	MAC
POINT VALUE	=	112
REFERENCE	=	R5.29

FULL AEGIS

CNTR

SENSOR 6 6 4 3 2 0

SCANNER 0 1 2 3 5 9

DAM CON 4 2 2 2 0

EX DAM

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

PH-1-FX 7 8 9

EMER TRAN BRIDGE TRAC TRAC APR BTTY F HULL

PH-1 RF 1 LS

PH-1 2 LF RS

PH-1 LS 3 DRN 1 3

TRAC SHTL PRB HULL AUX HULL R R PH-3-360° 5 6 TRAN LAB APR IMP ADD 1 2 IMP

PH-1 4 RS DRN 2 4

L WARP C WARP R WARP

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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

TURN MODE	SPEED
B 1	2-5
2	6-10
HET 3	11-15
4	16-21
5	22-28
BD 6	29+

DRONE RACKS

1						G
2						G
3						G
4						G

MEC HAS TWO RELOADS.
MAC HAS THREE RELOADS.
ONE RELOAD IS ENTIRELY ADDs.

ANTI-DRONES

1	
2	

ADDs ALWAYS HAD 12 ROUNDS.

LF RF L R LR RR

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

ANTI-DRONE TABLE

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

AS A CARRIER ESCORT, THIS SHIP HAS DECK CREWS AND READY RACKS TO SERVICE THE FIGHTERS OF THE CARRIER. IT HAS NO FIGHTERS OF ITS OWN.

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

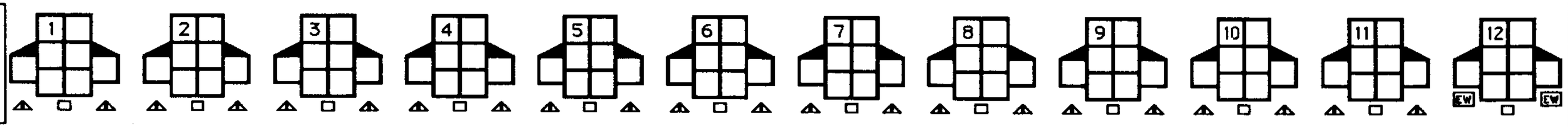
SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

CAPTAIN'S ADVANCED MISSIONS SSD BOOK — Copyright © 1991 Amarillo Design Bureau

KZINTI FIGHTERS

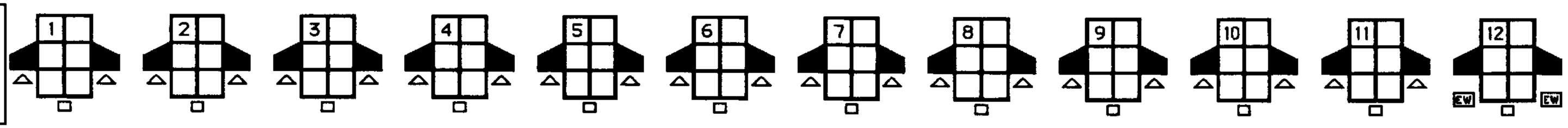
KZINTI ADVANCED ATTACK SHUTTLES (AAS)

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



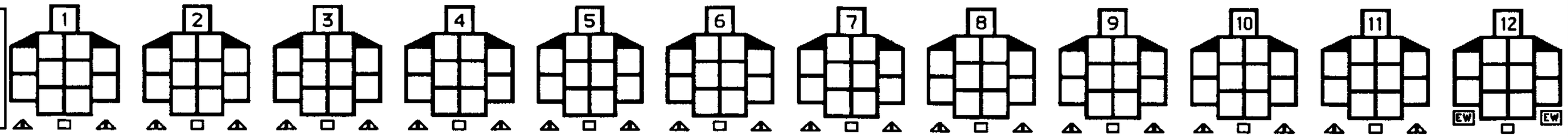
KZINTI STREAK ATTACK SHUTTLE (SAS)

SAS FIGHTERS
1x PH-3-FA
DFR = 3
CRIPPLED =4
SPEED = 12



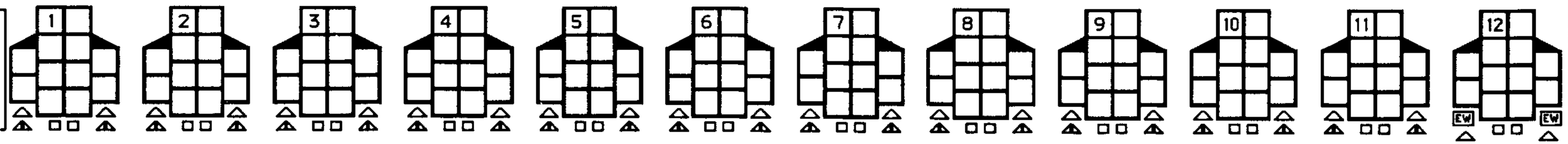
KZINTI HIGHLY ADVANCED ATTACK SHUTTLE (HAAS)

HAAS FIGHTERS
1x PH-3-FA
DFR = 3
CRIPPLED = 8
SPEED = 15



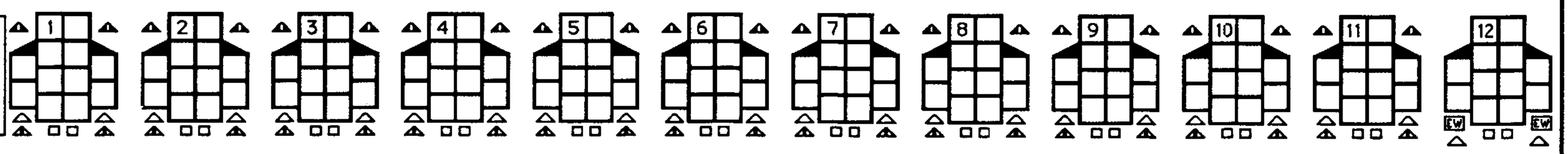
KZINTI TACTICALLY ADVANCED ATTACK SHUTTLE (TAAS)

TAAS FIGHTERS
2x PH-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15



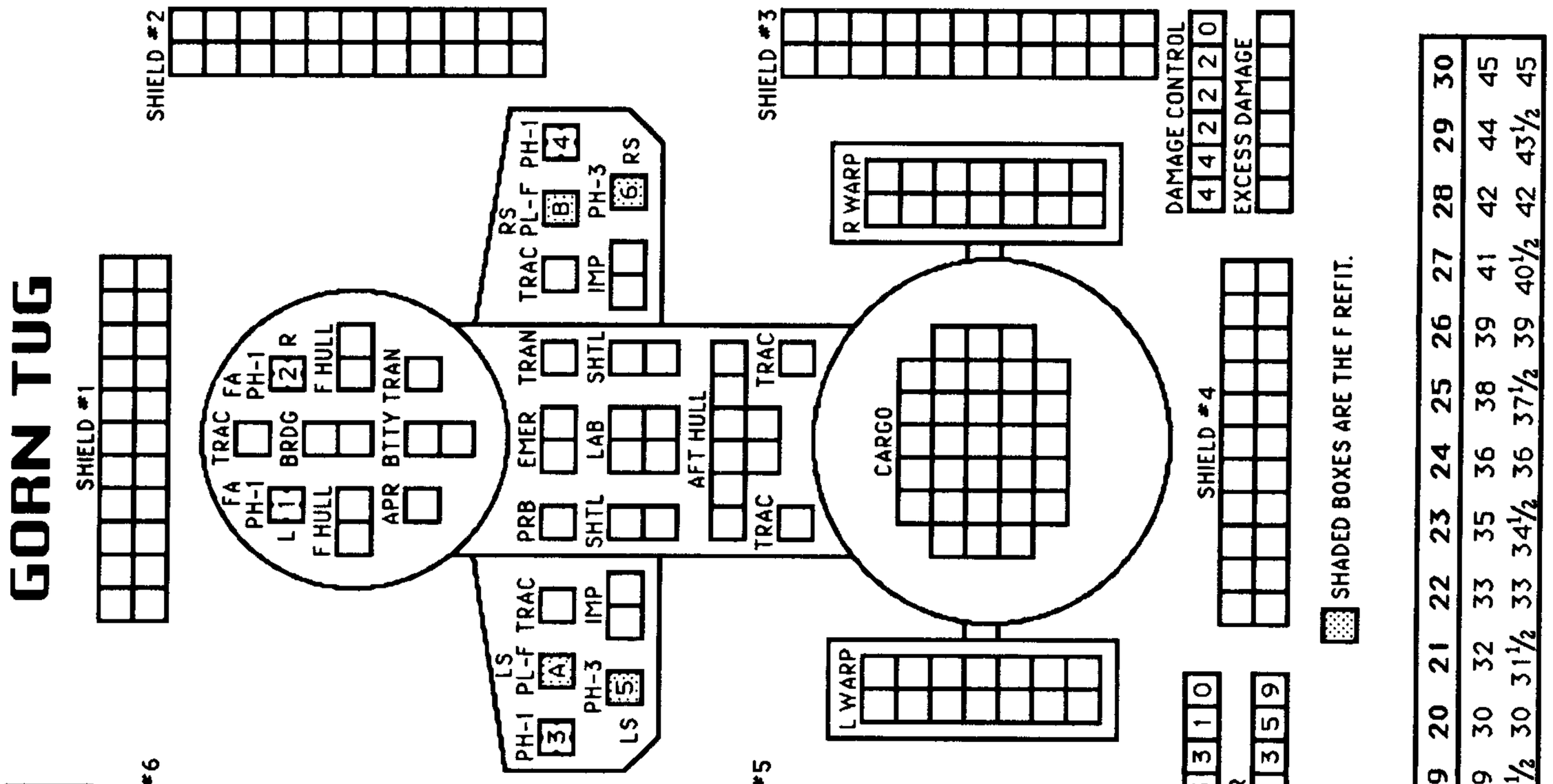
KZINTI TACTICALLY ADVANCED DRONE SHUTTLE (TADS)

TADS FIGHTERS
2x PH-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15



Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

GORN TUG



24	25	26	27	28	29	30
36	38	39	41	42	44	45
36	37½	39	40½	42	43½	45

15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

22	23	24	25	26	27	28	29	30
44	46	48	50	52	54	56	58	60

SHIP DATA TABLE	
TYPE	TUG
POINT VALUE	96/44
BREAKDOWN	2-6
SHIELD COST	1+1
LIFE SUPPORT	1
SIZE CLASS	3
REFERENCE	R6.5
F REFIT	+14
TYPE	P-C
POINT VALUE	20/15
REFERENCE	R6.6

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

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

3 POD WEIGHTS	
TURN MODE	SPEED
F	1 2-3
	2 4-5
	3 6-9
	4 10-13
	5 14-17
	6 18-23
	7 24-29
	8 30+
HET	
BD	

PODS	MOVE COST	EM COST
0-1	1.0	5
2	1.5	7.5
3	2.0	10

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

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES
		GAS
THIS SHIP HAS TWO SHUTTLE BAYS.		
CAN TRANSFER BY (J1.59).		

PSEUDO-PLASMA TORPEDOES
A F B F

CREW UNITS 10 20 *
PROBES 5
BOARDING PARTIES 4
TRANSPORTER BOMBS D D D D

TYPE I OFFENSIVE PHASER TABLE						
DIE ROLL	RANGE 0	1	2	3	4- 5	6- 9- 16- 26- 51- 8 15 25 50 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 TABLE						
DIE ROLL	RANGE 0	1	2	3	4- 8	9- 15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PLASMA TORPEDO WARHEAD TABLE				
RANGE	0-5	6-10	11-12	13-14 15
TYPE F	20	15	10	5 1
BOLT	1-4	1-3	1-2	

WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX															
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½

WARP ENERGY MOVEMENT COST = 2															
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
COST	2	4	6	8	10	12	14	16	18	20	22	24	25½	27	28½

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

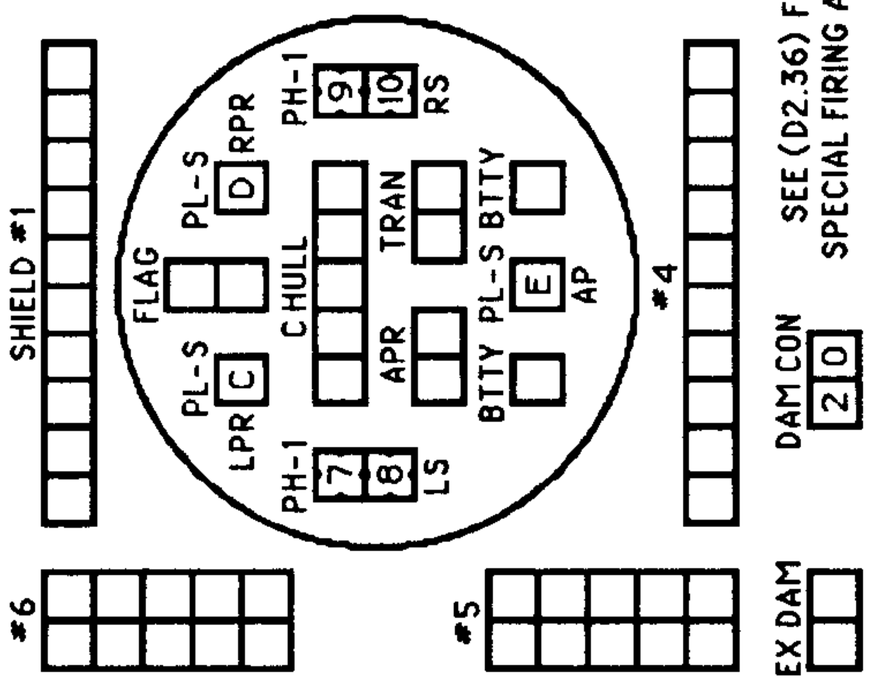
HEAVY BATTLE POD

POD DATA TABLE
TYPE = P-HB
BPV = 60/120
SIZE = 4
REF = R6.8

CREW UNITS [*] 10 20

BOARDING PARTIES 8

THIS SHOWS THE REFITTED POD. WITHOUT THE REFIT, THE THREE PLASMA-S TORPEDOES ARE PLASMA-G WITH LF+L, RF+R, AND RA TRACKING ARCS. BPV OF THE POD WITHOUT REFIT IS 45/96.



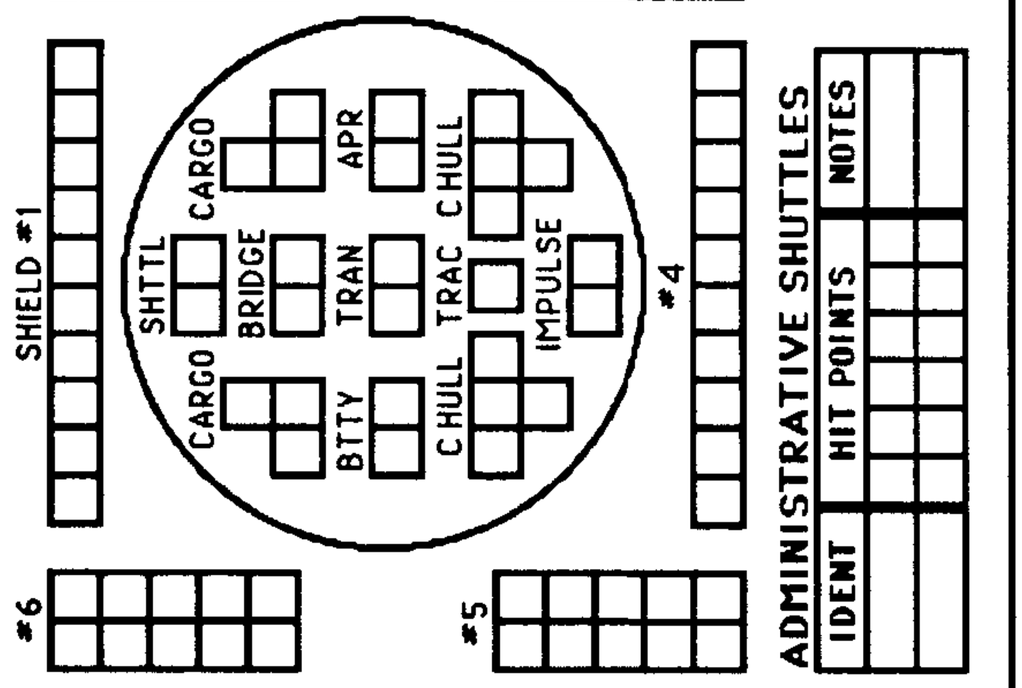
STARLINER POD

SENSOR 6 0
SCANNER 0 9
DAM CON 2 0
EX DAM

POD DATA TABLE
TYPE = P-SL
BPV = 40/20
SIZE = 4
REF = R6.9

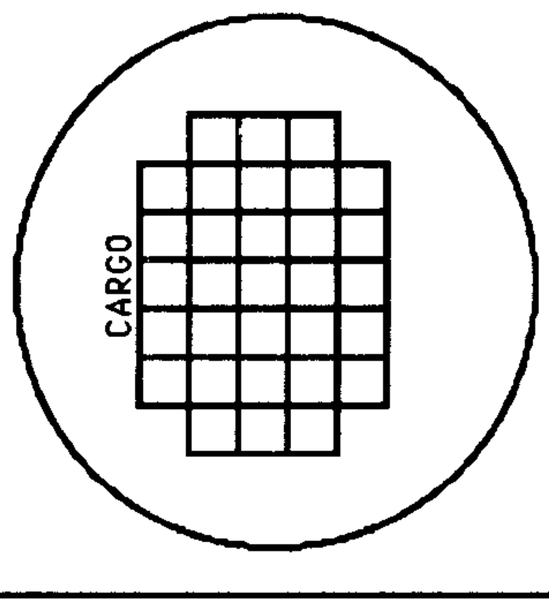
CREW UNITS [*] 5
PASSENGERS 10 20
BOARDING PARTIES 6

CAN USE GRAVITY LANDING (P2.432).



CARGO POD

POD DATA TABLE
TYPE = P-C
CREW = 0
BPS = 0
BPV = 20/15
SIZE = 4
REF = R6.6



TROOP TRANSPORT POD

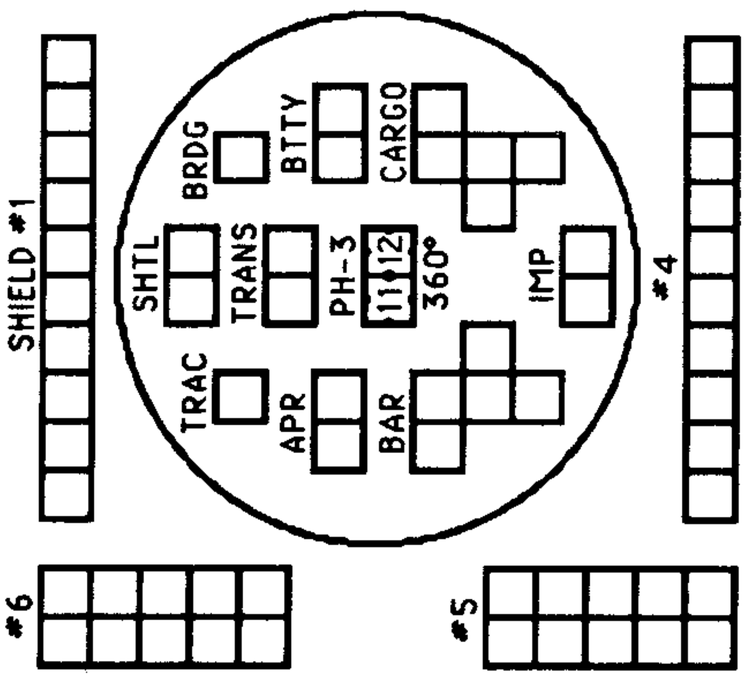
SENSOR 6 0
SCANNER 0 9
DAM CON 2 0
EX DAM

POD DATA TABLE
TYPE = P-T
BPV = 50/30
SIZE = 4
REF = R6.7

CREW UNITS [*] 10

BOARDING PARTIES 10 20 30

CAN USE GRAVITY LANDING SYSTEM (P2.432).
BARRACKS IS DESTROYED ON "HULL" HITS.



GROUND ASSAULT SHUTTLES

IDENT	DAMAGE POINTS	NOTES
		GAS
		GAS

GORN TUG PODS

GORN TRANSPORT COMMAND

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

GORN BATTLE TUG

CREW UNITS

			*						10
									20

PROBES

				5

BOARDING PARTIES

			4

TRANSPORTER BOMBS

D	D	D	D

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS

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

POD

CREW UNITS

									10
									20

BOARDING PARTIES

							8

SHIP DATA TABLE

TYPE	=	BT
POINT VALUE	=	141
BREAKDOWN	=	2-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R6.5+8
TUG F-REFIT	=	+14
REFITTED POD	=	+15/24

THIS SHOWS THE REFITTED POD. WITHOUT THE REFIT, THE THREE PLASMA-S TORPEDOES ARE PLASMA-G WITH LF+L, RF+R, AND RA TRACKING ARCS. SEE (D2.36) FOR SPECIAL FIRING ARCS.

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

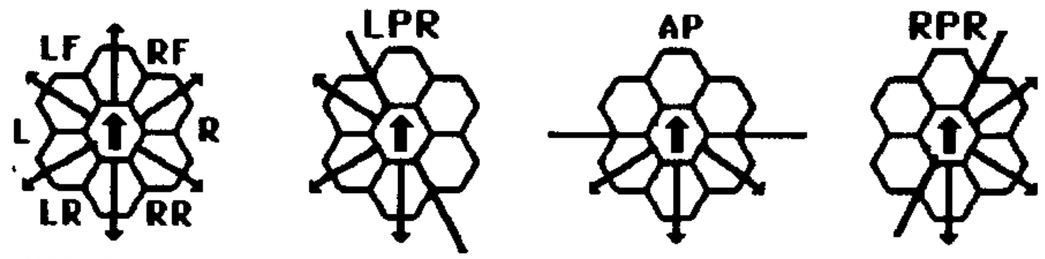
TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDOES

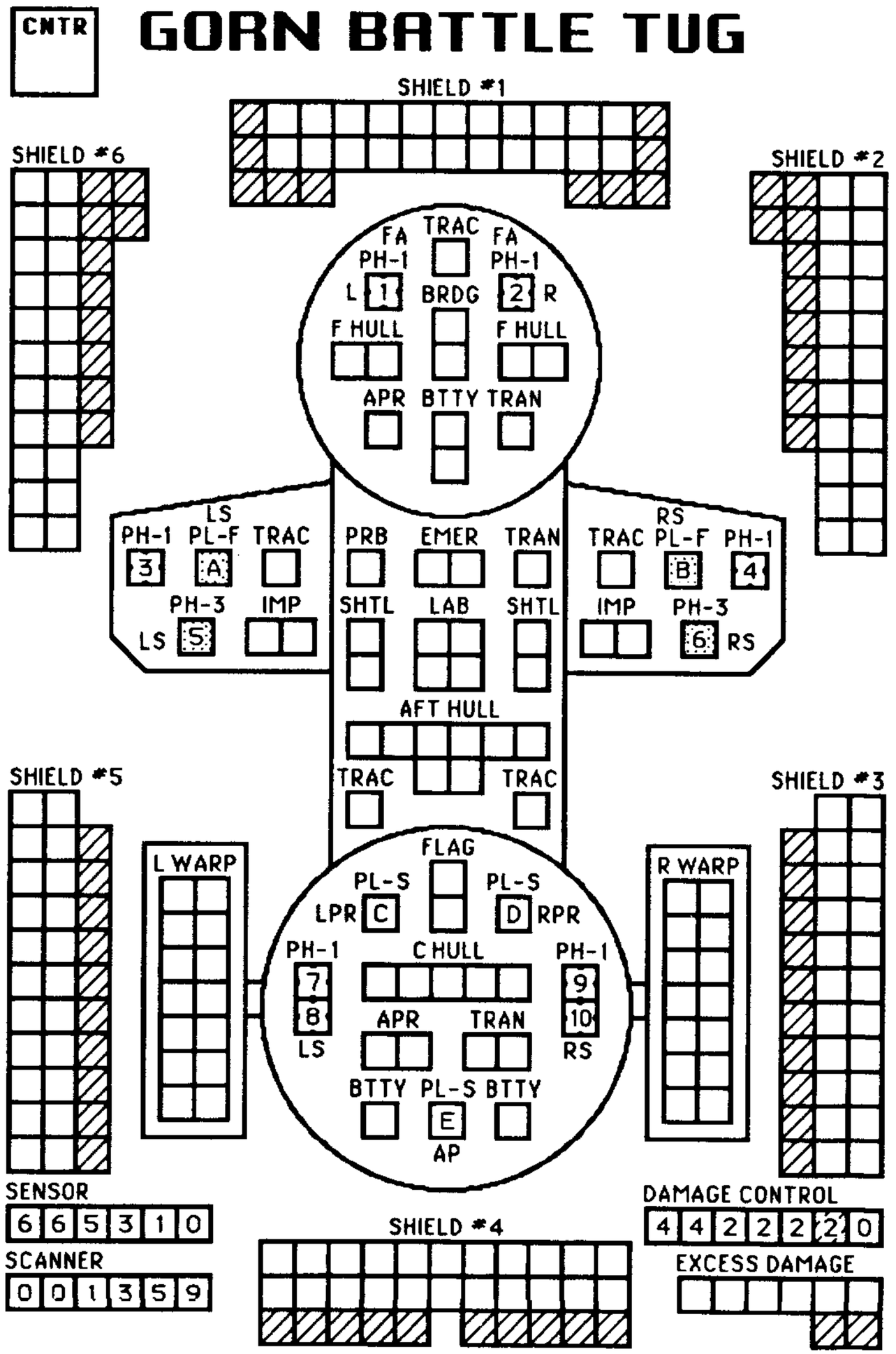
A	F	B	F	C	S	D	S	E	S



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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1		



▨ SHADED BOXES ARE THE F REFIT.

▨ DENOTES SYSTEMS PROVIDED BY POD.

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

GORN LARGE SCOUT

CREW UNITS

			*					10
								20
								30

PROBES

				5

BOARDING PARTIES

							8

TRANSPORTER BOMBS

				D	D	D	D

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

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

SHIP DATA TABLE

TYPE	=	LSC
POINT VALUE	=	110/80
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R6.10
PLUS REFIT	=	+2

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

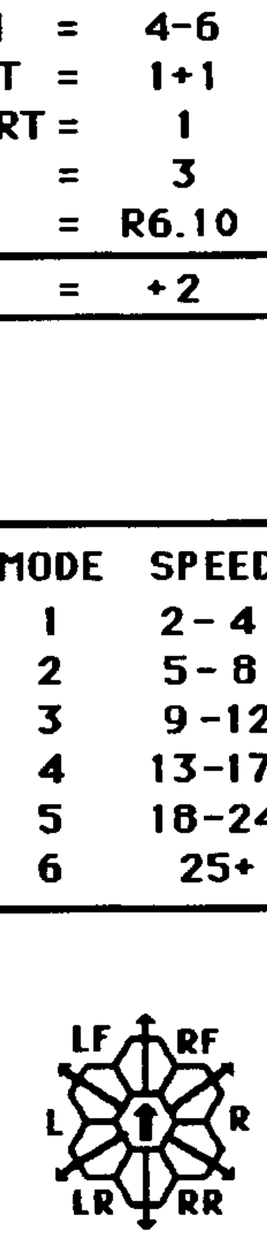
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SCOUT FUNCTIONS SUMMARY

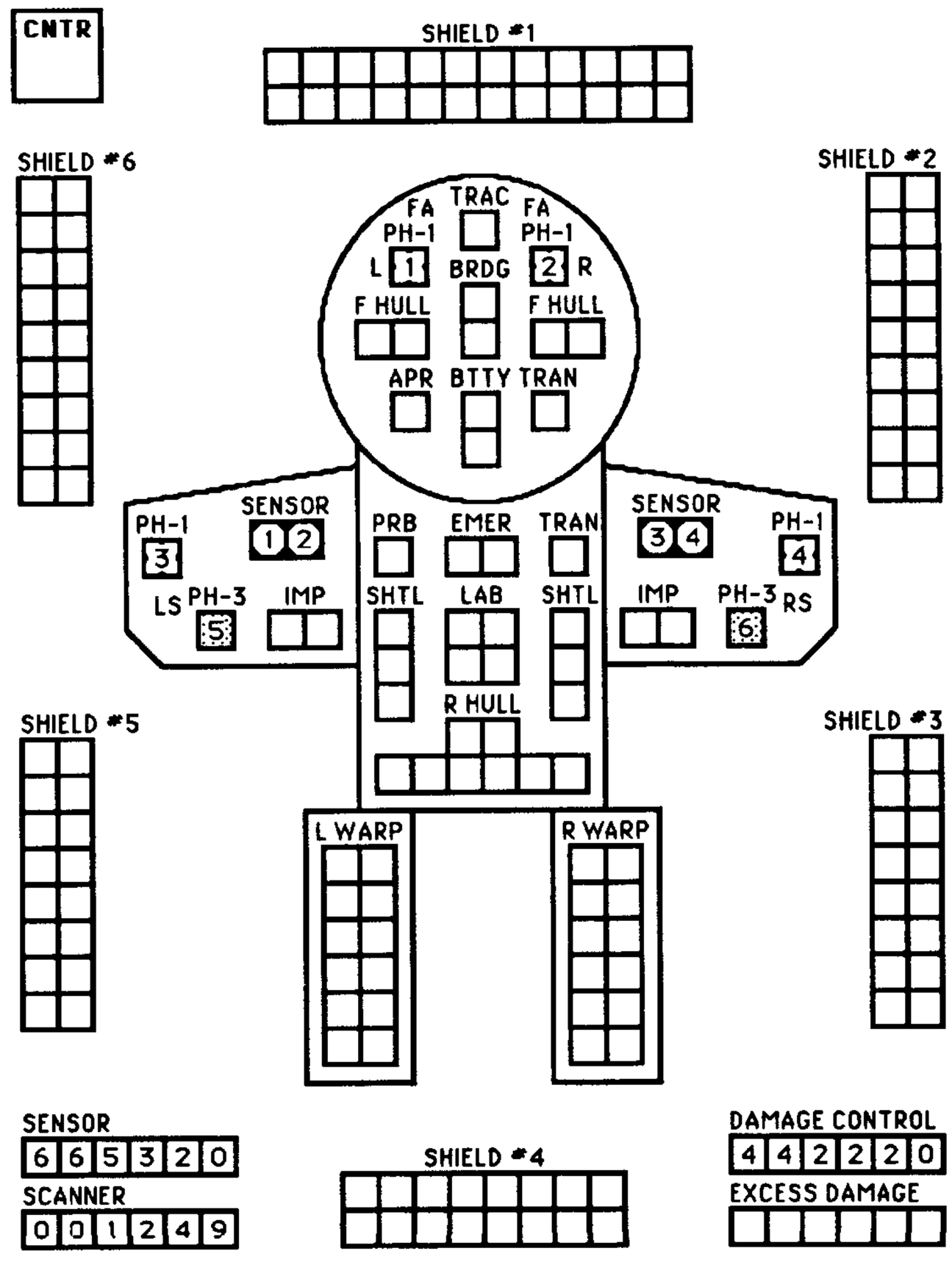
21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" HITS.

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



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



SENSOR						
	6	6	5	3	2	0

SCANNER						
	0	0	1	2	4	9

DAMAGE CONTROL						
	4	4	2	2	2	0

EXCESS DAMAGE

▒ SHADED BOXES ARE THE LSC+ 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

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

GORN DREADNOUGHT

CREW UNITS

10 20 30 40 50 60

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

BOARDING PARTIES

10 20 30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

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

TRANSPORTER BOMBS

D D D D D D

PROBES

5

PSEUDO-PLASMA TORPEDOES

A R B S C S D F E F

LP

RP

SHIP DATA TABLE	
TYPE	= DN
POINT VALUE	= 215
BREAKDOWN	= 4-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R6.11
F REFIT	= +14

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+

▒ SHADED BOXES ON THE SSD ARE THE F-REFIT.

TYPE I OFFENSIVE PHASER TABLE

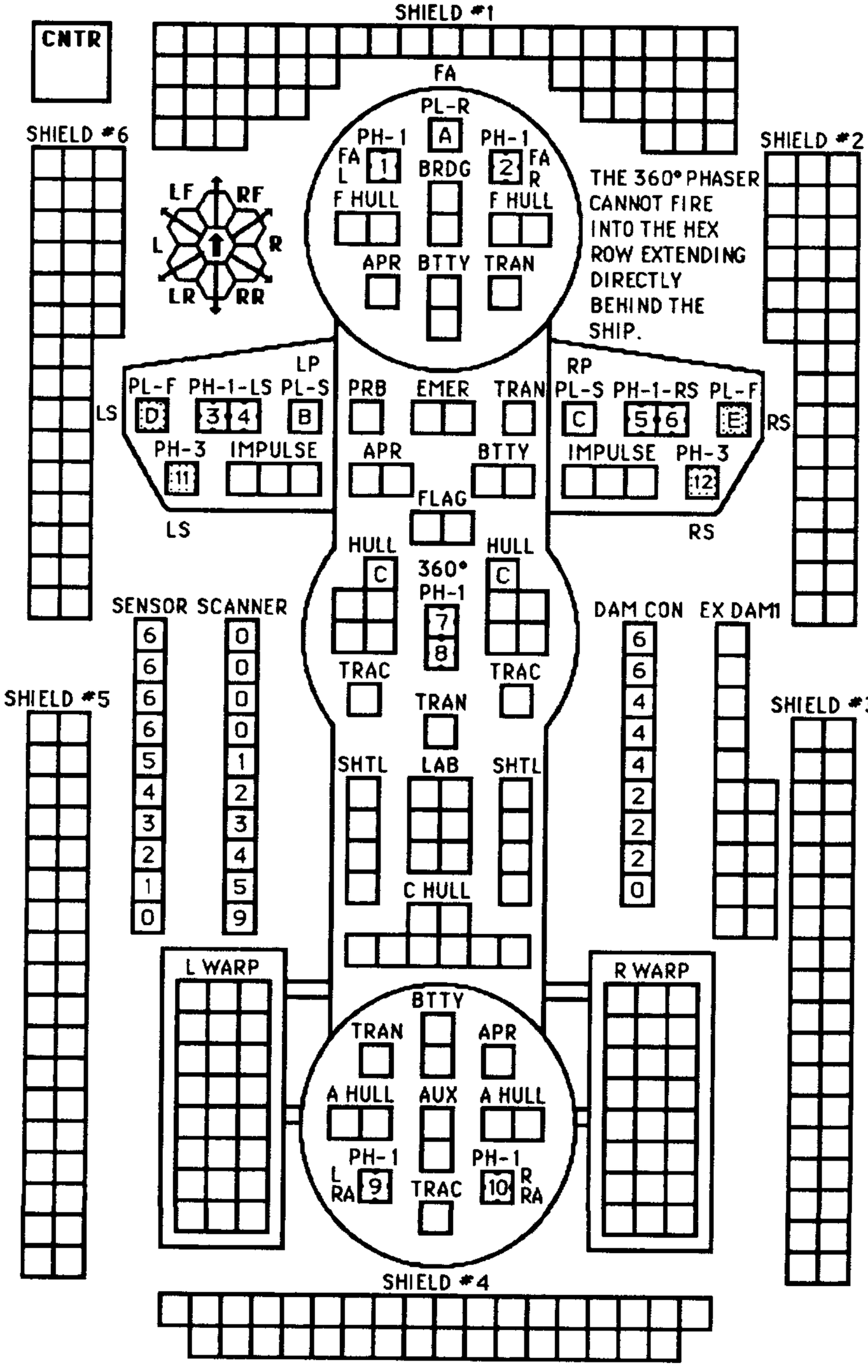
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					



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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

GORN HEAVY DESTROYER

CREW UNITS

10 | 20 | 30

PROBES

5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

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

BOARDING PARTIES

10

TRANSPORTER BOMBS

D D D D

SHIP DATA TABLE

TYPE	=	HDD
POINT VALUE	=	111
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R6.12
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
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

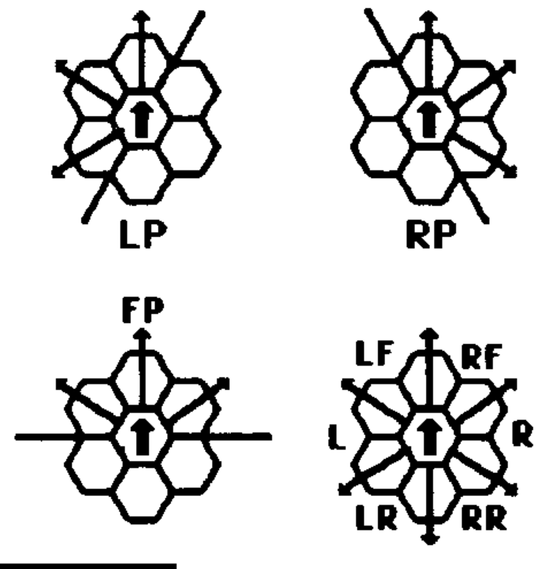
TYPE III DEFENSE PHASER

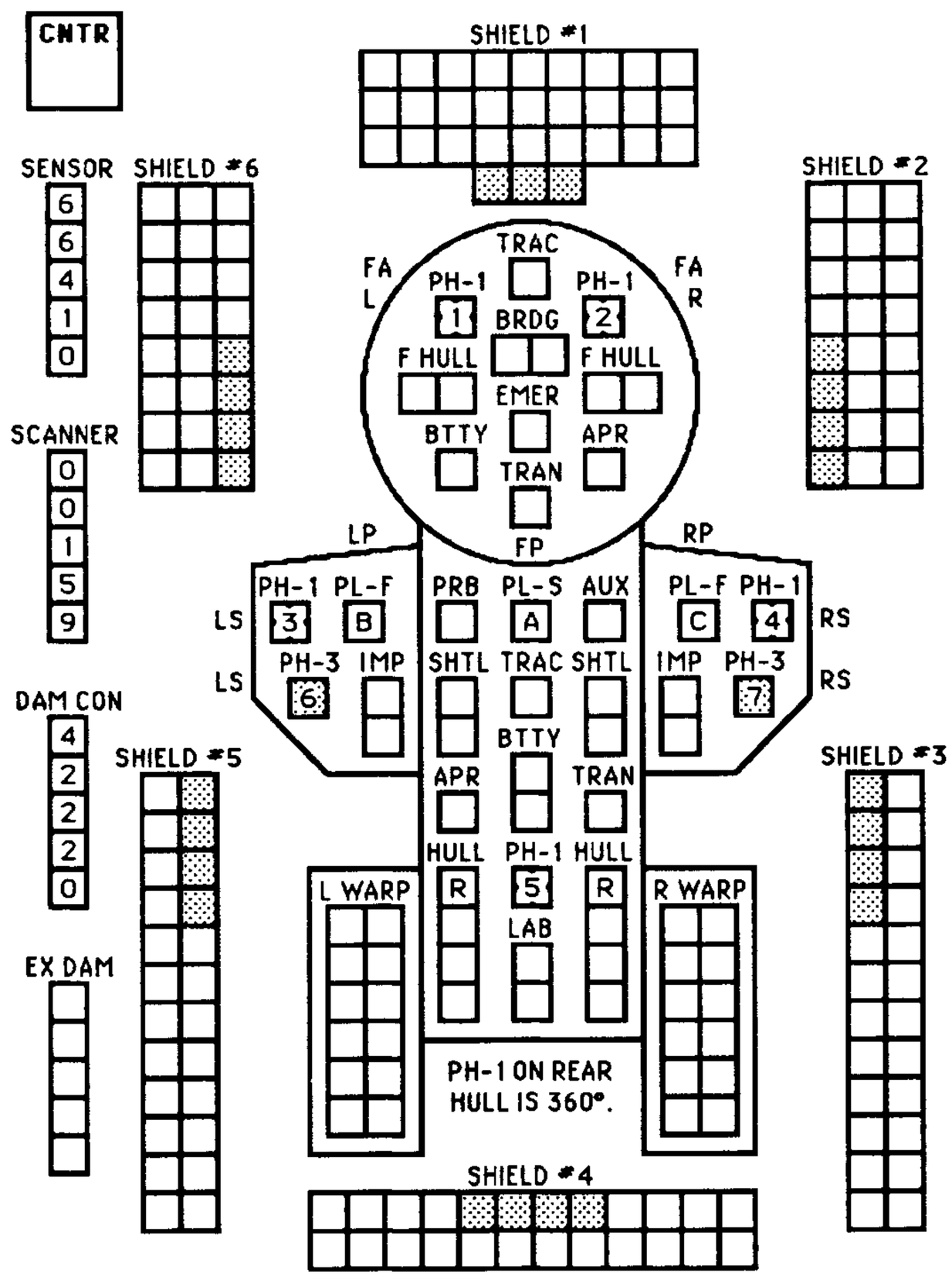
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PSEUDO-PLASMA TORPEDOES

[A] S [B] F [C] F

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





SHADED BOXES ARE THE HDD+ REFIT.

THE 360° PHASER CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1		

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	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

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

GORN SCOUT

CREW UNITS

			*						10
									20

BOARDING PARTIES

					6

PROBES

				5

TRANSPORTER BOMBS

		D	D

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS

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

SHIP DATA TABLE

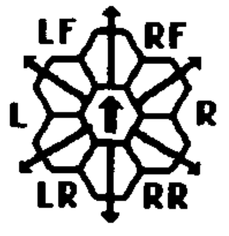
TYPE	=	SC
POINT VALUE	=	80/55
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R6.13
F REFIT	=	+7

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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



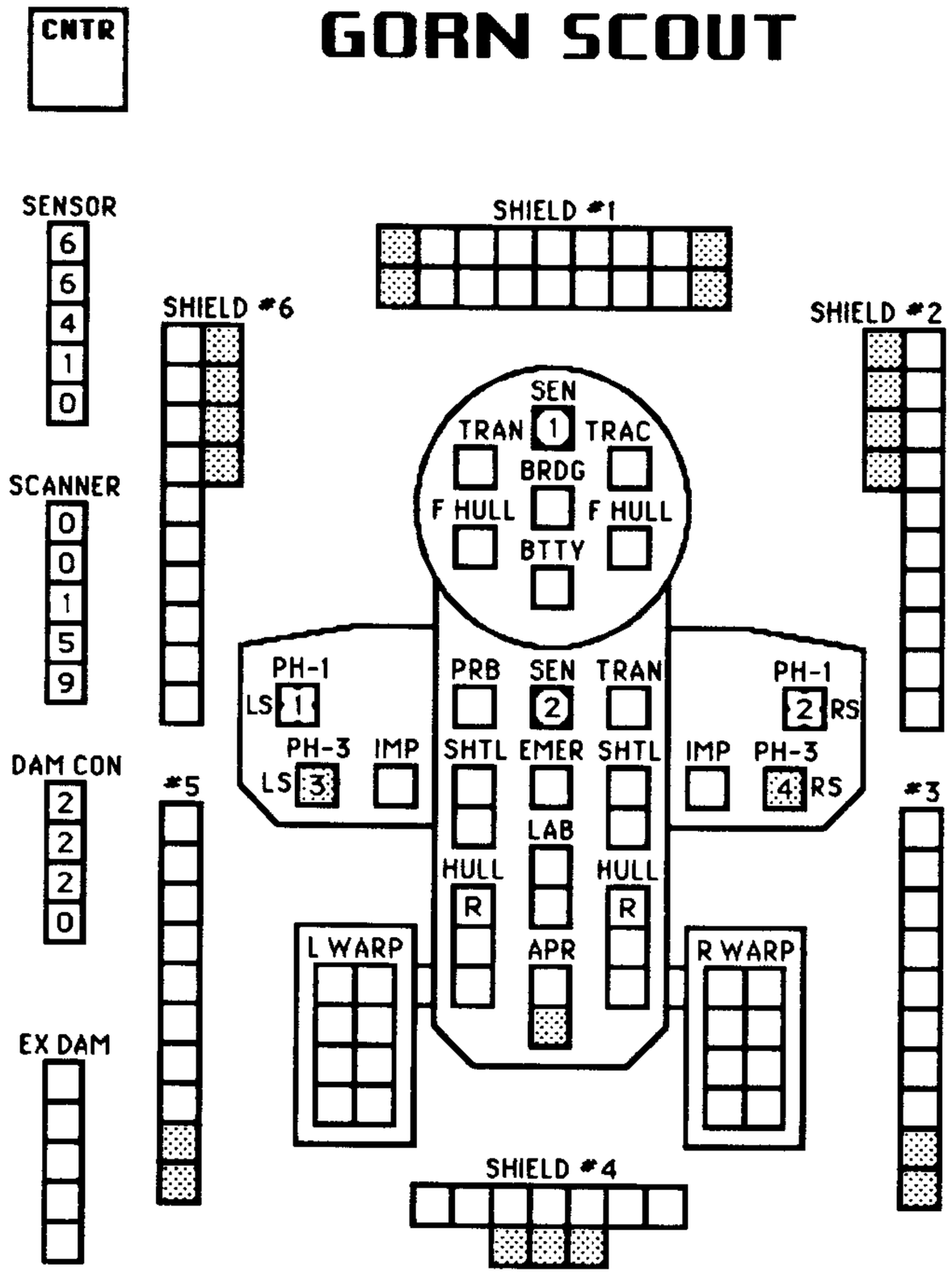
LS = LF + L + LR
RS = RF + R + RR

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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON TORPEDO HITS.



SHADED BOXES ARE THE SCF 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

GORN MINESWEEPER

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES
							MSS

BOARDING PARTIES

			4

TRANSPORTER BOMBS

		D	D

PROBES

				5

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.

SHIP DATA TABLE

TYPE	=	MS
POINT VALUE	=	70/55
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R6.15
F REFIT	=	+17

MINE RACKS ARE DESTROYED ON "CARGO," "SHUTTLE," OR "EXCESS DAMAGE" HITS.

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

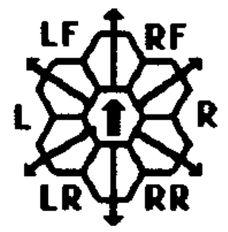
TYPE III DEFENSE PHASER

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

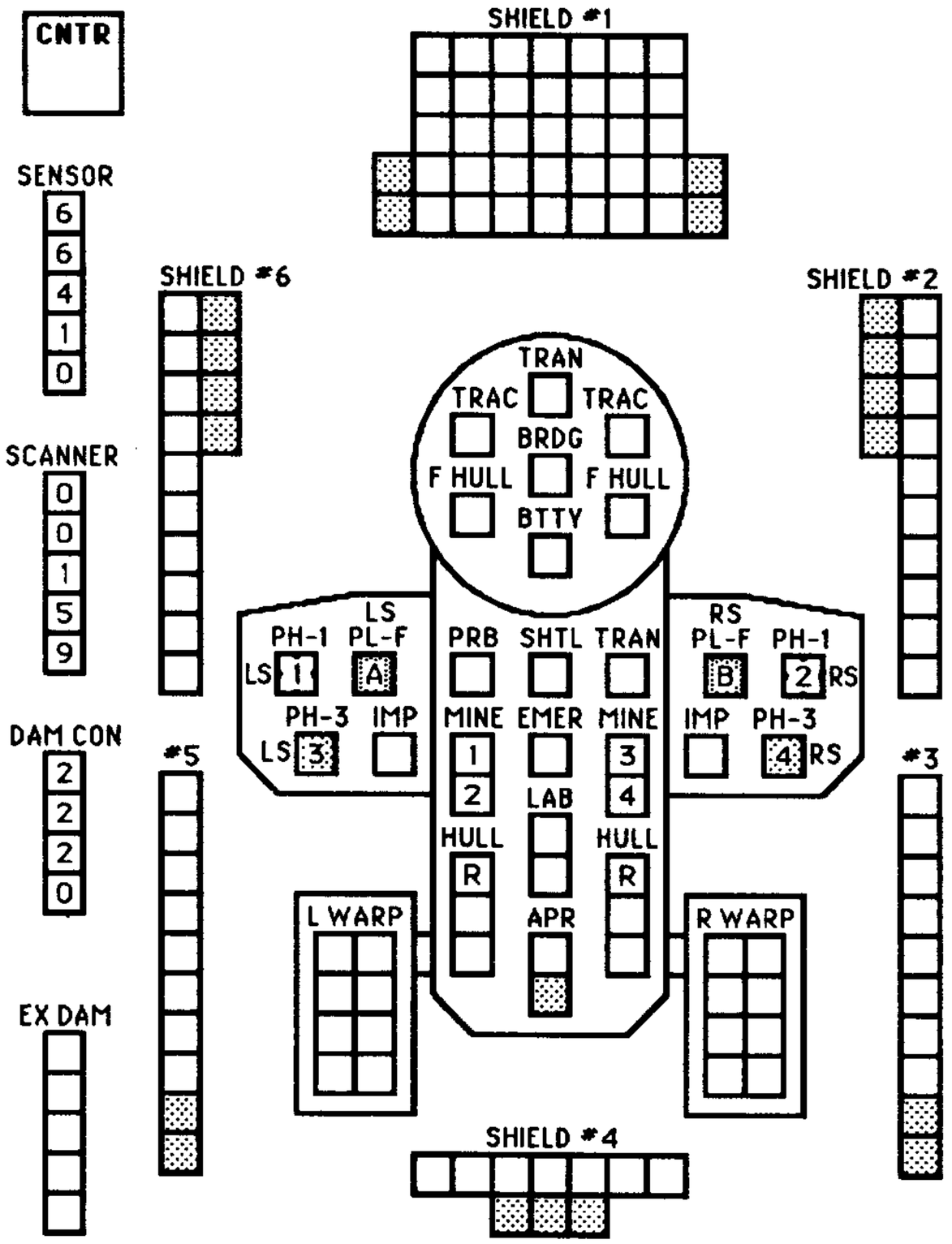
PSEUDO-PLASMA TORPEDOES

[A] F [B] F

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



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



SHADED BOXES ARE THE MSF REFIT.

PLASMA TORPEDO WARHEAD TABLE

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

WARP ENERGY MOVEMENT COST = 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

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

GORN BATTLE DESTROYER

CREW UNITS

			*					10
								20

BOARDING PARTIES

						8

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

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

TRANSPORTER BOMBS D D

PROBES 5

SHIP DATA TABLE

TYPE	=	BDD
POINT VALUE	=	96
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R6.17
PLUS REFIT	=	+2

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

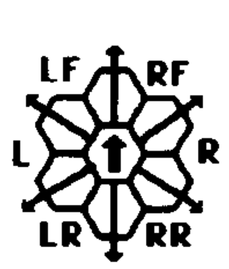
PSEUDO-PLASMA TORPEDOES

A G B F C F

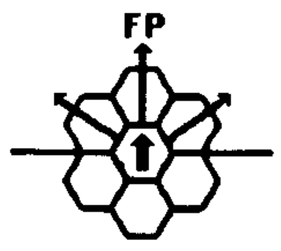
PLASMA TORPEDO WARHEAD STRENGTH TABLE

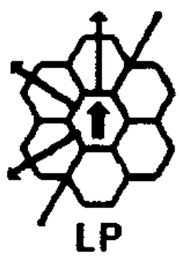
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20
TYPE G	20	20	15	15	15	10	5	1
TYPE F	20	15	10	5	1	0	0	0
BOLT	1-4	1-3	1-2					

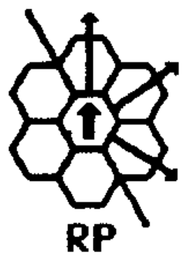
TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

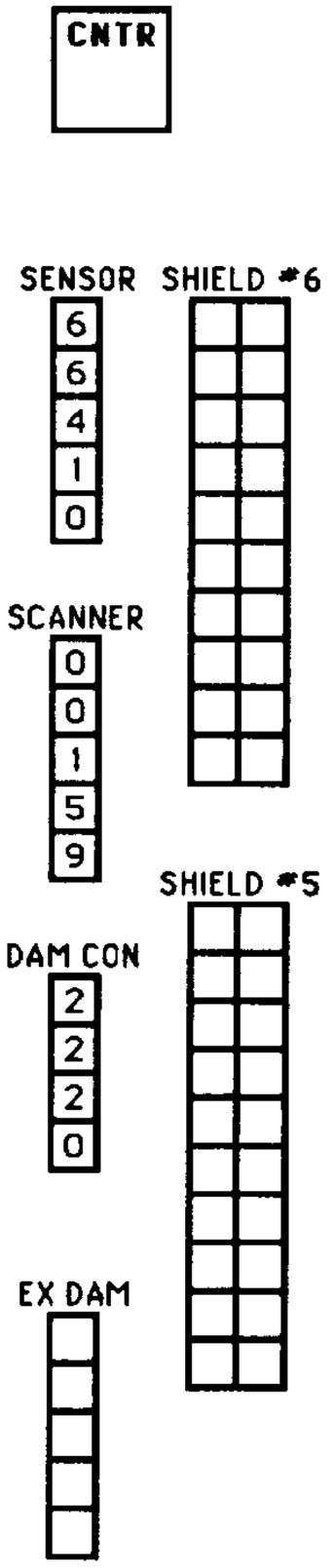


LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R
RX = L + LR + RR + R









▒ SHADED PH-3 BOXES ARE THE BDD+ 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

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

GORN COMMAND CRUISER

CREW UNITS

			*						10
									20
									30
									40
									50

PROBES

				5

BOARDING PARTIES

									10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

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

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	CCF
POINT VALUE	=	164
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R6.18

INCLUDES BOTH REFITS

TYPE	=	CC
POINT VALUE	=	124
REFERENCE	=	R6.18
PLUS REFIT	=	+26

TYPE I OFFENSIVE PHASER TABLE

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

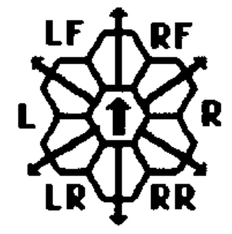
TURN MODE	SPEED
D 1	2-4
2	5-8
3	9-12
HET 4	13-17
5	18-24
BD 6	25+

TYPE III DEFENSE PHASER

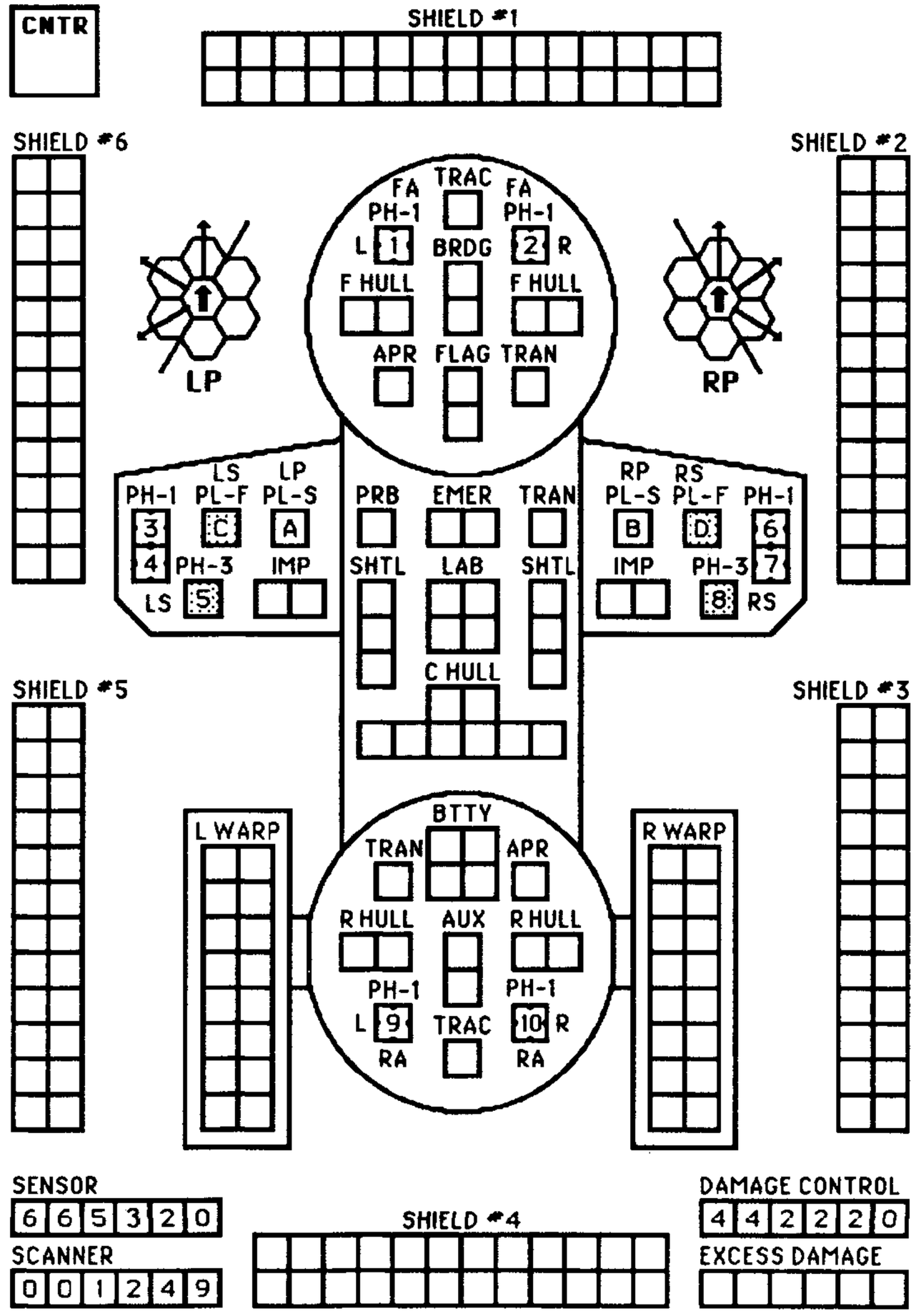
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PSEUDO-PLASMA TORPEDOES

A (G S)	B (G S)	CCF ONLY C (F)	D (F)



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



FOR A COMMAND CRUISER WITHOUT THE F-REFIT, DELETE THE SHADED BOXES.
FOR A COMMAND CRUISER WITHOUT THE PLUS REFIT, PL-S-LP/RP ARE PL-G-(L+LF/RF+R).

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1		

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

THOLIAN DESTROYER

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES [ ][ ][ ][ ][ ][ ][ ][8]

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

PROBES [ ][ ][ ][ ][5]

SHIP DATA TABLE		
TYPE	=	DD
POINT VALUE	=	80
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R7.4
SNARE REFIT	=	+6

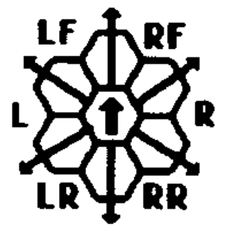
TYPE I OFFENSIVE PHASER TABLE

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
A	1	2-6
HET	2	7-12
[ ][ ]	3	13-19
BD	4	20-26
[ ][ ]	5	27+
NIMBLE SHIP		

TYPE III DEFENSE PHASER

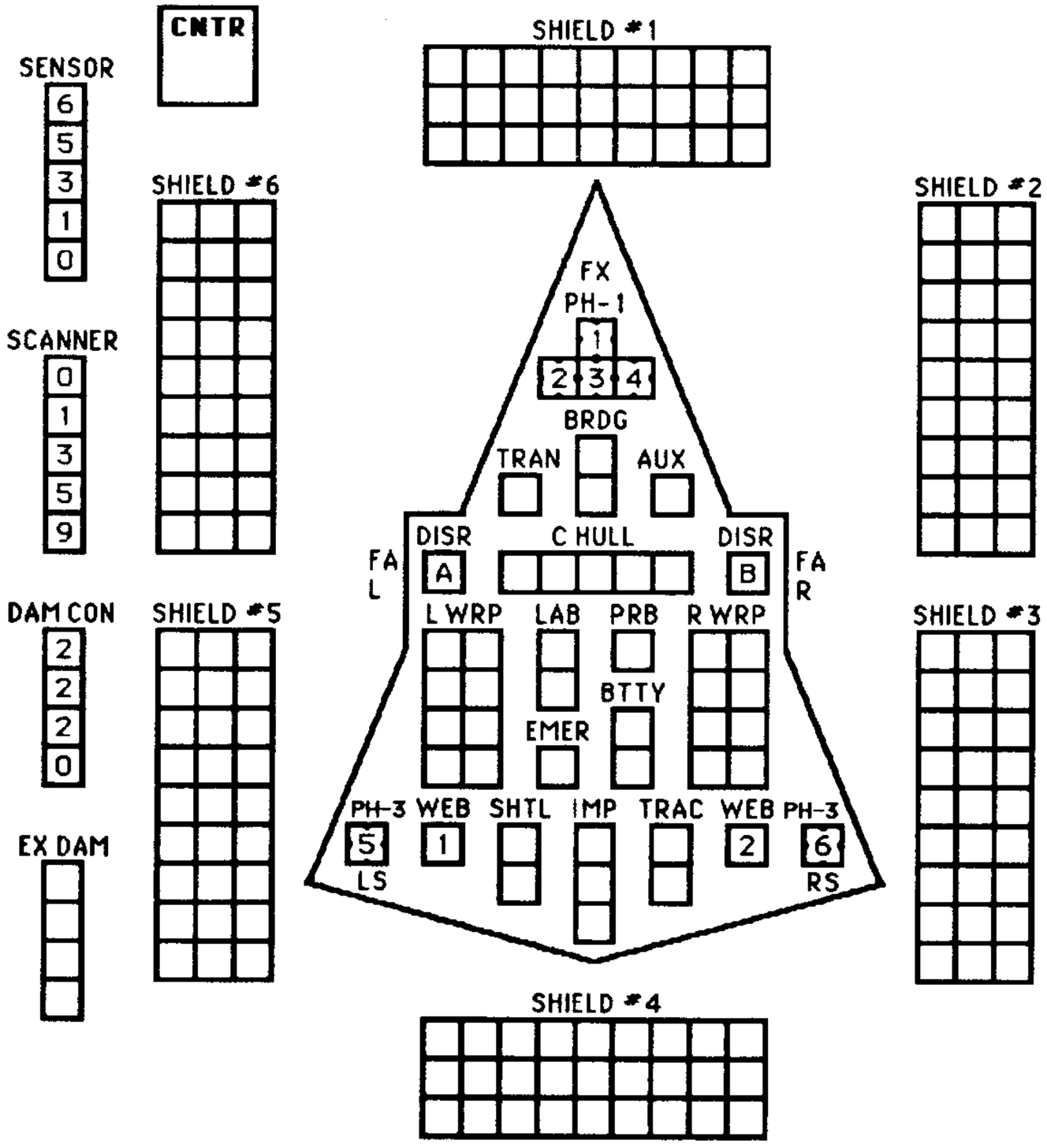
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



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

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



THIS SHIP CAN LAND ON PLANETS USING THE GRAVITY LANDING SYSTEM (P2.432).

WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.

SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS SNARES; SEE (E13.3) IN MODULE C2.

WARP ENERGY MOVEMENT COST = 1/2 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	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

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

THOLIAN DREADNOUGHT

CREW UNITS

10 20 30 40

BOARDING PARTIES

10

PROBES

5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.
NO TRANSFERS POSSIBLE.

TRANSPORTER BOMBS

D D D D D D

SHIP DATA TABLE

TYPE	=	D
POINT VALUE	=	175
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R7.5
SNARE 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
C 1	2-4
2	5-9
HET 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

HIT & RUN DERFACS ☐

LF RF L R LR RR

RA = LR + RR
FX = L + LF + RF + R

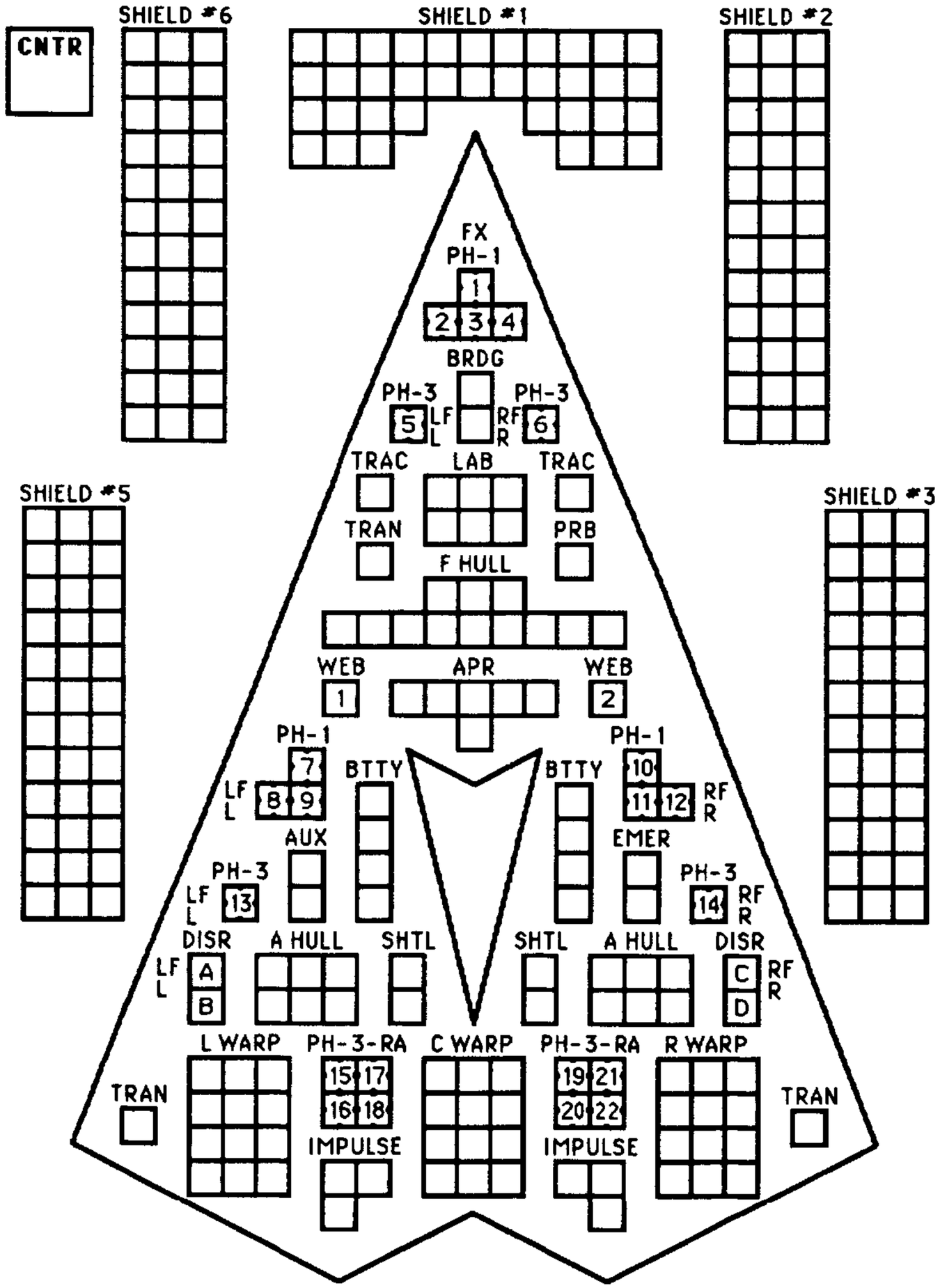
DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2	1
DAMAGE,OVLD	10	10	8	8	6	0	0	0	0

SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS WEB SNARES; SEE (E13.3) IN MODULE C2.

WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.

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



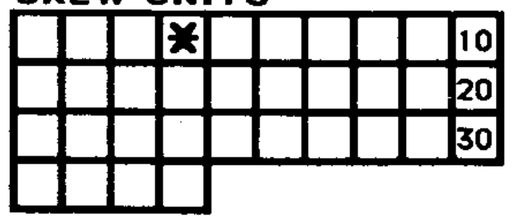
SENSOR 6 6 6 5 3 2 1 0
SCANNER 0 0 0 1 2 3 5 9
DAM CON 6 6 4 4 2 2 2 0
EX DAM

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

THOLIAN CRUISER

CREW UNITS



HIT & RUN DERFACS ☐

BOARDING PARTIES 10

PROBES 5

T-BOMBS

D D D D

SHIP DATA TABLE		
TYPE	=	C
POINT VALUE	=	120
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SPT	=	1
SIZE CLASS	=	3
REFERENCE	=	R7.6
SNARE 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 ☐ B ☐ HET ☐ BD ☐☐

	SPEED
1	2-5
2	6-10
3	11-15
4	16-21
5	22-28
6	29+

TYPE III DEFENSE PHASER

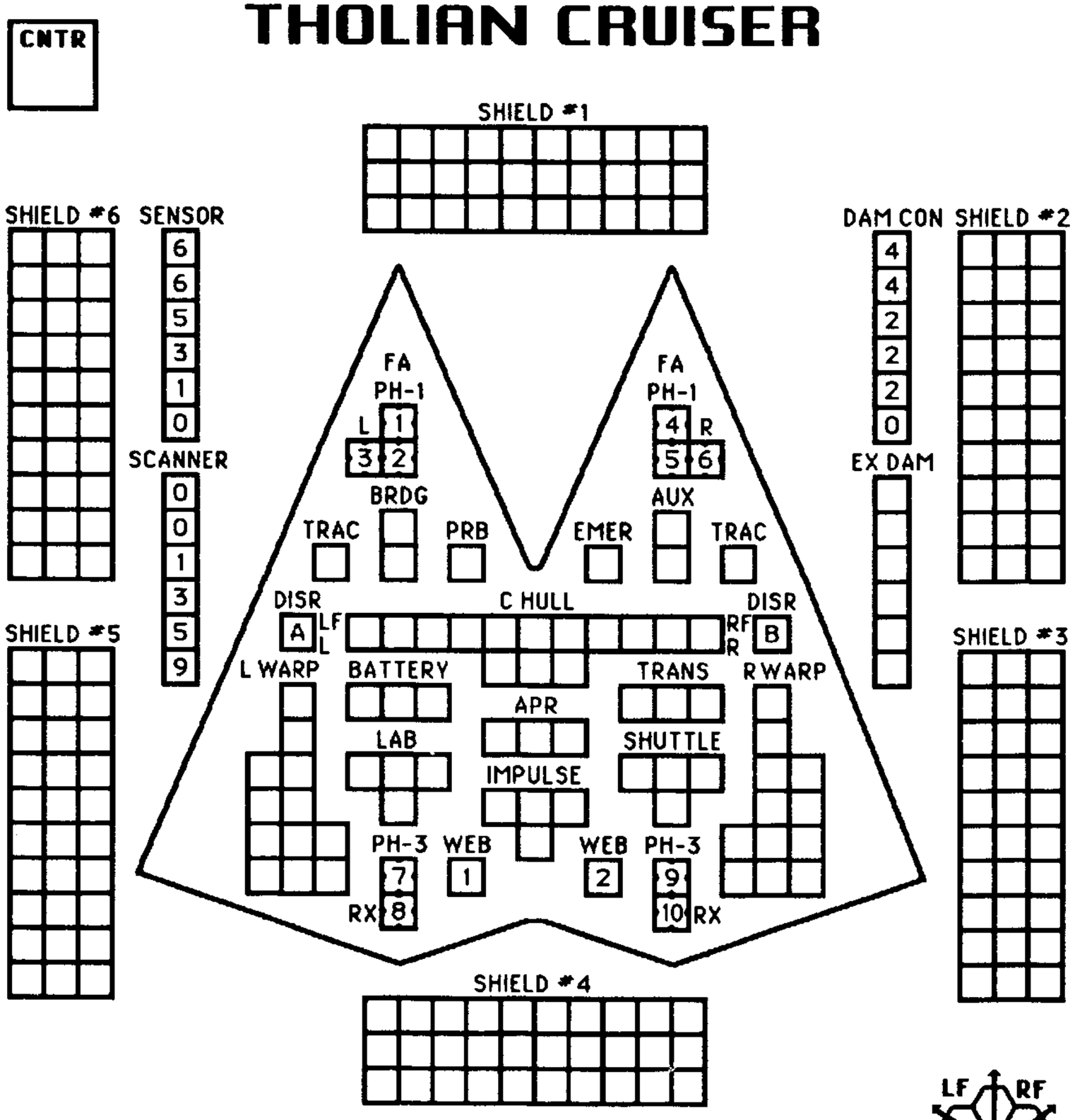
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

ADMINISTRATIVE SHUTTLES

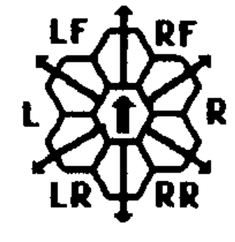
IDENT	HIT POINTS	NOTES

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0



SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS WEB SNARES; SEE (E13.3) IN MODULE C2.
WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.



FA = LF + RF
RX = L + LR + RR + R

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

THOLIAN WEB TENDER

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

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES
	[ ][ ][ ][ ][ ][ ]	

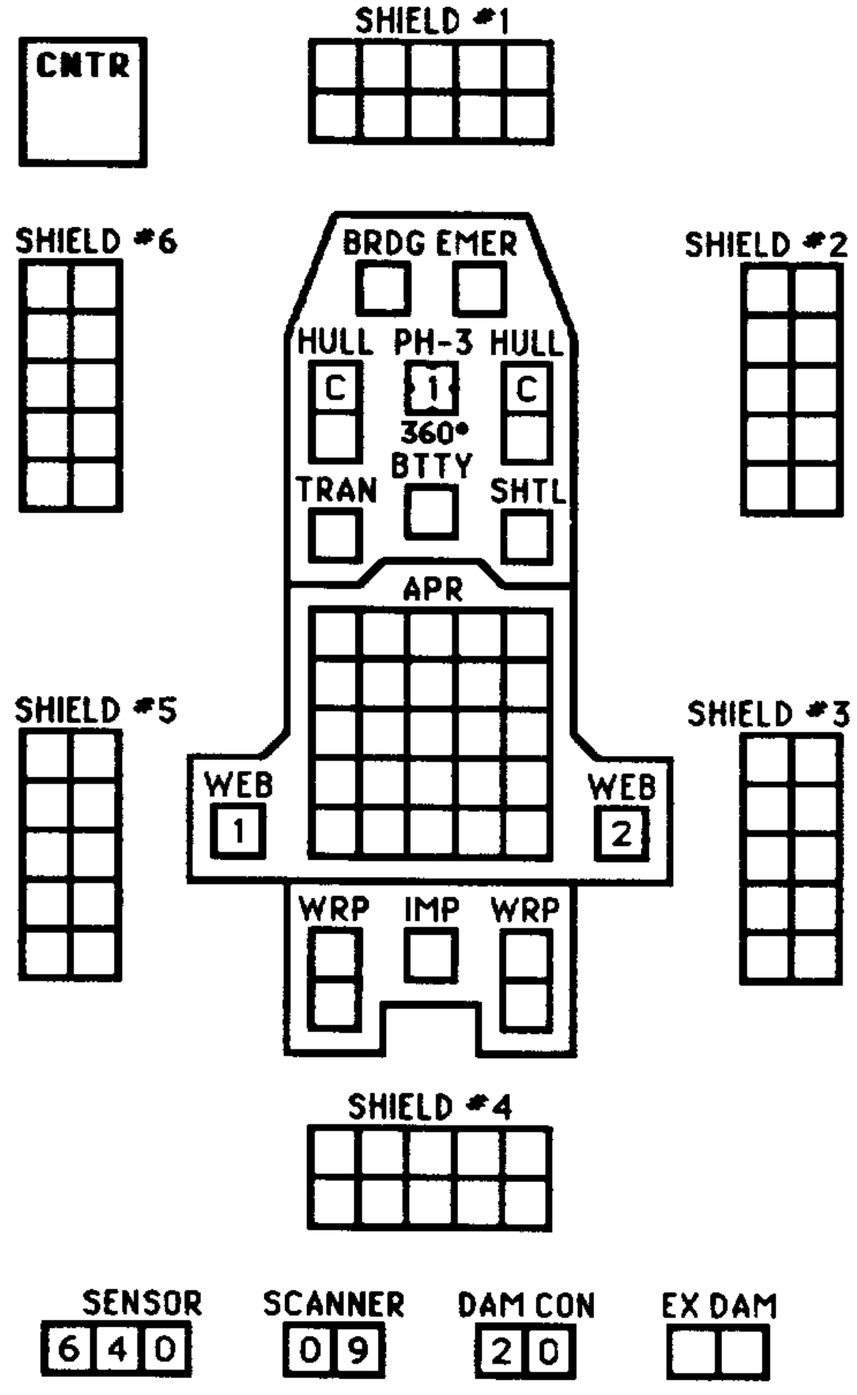
BOARDING PARTIES: [ ][ ][ ][ ][5]

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

SHIP DATA TABLE		
TYPE	=	WT
POINT VALUE	=	70/30
BREAKDOWN	=	3-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R7.10
SNARE REFIT	=	+6

THIS SHIP CANNOT DISENGAGE BY ACCELERATION.

THIS SHIP CAN ACCELERATE BY NO MORE THAN 3 MOVEMENT POINTS PER TURN.



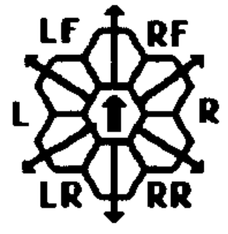
SENSOR	SCANNER	DAM CON	EX DAM
6 4 0	0 9	2 0	

SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS WEB SNARES: SEE (E13.3) IN MODULE C2.

WEB GENERATORS ARE DESTROYED ON "FLAG" 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



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+

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

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

THOLIAN CARGO PATROL CORVETTE

CREW UNITS: 10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES: 4

T-BOMBS: D D

PROBES: 5

LF RF L R LR RR

FX = L + LF + RF + R

SHIP DATA TABLE		
TYPE	=	CPC
POINT VALUE	=	55/50
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R7.11

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+

NIMBLE SHIP

NOT NIMBLE IF CARRYING PACK

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

PACK

CARGO

BPV = 6
REF = R7.14

POD

CARGO

BPV = 21/15

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

NOT NIMBLE

CNTR

SENSOR: 6 5 3 1 0

SCANNER: 0 1 3 5 9

DAM CON: 2 2 2 0

EX DAM

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

FX
PH-1: 1 2 3 4
BRDG
TRAN AUX
BTTY C HULL BTTY
L WRP R WRP
CARGO
PRB SHTL IMP TRAC EMER

THIS SHIP CAN LAND ON PLANETS USING THE GRAVITY LANDING SYSTEM (P2.432).

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ③ = ERRATIC MANEUVER WARP COST

WITHOUT POD OR PACK

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

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

WITH PACK

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.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

WITH POD

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

THOLIAN SCOUT

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	[ ][ ][ ][ ][ ]	

BOARDING PARTIES [ ][ ][ ][4]

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

PROBES [ ][ ][ ][ ][5]

SHIP DATA TABLE		
TYPE	=	SC
POINT VALUE	=	90/50
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R7.12

CNTR

SENSOR [6][5][3][1][0]

SCANNER [0][1][3][5][9]

DAM CON [2][2][2][0]

EX DAM [ ][ ][ ][ ]

SHIELD #1 [ ][ ][ ][ ][ ][ ][ ][ ]

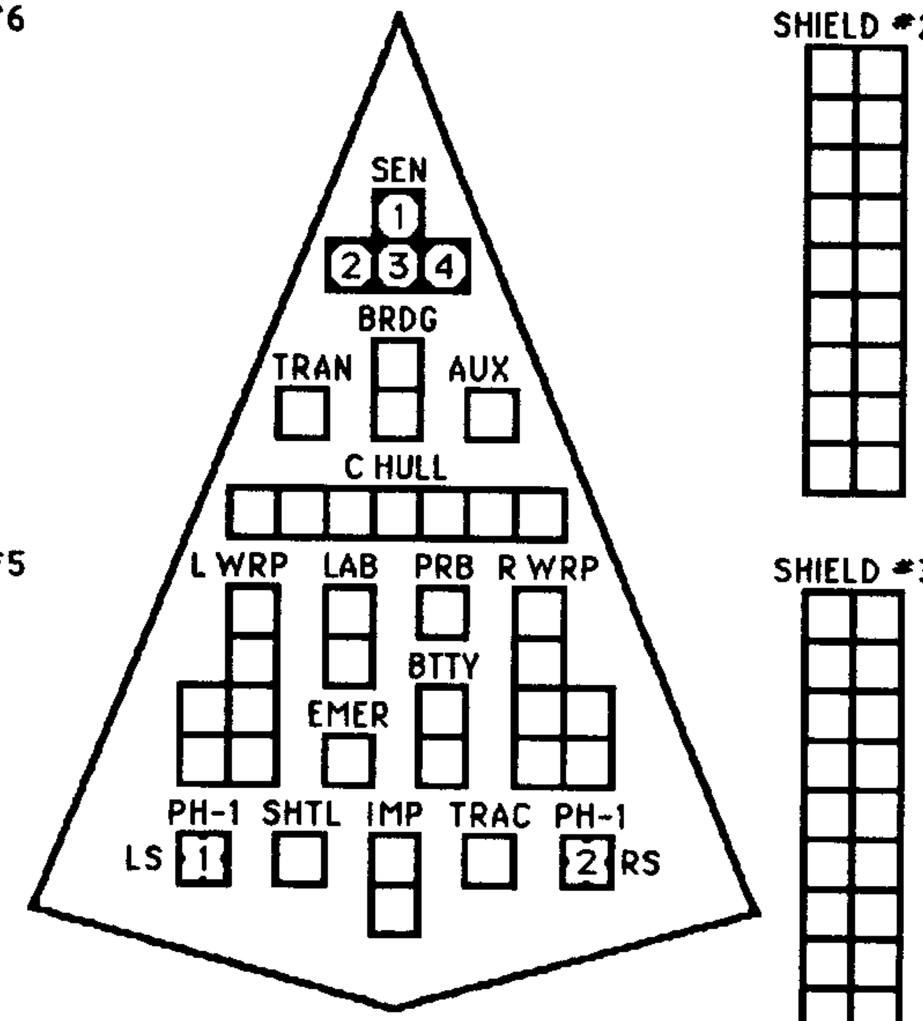
SHIELD #2 [ ][ ][ ][ ][ ][ ][ ][ ][ ]

SHIELD #3 [ ][ ][ ][ ][ ][ ][ ][ ][ ]

SHIELD #4 [ ][ ][ ][ ][ ][ ][ ][ ]

SHIELD #5 [ ][ ][ ][ ][ ][ ][ ]

SHIELD #6 [ ][ ][ ][ ][ ][ ][ ][ ]



THOLIAN SCOUT TURN MODE

TURN MODE		SPEED
A	1	2-6
HET [ ][ ]	2	7-12
	3	13-19
BD [ ][ ]	4	20-26
	5	27+
NIMBLE SHIP		

TYPE I OFFENSIVE PHASER TABLE

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

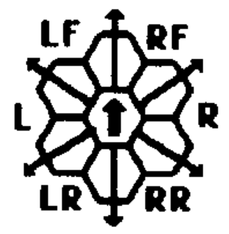
THE SPECIAL SENSORS ARE DESTROYED ON "PHASER" HITS.

TYPE III DEFENSE PHASER

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

SCOUT FUNCTIONS SUMMARY

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



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

THIS SHIP CAN LAND ON PLANETS USING THE GRAVITY LANDING SYSTEM (P2.432).

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

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

THOLIAN MINESWEEPER

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	[ ][ ][ ][ ][ ][ ]	MSS

BOARDING PARTIES: [ ][ ][ ][4]

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

PROBES: [ ][ ][ ][ ][5]

SHIP DATA TABLE		
TYPE	=	MS
POINT VALUE	=	60/50
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R7.13

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+
NIMBLE SHIP	

TYPE III DEFENSE PHASER

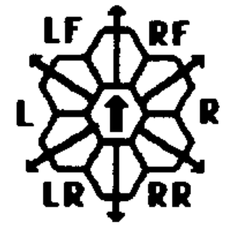
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

MINE RACKS

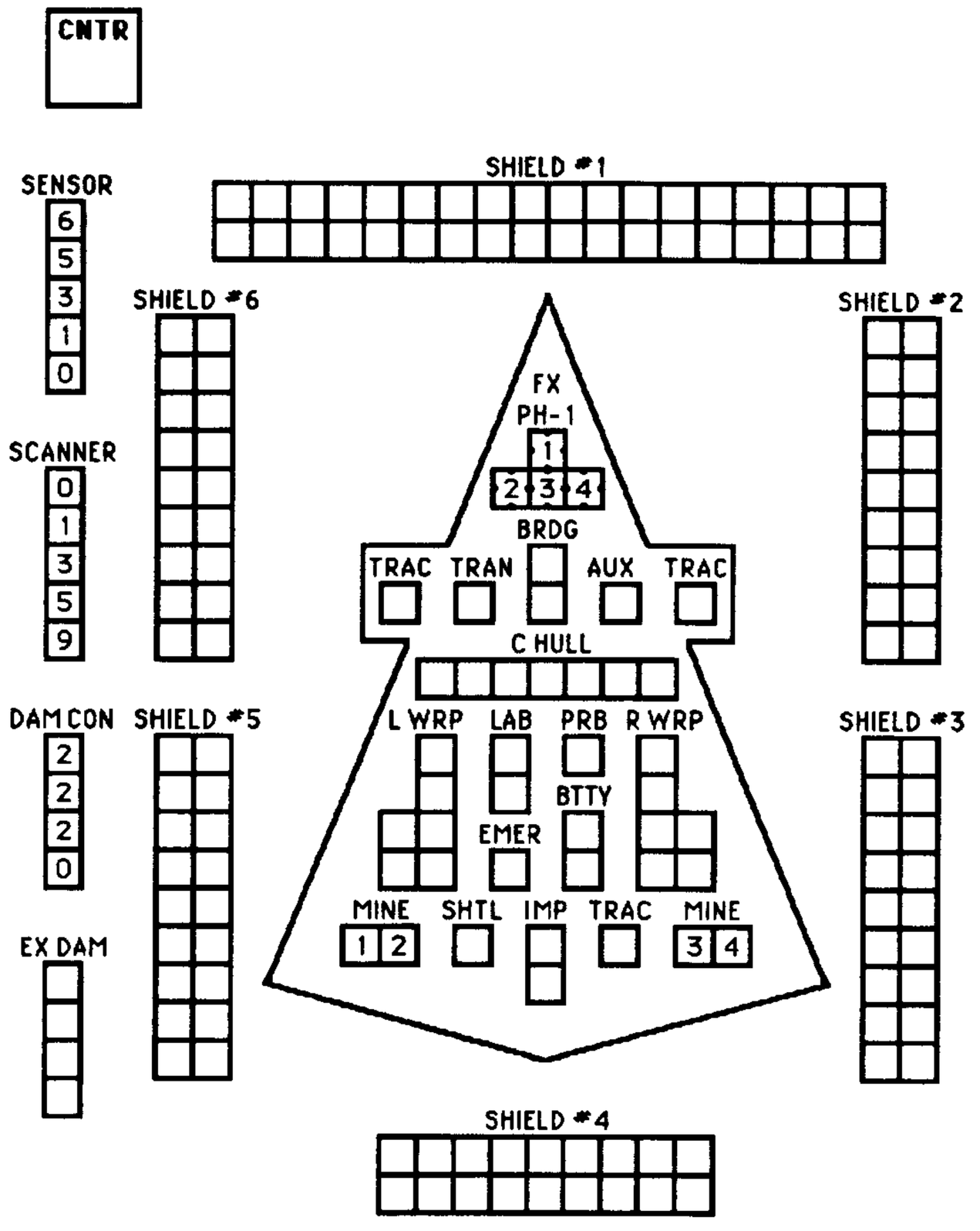
1	I	I	I	I
2	I	I	I	I
3	I	I	I	I
4	I	I	I	I

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.



FX = L + LF + RF + R



THIS SHIP CAN LAND ON PLANETS USING THE GRAVITY LANDING SYSTEM (P2.432).

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

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

THOLIAN COMMAND CRUISER

CREW UNITS 10 20 30

HIT & RUN DERFACS ☐

BOARDING PARTIES 10

T-BOMBS

PROBES 5

D D D D

SHIP DATA TABLE		
TYPE	=	CC
POINT VALUE	=	148
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SPT	=	1
SIZE CLASS	=	3
REFERENCE	=	R7.15
SNARE 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
B 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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

CNTR

SHIELD #1 SHIELD #2 SHIELD #3 SHIELD #4 SHIELD #5 SHIELD #6

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

DAM CON 4 4 2 2 2 0

EX DAM

FA DISR C

FA DISR D

PH-1-FA L 1 2 3

PH-1-FA 4 5 6 R

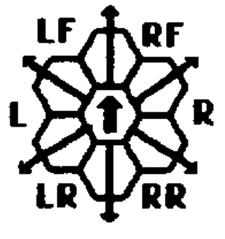
BRDG TRAC FLAG PRB EMER AUX TRAC

DISR A LF L C HULL RF R DISR B

L WARP BATTERY APR TRANS R WARP

LAB SHUTTLE IMPULSE

PH-1 11 LS PH-3 7 RX 8 WEB 1 WEB 2 PH-3 9 10 RX PH-1 12 RS



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

SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS WEB SNARES; SEE (E13.3) IN MODULE C2.
WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	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

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

THOLIAN DISRUPTOR-ARMED PATROL CORVETTE+

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	[ ][ ][ ][ ][ ][ ]	

BOARDING PARTIES: [ ][ ][ ][ ][ ][6]

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

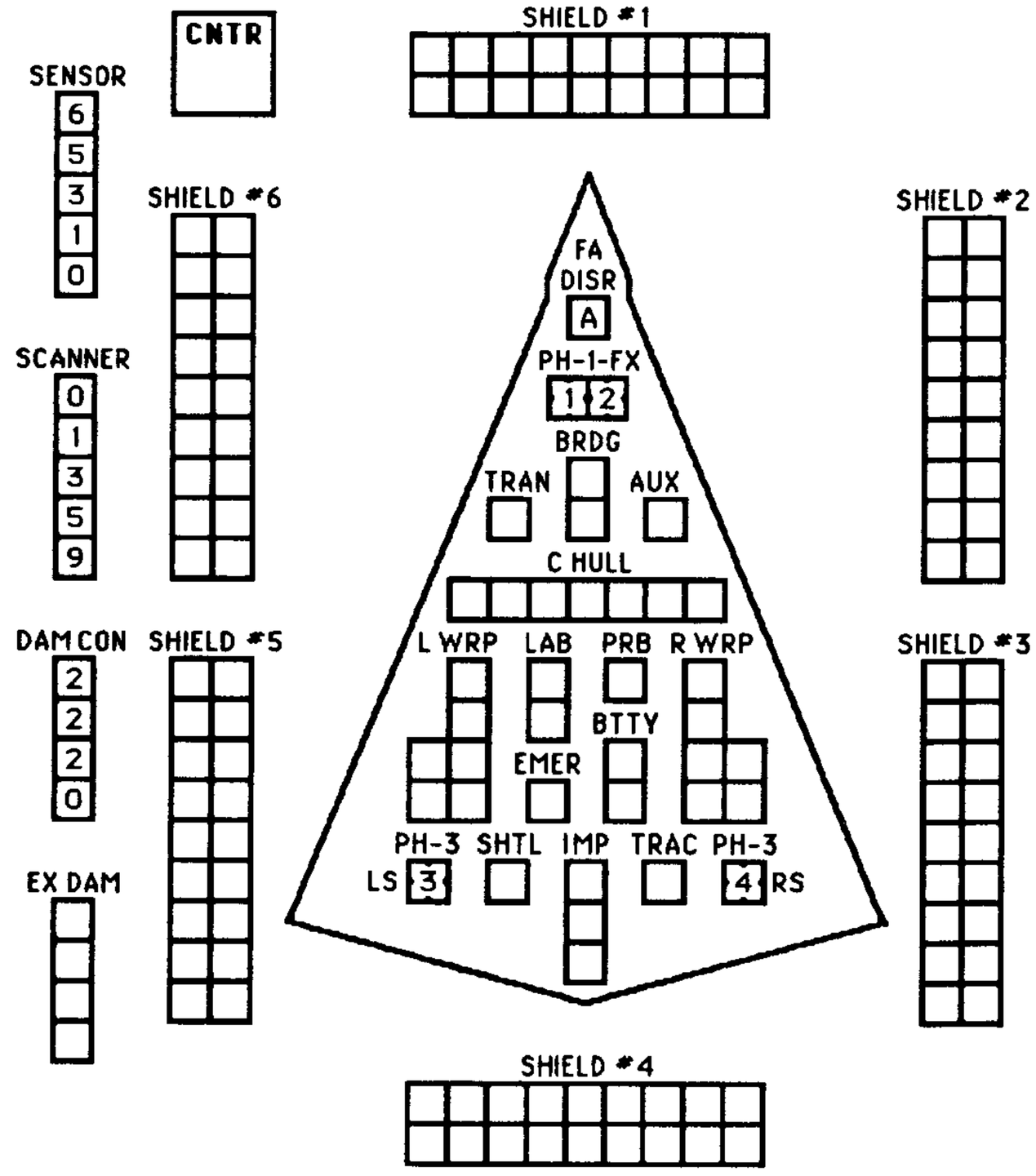
PROBES: [ ][ ][ ][ ][5]

SHIP DATA TABLE		
TYPE	=	DPC+
POINT VALUE	=	65
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R7.16

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

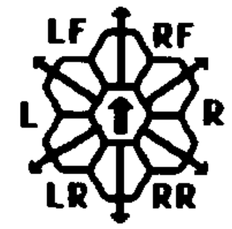
TURN MODE		SPEED
A	1	2-6
HET	2	7-12
[ ][ ]	3	13-19
BD	4	20-26
[ ][ ]	5	27+
NIMBLE SHIP		



THIS SHIP CAN LAND ON PLANETS USING THE GRAVITY LANDING SYSTEM (P2.432).

TYPE III DEFENSE PHASER

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



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

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

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

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

THOLIAN TK5 DESTROYER

" EXILE "

CREW UNITS

			*						10
									20

BOARDING PARTIES

					6

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

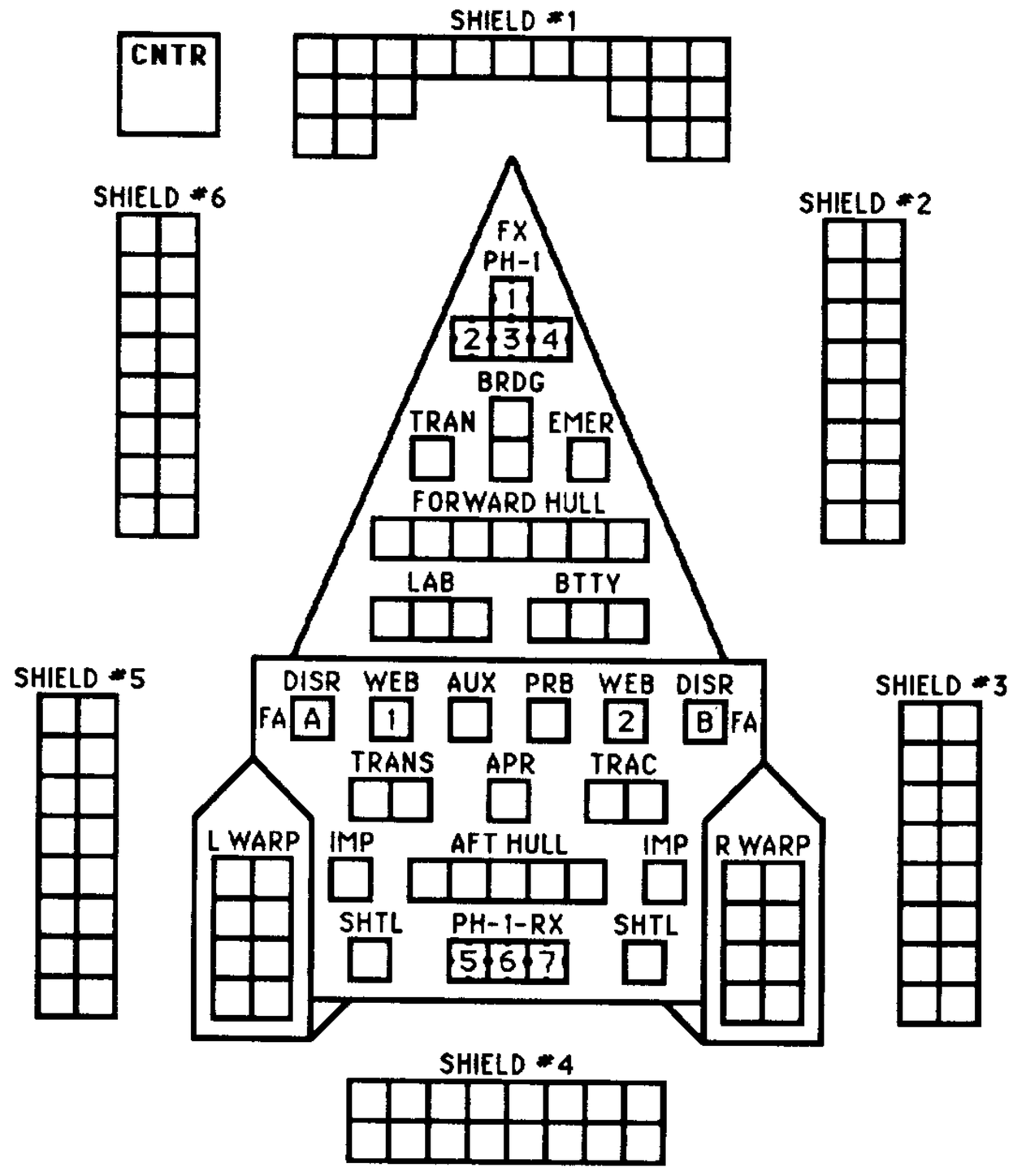
THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

		D	D

SHIP DATA TABLE

TYPE	=	TK5
POINT VALUE	=	80
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R7.17
SNARE REFIT	=	+6



SENSOR

6	5	3	0

SCANNER

0	1	3	9

DAM CON

2	2	2	0

EX DAM

SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS WEB SNARES: SEE (E13.3) IN MODULE C2.

WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.

TYPE I OFFENSIVE PHASER TABLE

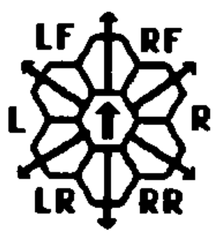
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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
FX = L + LF + RF + R
RX = L + LR + RR + R



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

NOTES:
1. CANNOT FORM PINWHEEL
2. IS NOT NIMBLE
3. CANNOT LAND ON PLANETS
4. CANNOT SEPARATE SECTIONS

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

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

THOLIAN REPAIR SHIP

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

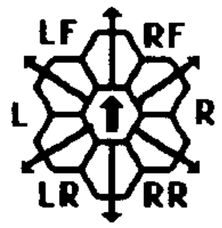
ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	[ ][ ][ ][ ][ ][ ]	

BOARDING PARTIES: [ ][ ][ ][4]

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

PROBES: [ ][ ][ ][ ][5]



FX = L + LF + RF + R

SHIP DATA TABLE		
TYPE	=	PR
POINT VALUE	=	60/50
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R7.18

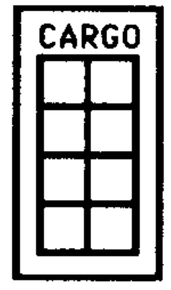
TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

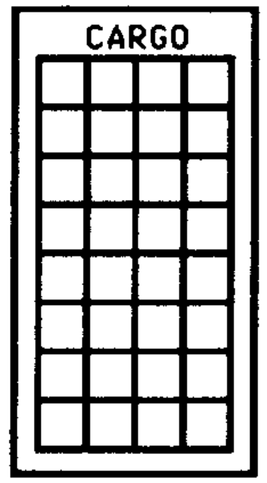
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PACK



BPV = 6
REF = R7.14

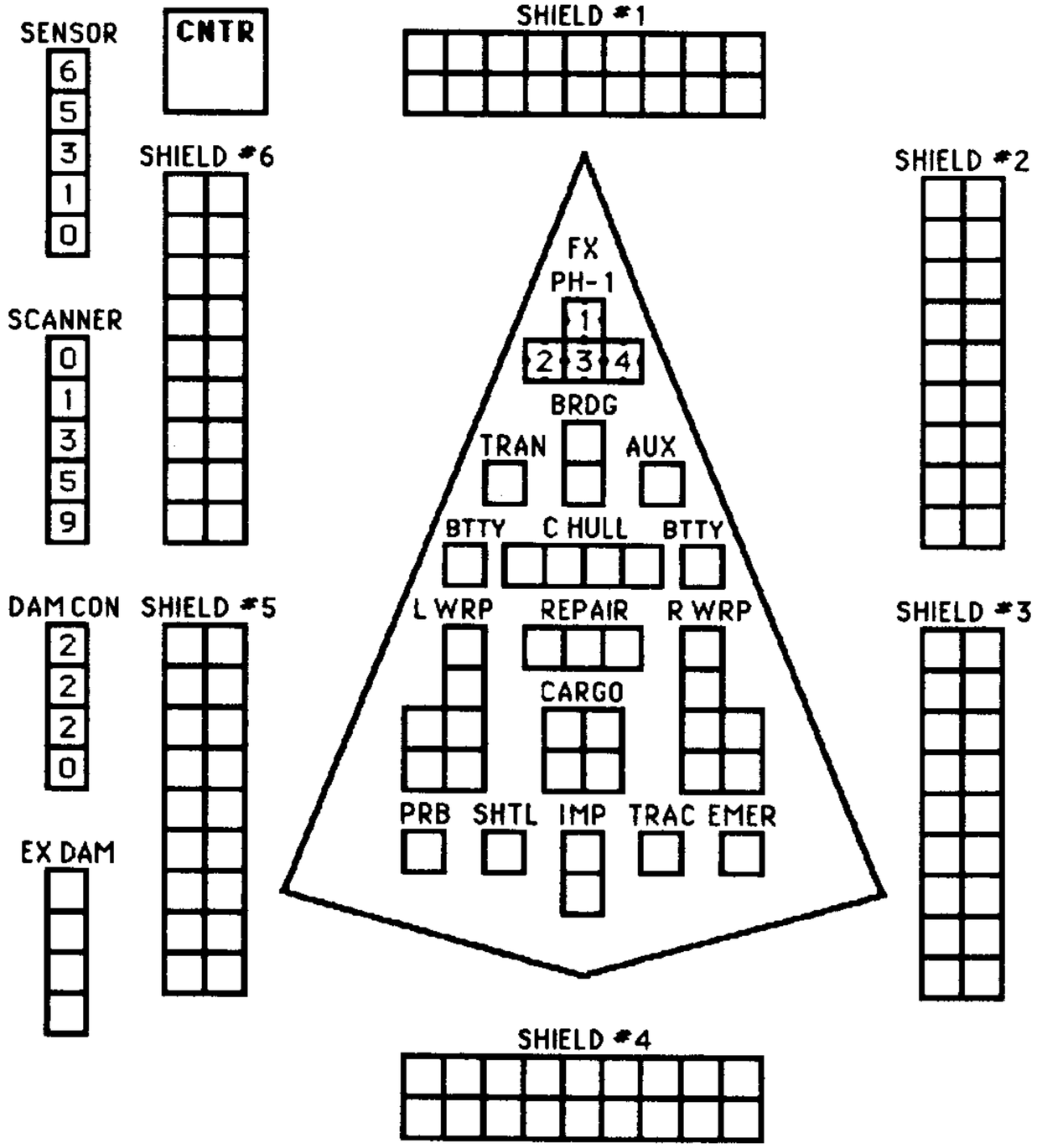
POD



BPV = 21/15

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+
NIMBLE SHIP		
NOT NIMBLE IF CARRYING PACK		

WITH POD		
TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+
NOT NIMBLE		



THIS SHIP CAN LAND ON PLANETS USING THE GRAVITY LANDING SYSTEM (P2.432).
REPAIR BOXES ARE DESTROYED ON "CARGO" HITS.

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ③ = ERRATIC MANEUVER WARP COST

WITHOUT POD OR PACK

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

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

WITH PACK

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.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

WITH POD

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

THOLIAN WAR CRUISER

CREW UNITS

			*					10
								20
								30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	CW
POINT VALUE	=	126
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R7.19
SNARE 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
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

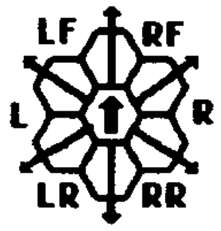
HIT & RUN DERFACS ☐

SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS WEB SNARES: SEE (E13.3) IN MODULE C2.

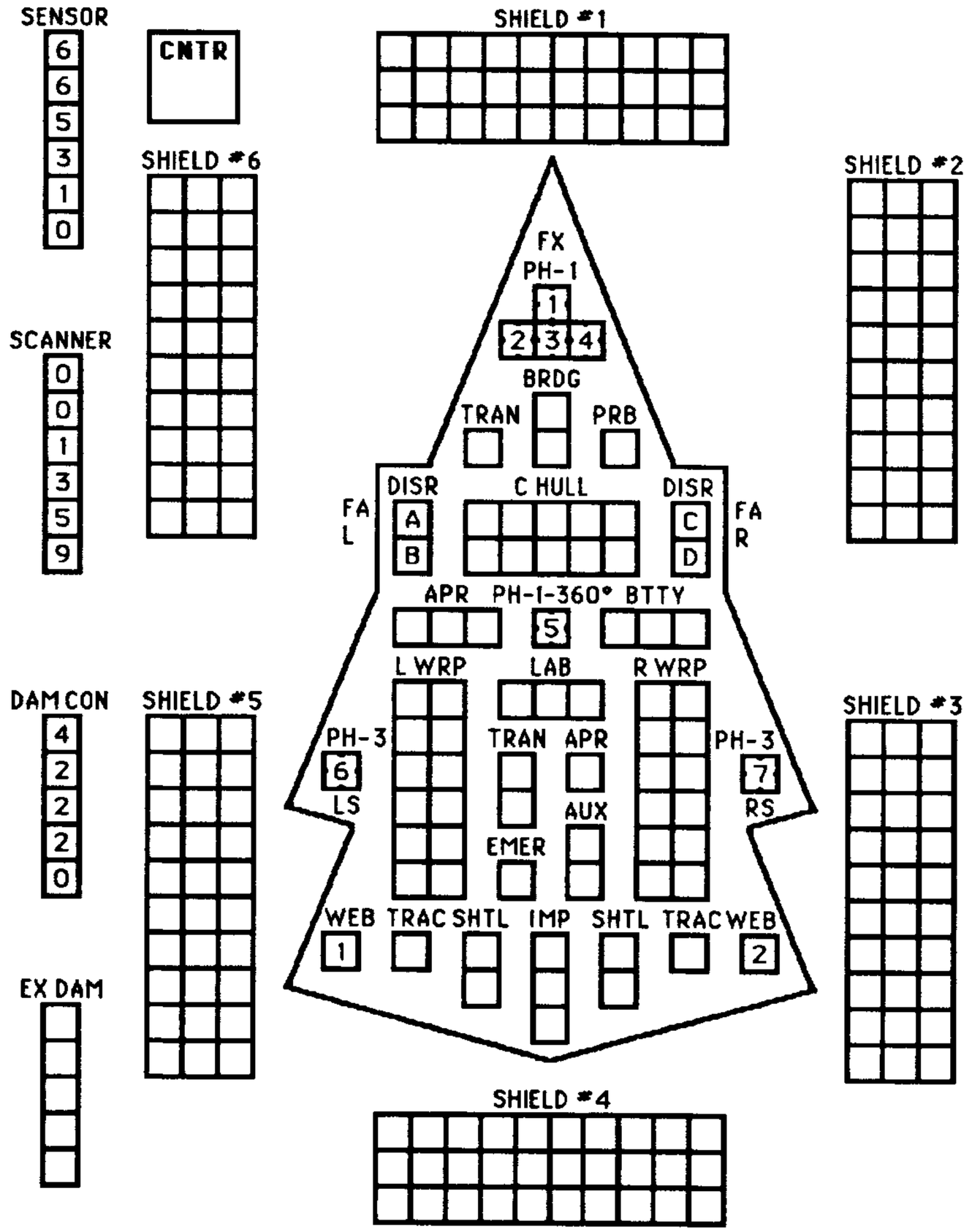
WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0



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



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

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

THOLIAN HEAVY CRUISER

CREW UNITS

10 20 30

HIT & RUN DERFACS ☐

SHIP DATA TABLE		
TYPE	=	CA
POINT VALUE	=	128
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SPT	=	1
SIZE CLASS	=	3
REFERENCE	=	R7.20
SNARE REFIT	=	+6

BOARDING PARTIES 10

T-BOMBS

PROBES 5

D D D D

TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE B HET ☐ BD ☐☐

	SPEED
1	2 5
2	6-10
3	11-15
4	16-21
5	22-28
6	29+

TYPE III DEFENSE PHASER

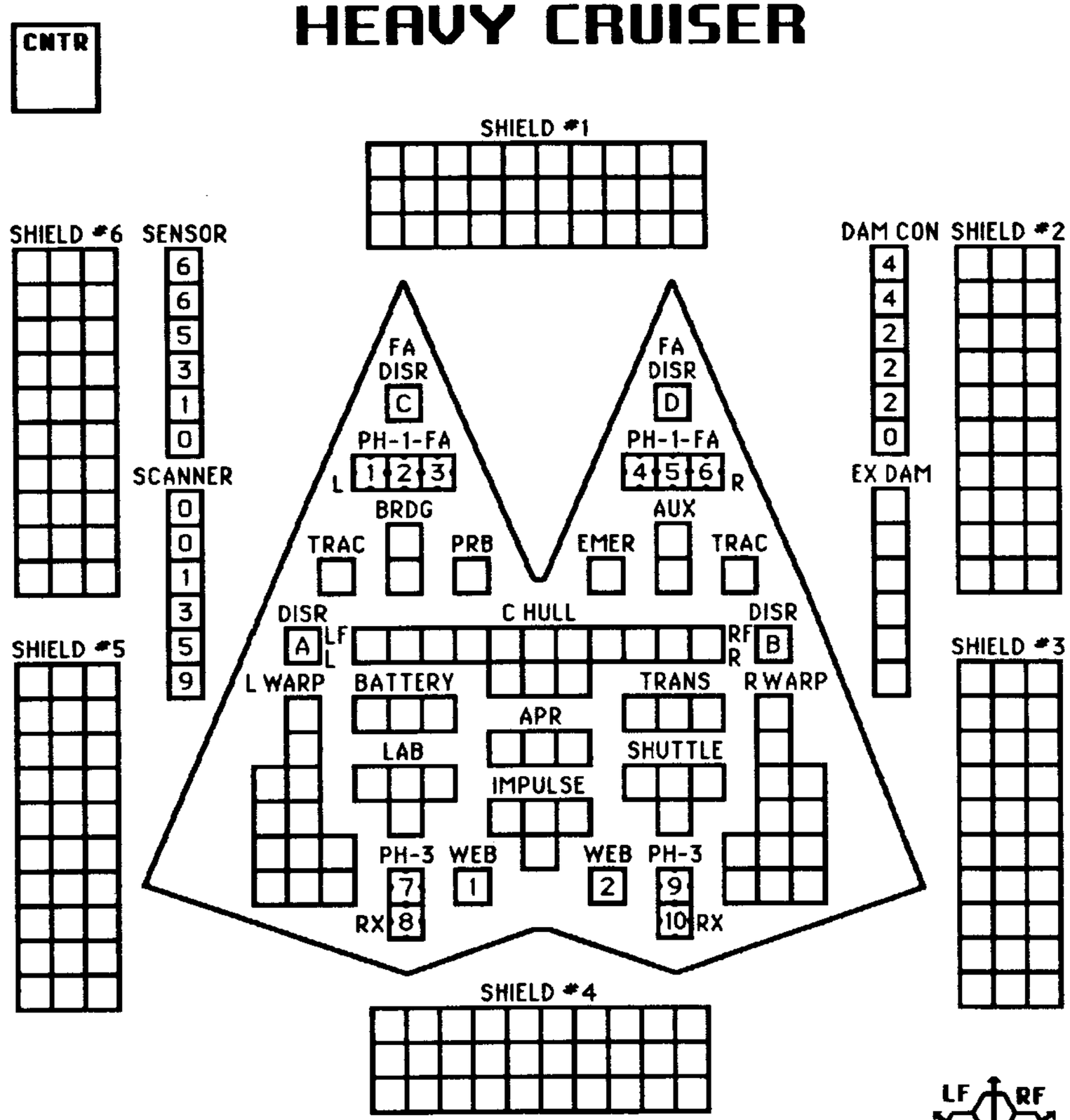
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

ADMINISTRATIVE SHUTTLES

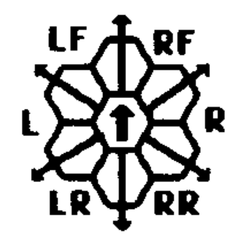
IDENT	HIT POINTS	NOTES

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0



SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS WEB SNARES; SEE (E13.3) IN MODULE C2.
WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.



FA = LF + RF
RX = L + LR + RR + R

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

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

CREW UNITS [ ][ ][*][ ][ ][ ][ ][ ][ ][10] SHIP #1

[ ][ ]

CNTR

BOARDING PARTIES [ ][ ][ ][ ][ ][6]

PROBES [ ][ ][ ][ ][5]

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

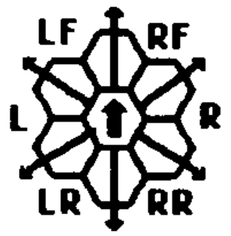
TYPE	=	PC-PW
SHIELD COST	=	1+3
LIFE SUPPORT	=	1-1/2
SIZE CLASS	=	2
REFERENCE	=	C14.0

SHIELD #1

CNTR

SHIELD #6

SHIELD #2



FX = L + LF + RF + R
LR + RR ARCS
ARE BLOCKED.

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

SHIP #1

SHIP #3

SHIP #2

CREW UNITS [ ][ ][*][ ][ ][ ][ ][ ][ ][10] SHIP #3

[ ][ ]

CNTR

BOARDING PARTIES [ ][ ][ ][ ][ ][6]

PROBES [ ][ ][ ][ ][5]

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS [ ][ ][*][ ][ ][ ][ ][ ][ ][10] SHIP #2

[ ][ ]

CNTR

BOARDING PARTIES [ ][ ][ ][ ][ ][6]

PROBES [ ][ ][ ][ ][5]

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

ENGINES

#1 _____

#2 _____

#3 _____

(C14.25)

SHIELD #5

SHIELD #4

SHIELD #3

SENSOR

#1	#2	#3
6	6	6
5	5	5
3	3	3
1	1	1
0	0	0

SCANNER

#1	#2	#3
0	0	0
1	1	1
3	3	3
5	5	5
9	9	9

EX DAM

DAM CON

#1	#2	#3
2	2	2
2	2	2
2	2	2
0	0	0

ORION HEAVY CRUISER

CREW UNITS

			*					10
								20
								30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

								10

TRANSPORTER BOMBS

				D	D	D	D

DRONE RACKS

1						A	C
2						A	C

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-C (2 RELOADS). THIS CHART CAN ALSO BE USED FOR PLASMA RACKS.

HIT & RUN CLOAK

☐ IF INSTALLED

SHIP DATA TABLE

TYPE	=	CA
POINT VALUE	=	127
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
CLOAK COST	=	20/4
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R8.3
CLOAK BPV	=	+25
PLUS REFIT	=	+8
OAKDISC	=	+15
STEALTH +2 ECM		
Y175 REFIT	=	+2
PLASMA RACKS	=	+4

TYPE I OFFENSIVE PHASER TABLE

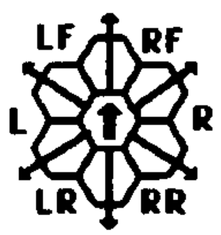
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

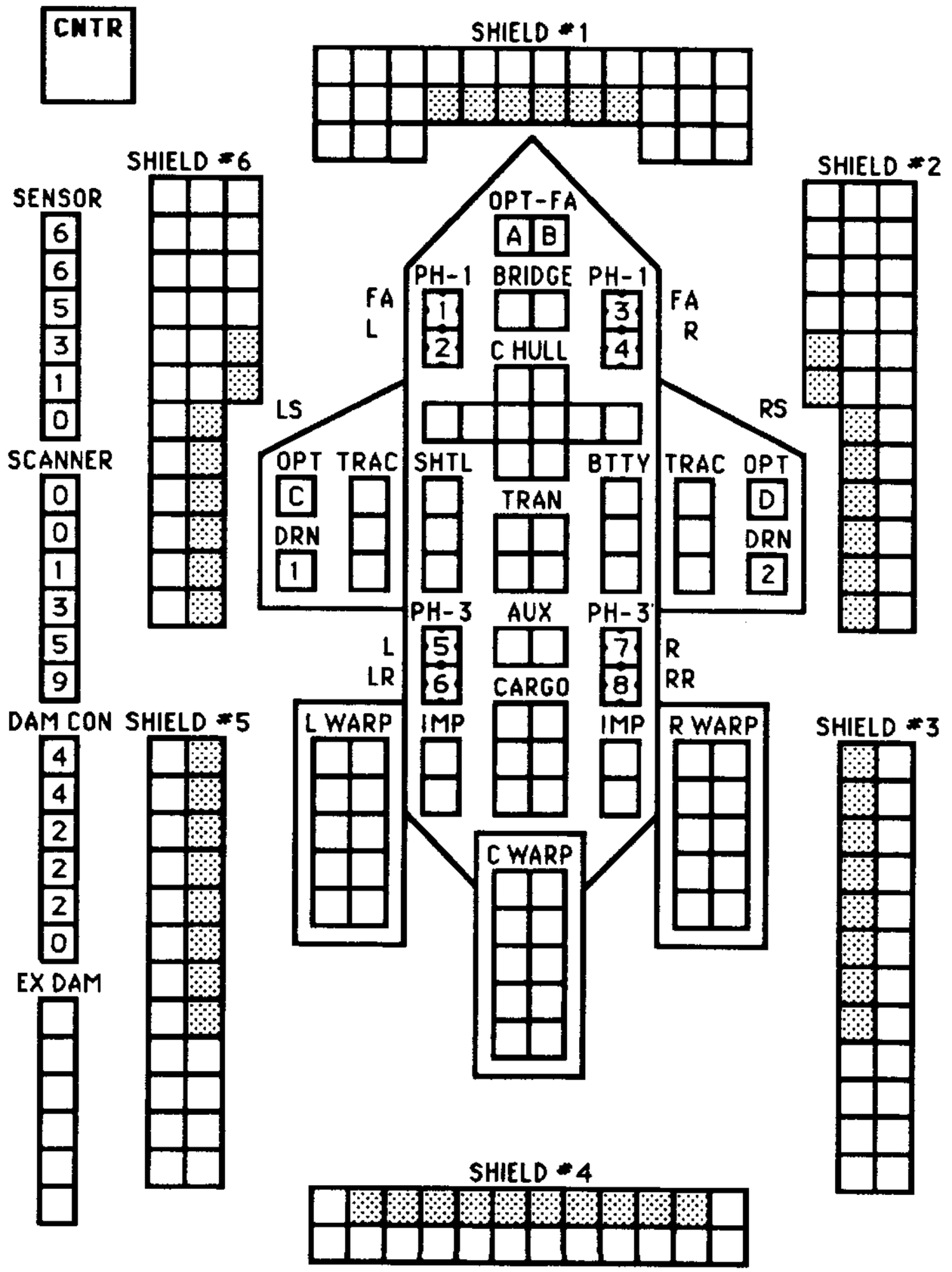
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43). CARGO BOXES HAVE 25 CARGO POINTS EACH. SEE (G15.4) FOR RULES ON OPTION MOUNTS. SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES.



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



▒ SHADED BOXES ARE THE CA+ REFIT.

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

THIS SHIP CAN LAUNCH A MAXIMUM OF THREE DRONES (OR PLASMA-Ds) PER TURN UNLESS EQUIPPED WITH OAKDISC.

INSERT OPTIONAL WEAPONS

NO HELLBORES IN WING MOUNTS

SEE ANNEXES #8A AND #8B.

CAPTAIN'S ADVANCED MISSIONS SSD BOOK — Copyright © 1991 Amarillo Design Bureau

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

ORION SALVAGE CRUISER

CREW UNITS

		*							10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

									10
									20

TRANSPORTER BOMBS

				D	D	D	D

TYPE I OFFENSIVE PHASER TABLE

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

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 CLOAK
☐ IF INSTALLED

DRONE RACKS

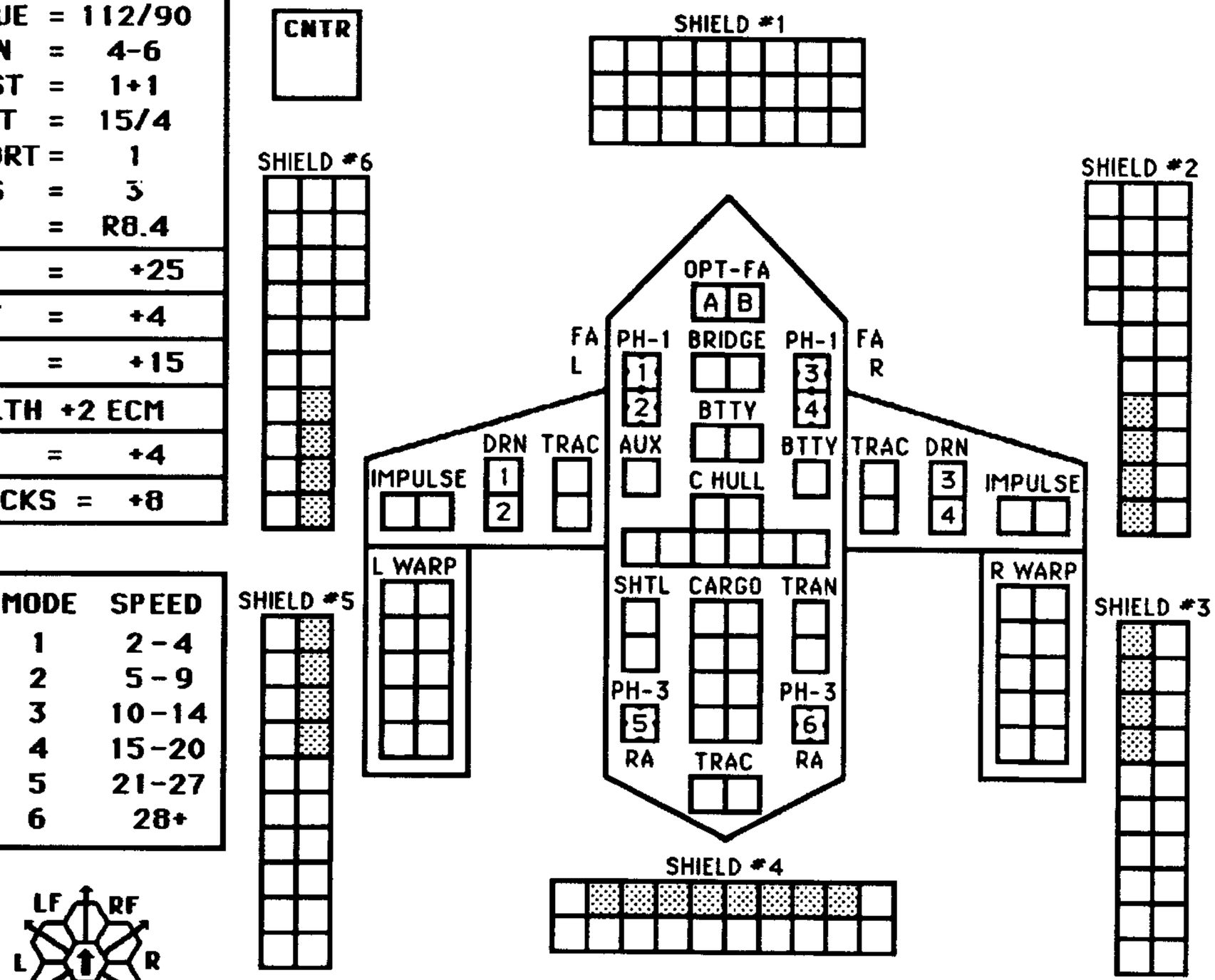
1								A	C
2								A	C
3								A	C
4								A	C

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-C (2 RELOADS). THIS CHART CAN ALSO BE USED FOR PLASMA RACKS.

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43). CARGO BOXES HAVE 25 CARGO POINTS EACH. SEE (G15.4) FOR RULES ON OPTION MOUNTS. SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES.

SHIP DATA TABLE		
TYPE	=	SAL
POINT VALUE	=	112/90
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
CLOAK COST	=	15/4
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R8.4
CLOAK BPV	=	+25
PLUS REFIT	=	+4
OAKDISC	=	+15
STEALTH +2 ECM		
Y175 REFIT	=	+4
PLASMA RACKS	=	+8

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



FA = LF + RF
RA = LR + RR

SENSOR						
6	5	3	2	1	0	

SCANNER						
0	0	1	3	5	9	

DAM CON						
6	4	4	2	2	0	

EX DAM						

▒ SHADED BOXES ARE THE SAL+ REFIT.

THIS SHIP CAN LAUNCH A MAXIMUM OF THREE DRONES (OR PLASMA-Ds) PER TURN UNLESS EQUIPPED WITH OAKDISC.

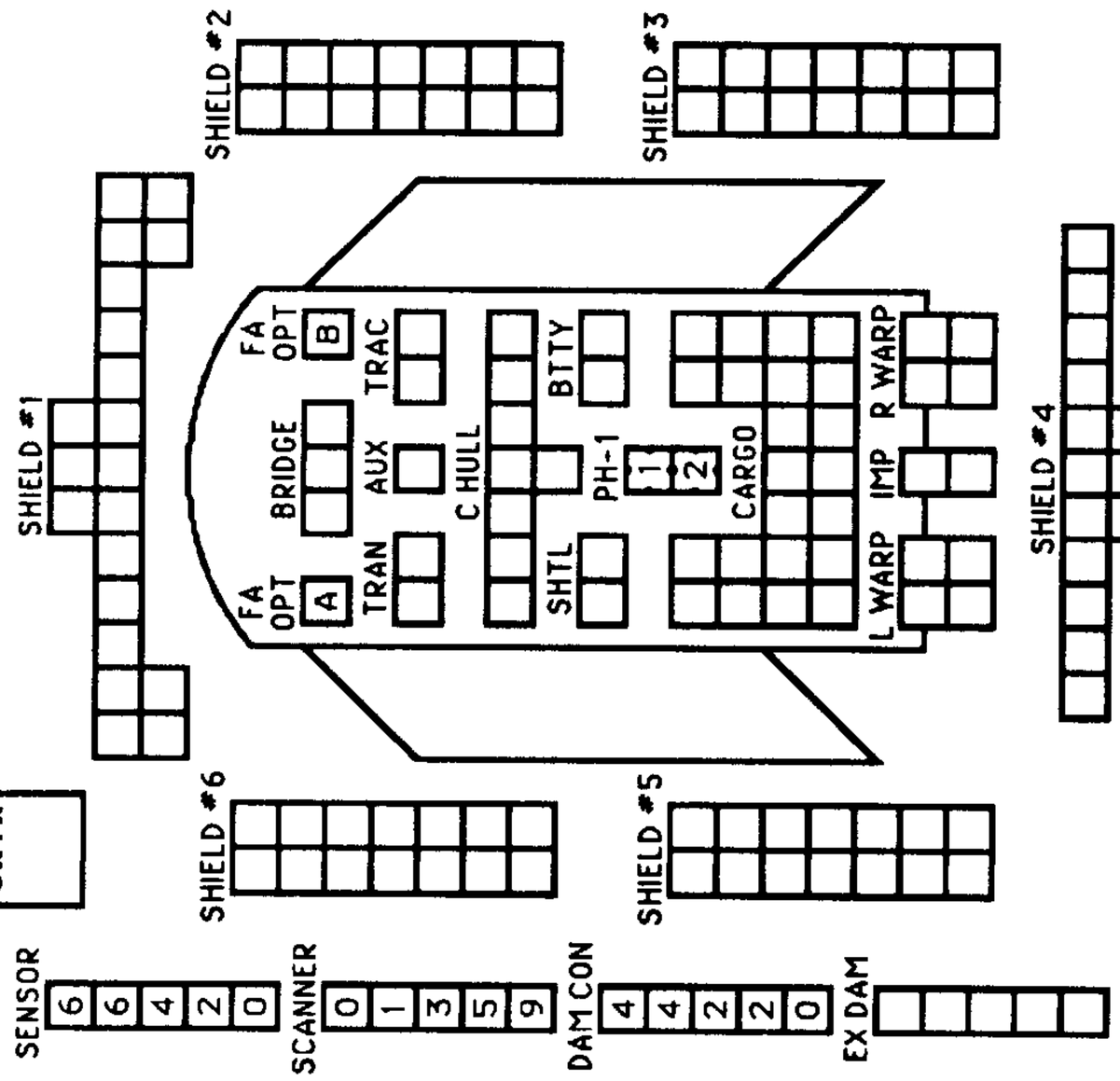
INSERT OPTIONAL WEAPONS

SEE ANNEXES #8A AND #8B.

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	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

ORION SLAVER

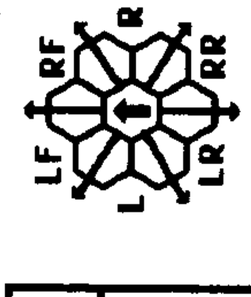


PH-1 FIRING ARC IS 360°.

SHIP DATA TABLE	
TYPE	= SLV
POINT VALUE	= 83/60
BREAKDOWN	= 3-6
SHIELD COST	= 1/2+1/2
CLOAK COST	= 6/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R8.5
CLOAK BPV	= +10
OAKDISC	= +5
STEALTH +2 ECM	

TURN MODE	SPEED
D 1	2-4
2	5-8
3	9-12
HET 4	13-17
5	18-24
BD 6	25+
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.
SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES.



FA = LF + RF

ADMIN SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS 10

BOARDING PARTIES 8

T-BOMBS D D

HIT & RUN CLOAK ☐ IF INSTALLED

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	3	1
6	4	4	3	3	2	2	0

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

INSERT OPTIONAL WEAPONS

SEE ANNEXES #8A AND #8B.

③ = ERRATIC MANEUVER WARP COST

SPEED	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	4	5	5	5	5	6	6	6	6	7	7	7	7	8	8
Fract.	4	4¼	4½	4¾	5	5¼	5½	5¾	6	6¼	6½	6¾	7	7¼	7½

WARP ENERGY MOVEMENT COST = 1/4 ENERGY POINT PER HEX 5 = HET 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	1	2	2	2	3	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	7	7	7	7	8	8
Fract.	¼	½	¾	1	1¼	1½	1¾	2	2¼	2½	2¾	3	3¼	3½	3¾	4	4¼	4½	4¾	5	5¼	5½	5¾	6	6¼	6½	6¾	7	7¼	7½

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

ORION LIGHT RAIDER

CREW UNITS

		✱							10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

							8

T-BOMBS

		D	D

HIT & RUN CLOAK
☐ IF INSTALLED

SHIP DATA TABLE		
TYPE	=	LR
POINT VALUE	=	68
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
CLOAK COST	=	6/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R8.7
CLOAK BPV	=	+12
PLUS REFIT	=	+5
OAKDISC	=	+5
STEALTH +2 ECM		

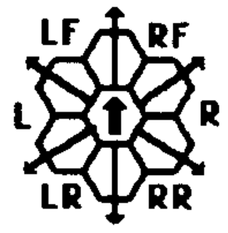
TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE	SPEED
AA	
	1 2-8
HET	2 9-16
	3 17-24
BD	4 25+
NIMBLE SHIP	

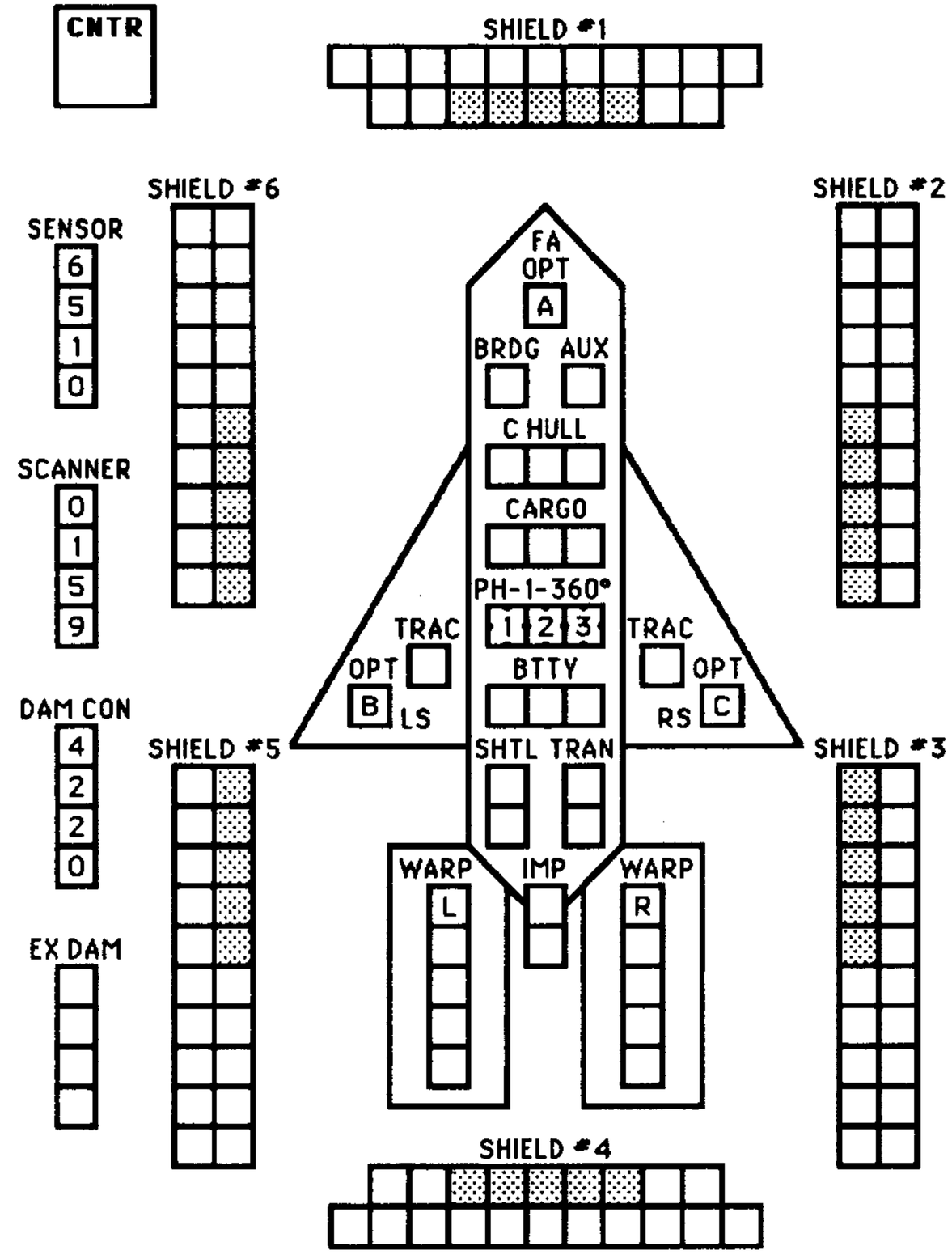
TYPE III DEFENSE PHASER

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.
SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES.



▒ SHADED BOXES ARE THE LR+ REFIT.

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

ORION FREE TRAITOR

CREW UNITS: [ ][*][ ][ ][ ][ ][ ][8]

BOARDING PARTIES: [ ][ ][ ][4]

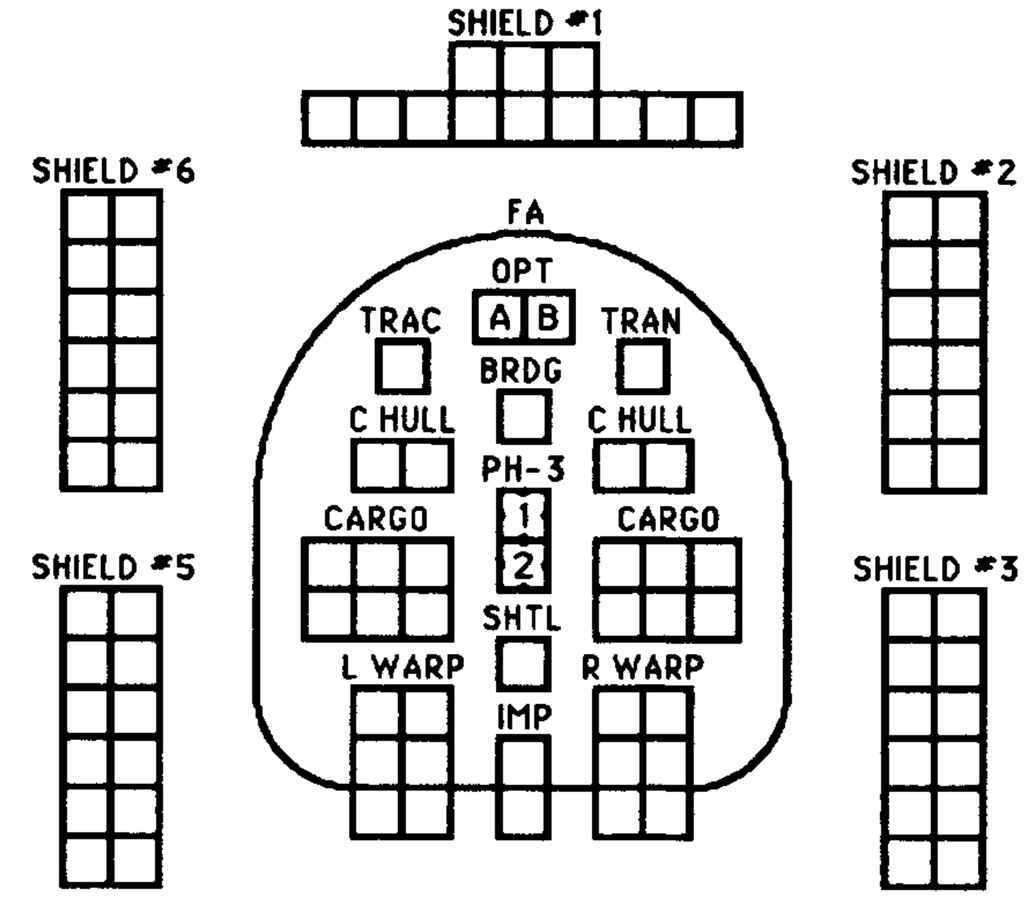
T-BOMBS: [ ][ ] [D][D]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	[ ][ ][ ][ ][ ][ ]	

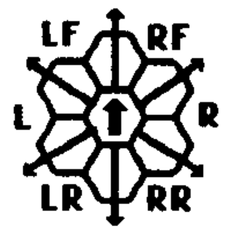
SHIP DATA TABLE		
TYPE	=	OFT
POINT VALUE	=	80/32
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
CLOAK COST	=	6/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R8.10
CLOAK BPV	=	+10
OAKDISC	=	+5
NO STEALTH BONUS		

CNTR



SENSOR [6][3][0] SCANNER [0][3][9] DAM CON [2][2][0] EX DAM [ ][ ]

THIS SHIP CAN LAND ON PLANETS USING THE POWERED LANDING SYSTEM (P2.434).



FA = LF + RF

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 CLOAK [ ] IF INSTALLED

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

FREE TRADER OPTION MOUNT RESTRICTIONS DO NOT APPLY TO THE ORION FREE TRAITOR.

SEE ANNEX #8A AND #8B.

PHASER-3 FIRING ARC IS 360°.

CARGO BOXES HOLD 50 CARGO POINTS. THIS ORION SHIP CANNOT DOUBLE ITS ENGINE POWER.

OPTION MOUNTS ARE NOT "ADJACENT CENTERLINE" MOUNTS.

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

CAPTAIN'S ADVANCED MISSIONS SSD BOOK — Copyright © 1991 Amarillo Design Bureau

ORION BATTLE RAIDER

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

HIT & RUN CLOAK

☐ IF INSTALLED

SHIP DATA TABLE

TYPE	=	BR
POINT VALUE	=	115
BREAKDOWN	=	6
SHIELD COST	=	1+1
CLOAK COST	=	15/4
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R8.13
CLOAK BPV	=	+20
OAKDISC	=	+12
STEALTH +2 ECM		

TURN MODE SPEED

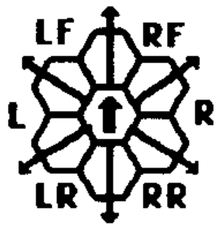
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

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

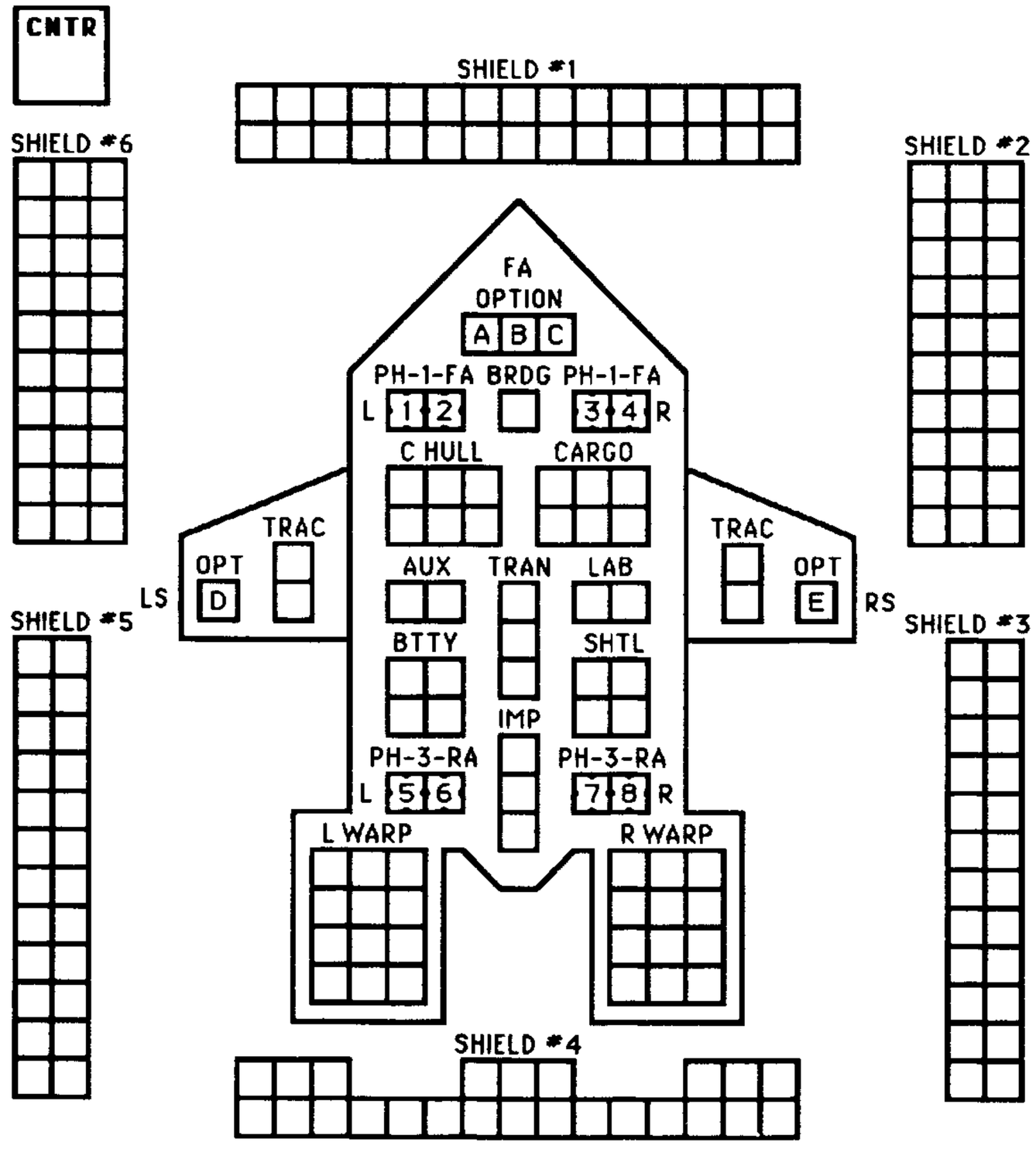
TYPE III DEFENSE PHASER

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 + 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. SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES.



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 A MAXIMUM OF THREE DRONES (OR PLASMA-Ds) PER TURN UNLESS EQUIPPED WITH OAKDISC.

INSERT OPTIONAL WEAPONS

NO HELLBORES IN WING MOUNTS.

SEE ANNEXES #8A AND #8B.

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	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

Copyright © 1991 Amarillo Design Bureau — CAPTAIN'S ADVANCED MISSIONS SSD BOOK

STAR FLEET BATTLES — DRONE RECORD FORM

COUNTER	TYPE	SPEED	LAUNCH UNIT	TURN IMP	TARGET	CONTROL	NOTES MODULES	DAMAGE POINTS SCORED ON DRONE							
				:											
				:											
				:											

PLASMA TORPEDO RECORD FORM

COUNTER	TYPE	ENV √	PPT √	LAUNCH UNIT	TURN IMP	TARGET	CONTROL	DAMAGE POINTS OF WARHEAD REDUCTION									

STAR FLEET BATTLES — MASTER PLAYER RECORD-KEEPING FORM

EVENT RECORD TRACK

Turn					
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					
31					
32					

SEEKING WEAPON RECORDS

WPN	DAMAGE	WARHEAD

SCATTER-PACK DATA

ID#					
Range					
Damage					
Load					
Target					
Prime/Rand?					

LOCATION OF MINES DROPPED

D	D	D	D	D	D

REPAIR POINTS ACCUMULATED

SYSTEM	TURN(S)	POINTS ACCUMULATED

GUARD ASSIGNMENTS

WILD WEASEL MOVEMENT PROGRAM

#			
#			
#			
#			

RUNNING TOTAL TABLE

LEGENDARY OFFICER LOCATION

PLASMA TORPEDO FORM

This form is used to record the status of all plasma torpedoes in play. Each player/team employing the torpedoes will complete its own form. The columns are used to record:

COUNTER: The color and number of the counter representing that specific torpedo.

TYPE: Indicate by letter: D, F, G, S, R, etc.

ENV: A √ indicates an enveloping plasma torpedo. Note that this information is not secret, and a PPT cannot be enveloping.

PPT: A √ indicates a pseudo-plasma torpedo. For security reasons, this information is recorded on a separate card or piece of paper, which is then placed face down next to the playing map. A number is written on the back of the card and noted in this column so that the records can be verified when/if the torpedo reaches its target.

LAUNCH UNIT: Record the specific unit that launched the torpedo. This unit is presumed to be controlling the torpedo unless another controlling unit is noted in the Control column.

TURN- IMP: Record the turn and impulse that the torpedo was launched. This is important to determine endurance.

TARGET: Record the target. If using the secret targets rule, this column could be used to write a number which is also written on one side of an index card, with the torpedo's target on the other side. The card is placed face down beside the map. When a torpedo reaches the target (or is identified by labs), the target code number is noted, the appropriate card turned over, and the correct target confirmed before damage is applied.

CONTROL: Record which unit is controlling the torpedo. This column is used only when control has been passed from the unit which originally controlled (i.e. launched) the torpedo.

DAMAGE: Warhead reduction is caused by two phaser damage points (or other types of damage in some cases). Record damage based on points of warhead reduction. Ten columns are provided. For type-D torpedoes, make one mark per box. For type-F or type-G, make two marks. For type-S, make three marks. For type-R, make five marks. One half-mark is made for every point of phaser damage. Another point will, obviously, finish the half mark, making it a full mark. A heavy line separates the fifth and sixth box to make it faster and easier to keep track of damage.

Alternatively, use two lines of the form for type–F/G, three lines for type–S, and five lines for type–R, one mark per box.

DRONE RECORD FORM

This form is used to record the status of all drones in play. Each player/team employing the drones will complete its own form. This form is very similar to the Plasma Torpedo Form, and only those items which are different are noted here:

COUNTER: This might be a drone swarm counter, which could represent several drones. Standard drone counters can also be used as drone swarm counters. In the case of a scatter-pack, record all drones together on consecutive lines; draw a bracket marking these lines in the margin, and record only the identity of the scatter-pack shuttle. When the drones are released, place the counters on the board and record their identification in this column.

TYPE: The basic frame type, such as I, II, or IV.

SPEED: The speed of the drone.

NOTES-MODULES: Record any special modules or other data. If this section is to be kept confidential, use the secret target procedure (numbered index cards) to record them.

DAMAGE: Simple check-off boxes. Note that drones vary; not all require eight damage points to destroy. Modify the track as needed. For a standard type-I drone, four boxes would be marked out as the drone requires only four points to destroy. If armor modules increase the number of damage points, simply sub-divide some boxes or draw additional boxes in the Notes column. A heavy line separates the fourth and fifth box to make it faster and easier to keep track of damage.

MASTER PLAYER RECORD-KEEPING FORM

This is a combination of several smaller forms useful to keep track of information for a single ship during a game. Most are self-explanatory. The Event Track can record weapons firing. The Seeking Weapon Records form is adequate for many duels. The Scatter-Pack Data is that required by the rule. Mines and dummy T-bombs are recorded in the blanks provided. For Guards, write the location of each assigned squad and mark it out if they are moved or destroyed. The same procedure is used for Legendary Officers. The course of a WW can be programmed on the chart provided. Many scenarios require the recording of a Running Total. Repairs are recorded as shown.

USEFUL CHARTS AND TABLES

A ready-reference sheet of tables and charts that you will often need to consult during a game.

STAR FLEET BATTLES

CAPTAIN'S ADVANCED MISSIONS SSD BOOK

TASK FORCE GAMES

Made in USA — © 1991 ADB

STAR FLEET BATTLES

ADVANCED MISSIONS



ENGAGE ERRATIC MANEUVERING! ACTIVATE EMERGENCY DAMAGE REPAIR!

PREPARE FOR ADVANCED MISSIONS! New rules expand the Star Fleet Battles game system and add rich detail to your campaigns of galactic conquest!

- ★ **Maneuvering:** nimble ships make mid-turn speed changes and dock at bases
- ★ **Combat:** catastrophic damage, tactical intelligence, surprise and passive fire control

PREPARE FOR ADVANCED MISSIONS! New rules expand the Star Fleet Battles game system and add rich detail to your campaigns of galactic conquest!

- ★ **Maneuvering:** nimble ships make mid-turn speed changes and dock at bases
- ★ **Combat:** catastrophic damage, tactical intelligence, surprise and passive fire control
- ★ **Weapons:** advanced drones, the deadly mauler and the rapid-fire plasma rack
- ★ **Systems:** super computers, mine fields, elite crews and legendary officers
- ★ **Adventure:** 20 new scenarios and campaigns, as well as over 100 new ships
- ★ **Challenge:** gravity waves, ion storms. supernovae and three new monsters

COMPONENTS INCLUDE:
- 192-page Captain's Advanced Missions Rulebook
- 216 die-cut multi-color playing pieces
- 144-page SSD Book with all charts & tables

NOTE: This product adds new play situations, background material, ships, and rules for *STAR FLEET BATTLES*. You must have SFB Basic Set to use this material.

TASK FORCE GAMES

NUMBER OF PLAYERS: Two or more
AGE: 12 and older
PLAYING TIME: One hour and up
DIFFICULTY: Moderate to complex

STAR FLEET BATTLES ★ CAPTAIN'S EDITION ★

5502

ISBN 0-922335-10-9TFG2995

Produced under license from Franz Joseph Designs. Copyright © 1990 Amarillo Design Bureau.
Published by Task Force Games of Amarillo, Texas. Captain's Edition is the Fourth "Doomsday" Edition.

Printed in the USA