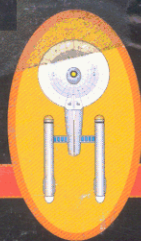


STAR FLEET BATTLES



MASTER ANNEX FILE

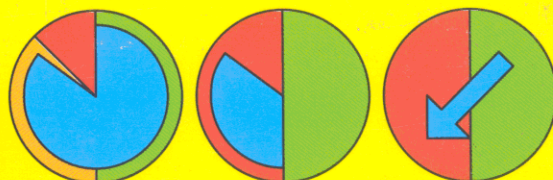
ANNEX #10

KLINGON CRUISER HULLS

D±.....D7, D7A, D7C, D7D, D7E, D7F, D7K,
D7L, D7N, D7P, D7V, DX
D6, **D6D**, D6E, D6G, D6I, D6J, D6K,
D6M, D6P, D6S, D6V
Romulan KR, K7R
Orion OK6\$
Hydran D7H\$

TACTICAL

RANGE CLOSURE BEARING



ANNEX #7N

FILE	SHIP	TYPE	STORAGE
R3.32	Klingon D6D	DB	200
R3.50	Klingon D5D	DB	200

ANNEX #3 MASTER SHIP CHART

Class	Crew	Marines	Breakdown	Size	Maneuver	File	Explosion	Cmnd	Notes
D6	440	70	33%	3	B	5	18	8	
D6B	440	70	33%	3	B	5	18	8	R
D6D	460	30	33%	3	B	32	18	8	DB, ♦
D6E	400	50	33%	3	B	46	16	8	♦
D6G	510	220	33%	3	B	48	15	8	T
D6J	440	70	33%	3	B	36	18	7	
D6M	440	30	33%	3	B	33	27	8	S, +
D6S	420	60	33%	3	B	47	17	8	Y1, ♦
D6V	450	40	33%	3	B	21	18	8	V, D%



**CAPTAIN'S
MODULE G1**

**TASK
FORCE
GAMES™**

Computer: Ship Status?

STANDING BY AT RED ALERT.

Enemy Ship's Status?

CLOSING. TARGET TRACK RUNNING.

Sensors And Scanners?

ACTIVE AND LOCKED.

Combat Warp Maneuvering?

APPROACH VECTOR GAMMA-4.

Electronic Warfare Status?

JAMMING AT STAGE 2.

Enemy Electronic Warfare Status?

JAMMING AT STAGE 3.

Ship's Power Systems?

WARP, IMPULSE, REACTORS 100%.

Reserve Power Status?

ALL BATTERIES HOLDING AT 100%.

Master Weapons Switch?

ARMED. CONTROL TO BRIDGE.

Weapons Engagement Status?

WEAPONS FREE. SAFETIES OFF.

Marine Landing Force Status?

DEPLOYMENT PATTERN DELTA-1.

Master Annex Database File?

ON-LINE AND READY FOR BATTLE!

MASTER ANNEXES

STAR FLEET BATTLES is a richly detailed game system. There are a lot of units (ships, bases, fighters, etc.) in the game, and there is a great deal of information about each one of them.

The Annexes are a compilation of this data. Each Annex or sub-Annex deals with a specific type of information that you will need to find while playing the game. The general idea is that when a new product brings into the game a ship or some other unit which was not even imagined at the time the various rules were written, the annexes (but not the rules) will be replaced with a new edition that includes all of the new ships, fighters, or whatever.

MODULE G1 ANNEXES

The Annexes in Module G1 are, at the time of publication, the most complete version available in any SFB product. They include all of the units from Basic Set, Advanced Missions, Modules C1-4, Modules R1-R6, and modules F1, J, K, M, and X. They also include various data for many units from later products so that you can continue to use those products with complete data.

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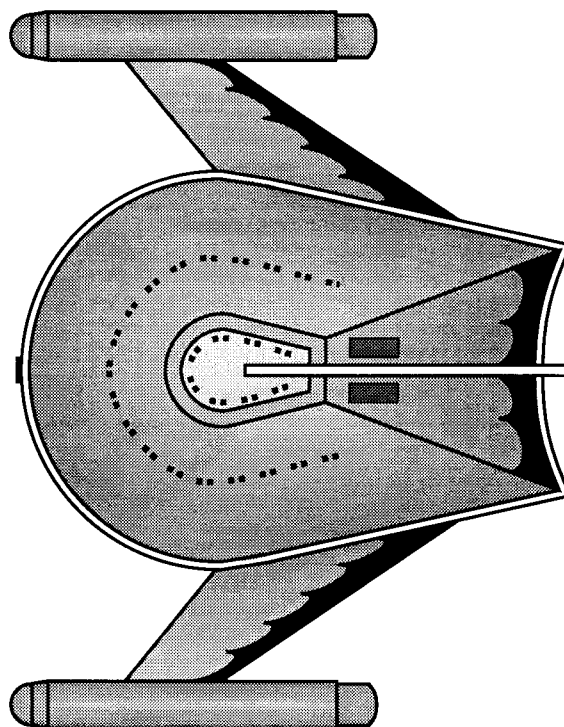
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Positron Flywheel	C9.0	Seeking Weapons, Identifying	D13.3, G4.2, G5.25, G24.25, J2.15, J9.12
Power Absorbers (PA)	D10.0	Seeking Weapons, Movement	F2.0
Power Augmentation Modules	R1.17	Seeking Weapons, Secret Targeting	F3.6
Power Systems	H0.0	Seeking Weapons, Types of	F1.0
Practical Speed	C2.411	Self-Destruction	D5.0, J1.83
Probe Drones	FD6.0	Seltorian Ships	R15.0
Probes	G5.0	Sensors	D6.1
Proximity Fuse (photon)	E4.3	Separation, Ship	G12.0
Pseudo Speed	C2.413, C2.46	Sequence of Play	B2.0, Annex #2
Pseudo-Fighters	incorrect term for "PF"	Sharkhunters	R54.0
Pseudo-Plasma	FP6.0	Shield Cracker	E16.0
Pseudo-Pod	G14.6	Shields	D3.0
Pseudo-Satellite	R10.12	Shields, Deception	D17.71
Publisher's Information	Z0.0	Shields, Dropping	D3.5
Pulling Enemy Shuttle Into Bay	G7.8	Shields, Minimum	D3.33
Pulsar	P5.0	Shields, Reinforcing	D3.34
Pursuit Plotting	C1.322	Ship Separation	G12.0
Q-ships	R1.7	Ship System Displays	R0.2, R0.8
Qari Ships	R52.0	Ships, Crippled	S2.4
Quick Reverse	C3.6	Ships, Definitions of Terms	R0.6
Radiation Zones	P15.0	Shock Effects	D23.0
RALAD, Rail-Launched Anti-Drone	J12.0	Short Range Plasma	FP52.34
Range	D1.4	Shuttle Bays	J1.51
Ready Rack	J4.822	Shuttlecraft	J0.0
Repair of Damage	D9.0	Shuttlecraft, Capturing	D7.6
Repair Systems	G17.0	Shuttlecraft, Crippled	J1.33
Repair, Emergency	D14.0	Shuttlecraft, Repair by Deck Crew	J4.818
Reserve Impulse Power	H7.47	Shuttlecraft, Sublight	J2.3
Reserve Power	H7.0	Sideslip	C4.0
Reserve Power, Contingent	H7.6	Size Class	R0.6
Reserve Warp Power	H7.4	Slug Drones	FD13.0
Reversing Direction	C3.5, C12.37	Small Ground Bases	P2.76, R1.14, R1.28
Rings, Planetary	P2.223	Small Planets	P2.23
Rolling Delay	FP1.91, E9.22, E10.22, G5.21, E7.22	Small Target Modifiers	E1.7
Romulan Ships	R4.0	Snare, Tholian	E13.0
Rotation (of Bases)	C3.7	Spearfish Drones	FD14.0
Rotation (via Tractor)	G7.7	Special Sensors	G24.11
Rules Organization	A3.1	Speed	C2.4
Satellite Ships (Andromedan)	G19.0	Speed, Changing in Mid-Turn	C12.0
Saucers (Federation)	G12.2	SSD	R0.8, R0.2
Scale	A3.4	SSD, Inspection of	D4.14
Scaleboard	FD54.4	Stacking	C1.6
Scanners	D6.2	Standard Orbit	P8.0
Scatter Packs	FD7.0	Standard Victory Conditions	S2.20
Scenarios	S0.0	Star Fleet Assault	Future ground combat game
Scenarios, Captain's Log	SL0.0	Star Fleet Universe	Z5.0

Starbases	R1.1
Starfish Drones	FD15.0
Starletter	Z5.0
Starline 2200	see Miniatures
Stasis Field Generators	G16.0
Station Keeping	C1.3224
Stealth Bonus (Orion)	G15.8
Stingray Drones	FD16.0
Strategic Freighter Deployment	G14.73
Stonefish Drones	apocryphal rule, see Module P6
Sublight Tactical Maneuvers, TAC	C5.1
Subspace Guided Drones	FD53.0
Sunspots	P11.0
Super Nova	P12.0
Super-Intelligent Computers	G11.0
Surprise	D18.0
Survival Pods	K1.9
SWAC Shuttles	J9.0
Swivel Mounts	FP3.2, D2.34, D2.36
Swordfish Drones	FD11.0
System Stations	R1.30
T-Bomb	M3.0
Tactical Intelligence	D17.0
Tactical Intelligence, Not Used	D17.9
Tactical Maneuvers	C5.0
Taking Off From Planets	P2.412
Task Force Games	Z6.1
Temporal Elevator	G31.0
Tholian Pinwheel	C14.0
Tholian Ships	R7.0
Tholian Web	G10.0
Tow Bars	K1.25
Towing	G7.32
Tractor Auction	G7.414, G7.42
Tractor Beams	G7.0
Tractor Beams, Gravity Landing	P2.432
Tractor Beams, Ground Bases	P2.712
Tractor Beams, Raising and Lowering	P2.44
Tractor Repulsor Beams	E9.0
Tractor, Multi-Engagements	G7.37
Tractor, Negative	G7.35
Tractor, Rotation	G7.7
Trans-Captor Mine	M11.0
Trans-Mortars and Crew Quality	G51.62
Trans-Mortars and ESGs	G51.38
Trans-Mortars and EW	G51.35
Trans-Mortars and Orions	G51.61
Trans-Mortars and Terrain	G51.39
Trans-Mortars	G51.0
Trans-Mortars vs Web	G51.37
Transporter Bombs	M3.0
Transporter Bombs, Availability	M3.13
Transporters	G8.0
Transporters, Andromedan	G19.41
Triaxians	R53.0
True Carrier	J4.61
True Range	D1.4
Tugs and Pods	G14.0
Tumbling	C6.55
Turn Modes	C3.2
Turn Modes, Directed	C3.8
Turning	C3.0
Turret Armor	G52.4
Turret Rotation	G52.3
Turrets	G52.0
Two-Turn F	FP1.93
Type-D Plasma Torpedo	FP9.0
Ubitron Interface Module	D6.5
Uncontrolled	G2.2

Undermanned	G9.41
Variable Pulsar	P5.0
Victory Points	S2.2
Volley	D4.22, G7.81
Vudar	New race under development, Module P6
Warp Booster Packs, Fighters	J5.0
Warp Booster Packs, PFs	K1.6
Warp Energy	H2.2
Warp Engines	H2.0
Warp Tactical Maneuvers	C5.2
Wave-Lock (PPD)	E11.3
Weapons Status	S4.0
Web Anchor	G10.13, G26.0
Web Breaker	E15.0
Web Caster	E12.0
Web Fist	E14.0
Web Spinner	G10.24
Web, Pulling a Ship Out of	G10.56
Web, Tholian	G10.0
Wild Weasels	J3.0
Winning, How To	S2.0
Wire Guidance and Orions	FP52.28
Wire-Guided Plasma	FP52.0
Wire-Guided Plasma Targets	FP52.22
Wire-Guided Range Limit	FP52.237
Wire-Guided Shotguns	FP52.236
WYN Fish Ships	R12.1G
WYN Radiation Zone	P7.0
WYN Ships	R12.0
X-Ships, X-Technology	X0.0
Y175 Refits	FP10.312, R2.R4,
.....	R3.R4, R5.R5, R8.R2, R12.R1
Zero Energy Turn	C5.13



ANNEX #2: SEQUENCE OF PLAY

This Sequence of Play lists almost every action that can be taken during the turn, in the EXACT order that they occur. These actions must be taken in the SPECIFIC order listed here.

Note that Catastrophic Damage (D21.0) (with its associated evacuations and escapes) may be declared on a number of the following steps. See (D21.11).

1. ENERGY ALLOCATION PHASE

Roll for activation of surprised ships (D18.31).

Roll for computer failure (G11.4).

Roll for Ion Storms (P14.3).

Pinwheel Step: Dissolve (C14.31) or form (C14.20) pinwheels, announce this action, and conduct the subsequent Energy Allocation for the component ships as appropriate.

PFs (and interceptors) drop warp booster packs (K1.62).

Tractor/Negative-tractor auction (G7.42).

All players allocate energy in accordance with the rules (B3.0).

Allocate repair points (G17.0), EDR (D14.0), and damage control efforts (D9.2) and (D9.7).

Plot Self-Destruction (D5.1).

Orions announce if they are doubling their engine output (and which engines); see (G15.2).

Andromedans resolve energy released from PA panels (D10.423).

Announce if shields were unpowered; if so, shields cease to function at this point (D3.52).

Announce Self-Destruction (D5.1).

2. SPEED DETERMINATION PHASE

All players announce their speeds (B2.3 #2).

Announce intention to dock (C13.17) or undock (C13.21).

Announce intention to voluntarily separate sections (G12.02).

The Controller prepares his charts (C1.44).

3. SELF-DESTRUCTION PHASE

Resolve self-destruction by units plotted to do so (D5.0). This may include evacuation under (D21.21) which may involve many functions such as dropping shields (on receiving as well as the self-destructing ships), shuttle launches, and ship separations (D21.4), etc. See also (D7.7) for the possibility that enemy marines on board could prevent self-destruction.

4. SENSOR LOCK-ON PHASE

All players secretly assign alternative ECM/ECCM strength (PF swing points, EWP swing points, etc.).

All players secretly assign all lending of EW that is to be in effect at the start of the turn under the various provisions of (G24.2), (J8.41), (J9.11), (J4.9), (G22.71), etc.

Announce ECM and ECCM strength (D6.32) including loaning.

All players determine if they have a lock-on to targets (D6.11).

Attempt to re-acquire lock-on to cloaked units (G13.333).

Release Death Riders to self-guidance (K7.22).

5. INITIAL ACTIVITY PHASE

Tractor Rotations Step (G7.7).

Assign boarding parties as guards (D7.83).

Ships committed to do so undock (C13.21).

Ships committed to do so voluntarily separate sections (G12.02).

Roll for variable pulsar outburst (P5.12).

Attempt to destroy cloaking device (G13.163).

Begin inter-bay shuttle (J1.59) and deck crew (J4.813) transfers.

Officer Location Step: Specify location of all legendary officers (G22.13). Begin transfers of legendary officers (G22.132).

Reload Assignment Step: Take drone racks (FD2.42) and plasma racks (FP10.3) out of service for reloading or unloading.

Computer-controlled ship completes all actions above this point in the Sequence of Play (G11.11), except tractor auctions, which are conducted along with other ships.

6. IMPULSE PROCEDURE

(Repeat once for each impulse.)

6A. MOVEMENT SEGMENT

6A1: INVOLUNTARY MOVEMENT STAGE

Move playing pieces in accordance with black hole rules (P4.1).

Gravity waves advance, and their effect is applied immediately (P9.2).

Movement caused by nebula (P6.5) on Impulses #5, #15, #26.

Andromedan ships take nebula damage (P6.31) on Impulses #8 and #24.

6A2: VOLUNTARY MOVEMENT STAGE

Declare direction for accumulation of Directed Turn Mode (C3.81).

Determine which playing pieces will move in this impulse (C1.4).

Declare and resolve evacuation and escapes under Catastrophic Damage due to Impending Destruction (D21.22).

Move those playing pieces scheduled to move in accordance with the rules, including changes in Temporal Elevation (G31.0). See (C1.31). This will include base rotations on certain impulses (C3.7). This may include, on Impulse #32 only, landing on or taking off from a planet (P2.41) or atmospheric flight (P2.8). Determine, but do not resolve, any damage caused by movement. Heloshuttles may drop flashbombs (J91.32).

6A3: DAMAGE DURING MOVEMENT STAGE: *In each of the following steps, allocate the damage (D4.0) as it is resolved, step by step.*

Resolve actions of ESGs (G23.5) [including interaction of ESGs and mines (G23.61)].

Resolve damage from enveloping plasma torpedoes (FP5.3).

Resolve damage from seeking weapons not resolved above (F2.3).

Resolve damage from asteroids (P3.2), dust, rings (P2.223).

Determine any collisions with planets (P2.212) or moons (P2.23). Resolve any crash landings (P2.431) or catastrophic landings (P2.435). Web deceleration (G10.59).

Controlled mines can be ordered to detonate (M5.201). Resolve damage from mines (M0.0).

Resolve explosions from destroyed units (D5.0) (if any) and any resulting ship separations (G12.0) or escapes (D21.4).

Resolve damage to Andromedan satellite ships in the hangar bay (G19.213).

Roll for possible critical hits (D8.0).

Resolve breakdowns (C6.54), (C3.61), (G7.3222).

Resolve Energy Balance Due to Damage (D22.0). This could reduce speed or halt certain functions.

6A4: FINAL MOVEMENT ACTIONS STAGE

Release ships from tractor beams (G7.0) if these systems were destroyed or lost power in this segment. (Involuntary release from stasis is in 6B6.)

Announce movement changes: intention to adopt/drop pursuit (C1.322), evasion (C1.3223), or station keeping plotting (C1.3224); drop/adopt erratic maneuvers (C10.0); make speed changes under (C12.0); Triaxian ships announce change of direction (C32.12); Tholian units forgo or resume web passage status (G10.533). These decisions are made secretly and simultaneously in advance of all announcements in this step.

Reveal the presence of a minefield (M7.1).

Emergency deceleration takes effect (C8.0).

6B. IMPULSE ACTIVITY SEGMENT

6B1: INITIAL STAGE

Resolve damage from pulsar outburst (if outburst occurs) (P5.2).

Switch fire control from active (D6.6) to passive mode (D19.0) or vice versa or from full power to low-power (G6.69) and vice versa. This is the time for voluntary changes; involuntary changes [e.g., wild weasel (J3.0), cloak (G13.0)] occur as required at other points (D6.63).

6B2: CLOAKING DEVICE STAGE

Activate (G13.14) or deactivate (G13.15) cloaking device. Announce range and bearing if using hidden movement of cloaked ships (G13.61) on Impulses #8 and #24.

Attempt to destroy own cloaking device (G13.162). This can only be attempted once in any period of 32 impulses.

6B3: LOCK-ON STAGE

Roll to determine if lock-on has been lost, retained, or regained due to changing conditions (D6.1). Note that this may be repeated several times during the impulse if conditions (particularly cloaked ships and WW) change. This is also the point at which self-controlled ATG and warp-seeking drones which are beyond tracking range of their targets lose tracking, and the point at which the conditions of (F3.31) are judged.

Scouts and carriers use reserve power to increase EW available for lending (H7.2). Legendary Weapons Officer uses his reserve EW point (G22.71).

Scouts begin or voluntarily end lending (G24.212).

Scouts deploy reserve EW (G24.2114).

Tactical Intelligence Interrogations (D17.23) are conducted. Reports from probe drones (FD6.32) and (FD6.33) are received.

Controlled Death Rider Target Assignments (K7.301).

ECM drones begin to generate EW (FD9.12).

Fighters make voluntary changes as to which EW source they are accepting lending from (J4.922).

Determine disengagement by separation (C7.21).

6B4: SHIP SYSTEM FUNCTIONS STAGE

Detect individual mines (M7.2). Automatic mine detection (M7.34).

Reinforce web; recalculate strength (G10.3).

Web Step: Lay web (G10.23). Lay web anchors (G26.3). Assume or drop web anchor status (G10.116).

Operate Tractors: Activate or release tractor beams (G7.0). This is the only time for voluntary activation or release; involuntary release may occur at various

points (destruction of tractor, launch of WW, etc.).

This could result in an immediate tractor auction (G7.414).

Attach pods to a tug (G14.4). (Pods are dropped in 6B10.)

Rotate Turrets (G97.33).

Labs (G4.2), scouts (G24.25), aegis (D13.3), and SWACS (J9.12) attempt to identify seeking weapons and mines (M7.5).

6B5: SCOUT FUNCTIONS STAGE

SWACS (J9.12) and scouts attempt to attract drones (G24.23), break lock-ons (G24.22).

SWACS (J9.2) and scout PFs (K1.756) go wild.

6B6: SEEKING WEAPONS STAGE

SW Control Step: Voluntary transfers (F3.5) or release (F3.4) of control of seeking weapons; this includes catfish drone activations (FD51.24). Involuntary transfers and releases can occur at many other points in the sequence; see (F3.53). Program suicide freighters (R1.33C).

Drop electronic warfare pods (J4.9622).

Launch plasma torpedoes (FP1.3) and/or pseudo-plasma torpedoes (FP6.12). Announce launching of any wire-guided plasmas (FP93.25). Release wire-guided plasmas to their own guidance (FP93.218); this must be announced (FP93.25).

MW Release Step: Deploy drones from MW drones (FD8.22) and SP shuttles (FD7.33). Stingray release (FD16.0). Swordfish and Starfish drones commit to fire.

Launch drones (FD1.2). Launch Scuds (FQ1.26).

Launch probes (for information, not as weapon) (G5.2).

Drop chaff (D11.3).

ESG Step: Deactivate and (subsequently) activate expanding sphere generators (G23.3) based on previous announcements. Announce operation of ESGs (G23.3); cancel previous announcement (G23.33). Size and strength are announced (G23.46).

SFG Step: Activate and (subsequently) deactivate stasis field generators (G16.11). Involuntary deactivations become effective (G16.14).

Shock Step: Resolve shock effects from the launch of seeking weapons (D23.32). (Shock from DF weapons is in 6D5.) Accumulate SEPs and roll for breakdown as required.

6B7: MARINES ACTIVITY STAGE

Mutiny Step: First die roll for mutiny (G6.20).

Operate Shields Step: Drop shields; restore shields dropped previously (D3.5).

Shield Cracker Step: Resolve fire from shield cracker. Shield damage is marked; ignore any "internal damage" that results (E16.0). Web Breakers are fired immediately after all shield cracker fire is resolved; web strength reduction takes place immediately (E15.0).

Operate transporters (G8.0), including the laying of T-bombs (M3.22) and the firing of Trans-Mortars. Block boarding by (G8.23). Resolve "hit-and-run" raids (D7.8) conducted by transporter.

Reactive guard assignments are made (D7.86).

Crew unit transfers under (C13.471), (C13.951), and (G19.28) are made. Transfer of cargo under (G25.23) is conducted.

Mines laid two impulses previously by transporter (M3.22) become active if the laying ship is out of detonation range (M3.32).

Resolve damage caused by the arrival of Trans-Mortar bombs fired in previous impulses and which arrived in their target hex on this impulse.

6B8: SHUTTLE & PF FUNCTIONS STAGE

Challenge enemy shuttles to a dogfight (J7.0).

Resolve pilot ejection (J6.6).

Fighters may drop warp booster packs (J5.41). Fighters may turn warp booster packs on or off (J5.14).

Recover (land) shuttlecraft (J1.6), fighters, fast patrol ships (K2.31), web anchors (G26.35), and cloaked decoys (G27.3). Shuttles land on enemy ships (J1.65) and (J1.63).

Release of (J1.34) restrictions (after appropriate delay) for previously-launched shuttles.

Launch shuttlecraft (J1.5), fighters, fast patrol ships (K2.32), wild weasels (J3.0), suicide shuttles, scatter-packs (FD7.0), and cloaked decoys (G27.3) in that order. Involuntary release of tractor beams and/or switch to passive fire control to allow wild weasel launch (J3.452) may be a part of this action.

Move shuttles between shuttle bay and balcony (J1.53).

Deck Crew Actions Step (J4.817). Record deck crews which begin or finish actions and incremental progress on assigned actions.

6B9: SATELLITE SHIP FUNCTIONS STAGE

Recover satellite ships and energy modules (G19.412) via transporter. (No recovery by DisDev.)

Direct Transfers of Satellite Ships (G19.47).

Launch satellite ships and energy modules (G19.411) via transporter. (Launch by DisDev is in 6D5.)

Transfer energy to an energy module (G20.31).

6B10: SEPARATIONS STAGE

Drop pods from a tug (G14.3).

Rear hulls of ships that separated 64 impulses previously are stabilized (G12.54).

Lay mines (other than by transporters) (M2.1) (M9.21).

Mines laid in previous impulses become active if the conditions of (M2.34) are satisfied.

6B11: FINAL FUNCTIONS STAGE

Announce emergency deceleration (C8.0).

Roll to determine new facing of tumbling ships (C6.5511).

If this is the last tumbling impulse, see (C6.554).

Roll to reprogram the computer; Impulses #8 and #24 only; see (G11.341).

6C. DOGFIGHT RESOLUTION INTERFACE

(PA PANEL RADIATION DAMAGE)

(Only on Impulses #4, #12, #20, #28.)

Shuttles may drop booster packs (J7.72) or other items to improve DFR. Resolve resulting separations. See (J7.13).

Announce intent to separate by breakaway (J7.711) and resolve any resulting separations.

Determine advantage (J7.6) and resolve any resulting separations (J7.71) or surrenders (J7.73).

Launch dogfight drones (J7.53) and plasma-Ds (J7.532) within dogfight (by one shuttle in a dogfight against another shuttle in that same dogfight only).

Drop chaff (D11.3) and (J7.55).

Fire weapons at drones launched above if allowed by firing arcs (J7.56).

Resolve phaser (J7.52) and other (J7.54) fire between fighters/shuttles in the dogfight. See (J7.66).

Determine if dogfight drones (J7.53) and plasma-Ds [or SWs coming from outside (J7.32) of the dogfight] hit their targets (or just what they did hit), and resolve damage.

Resolve any collisions or separations resulting from (J7.6621).

Andromedan PA panels absorb energy from radiation (P15.7) and heat (P10.6) zones. If this results in the destruction of the Andromedan ship, the explosion is resolved in 6D5; the destroyed ship can take no further actions beyond this point.

Resolve damage to Andromedan satellite ships in the hangar bay (G19.213).

Ships suffer crew casualties from radiation zones (P15.1) and damage from heat zones (P10.1).

6D. DIRECT-FIRE WEAPONS SEGMENT

6D1: FIRE ALLOCATION STAGE

DisDev Declaration Step: Announce intention to use displacement device on the current impulse, the unit to be displaced, and (if Andromedan) the direction in which displacement will be made (G18.31).

Fire Decision Step: All players secretly and simultaneously decide what direct-fire weapons to fire and the targets of those weapons. At this point, EW points being generated can be adjusted under (D6.315) by reserve power or various other means. (Note that lending of EW is adjusted in 6B3.)

Fire Declaration Step: All direct-fire weapons fire is announced, including specific weapons and targets. Changes to EW levels under (D6.315) are also announced. Whether a web caster will be fired in web fist (E14.11) mode is announced. ISC announces dropping of wavelocks. All of these announcements are simultaneous.

6D2: DIRECT-FIRE WEAPONS FIRE STAGE

General note: Weapons are fired in the specific order given. Resulting internal damage is not resolved until the Damage Resolution Stage. At the points marked "\$", reserve power may be used under (H7.134) to mitigate damage.

PPD Step: PPDs roll for wavelock if available and required (E11.3). PPDs score damage (E11.332). Shield damage is marked \$; internal damage is recorded to be resolved in 6D4.

First Hellbore Firing Option (E10.44). Shield damage is marked \$; internal damage is recorded to be resolved in 6D4.

Direct-Fire Step: All direct-fire weapons not listed separately fire. Shield damage is marked \$; internal damage is recorded to be resolved later (E1.11) in 6D4.

Aegis Fire Step: Weapons able to use Aegis Fire Control fire their remaining pulses (D13.0). Shield damage is marked \$; internal damage is recorded to be resolved in 6D4.

Second Hellbore Firing Option (E10.44). Shield damage is marked \$; internal damage is recorded to be resolved in 6D4.

Flashbombs fired in this stage, or dropped by Heloshuttles in (6A2) of the current impulse, detonate (E105.22).

6D3: WEB CASTER STAGE

Previously fired free standing webs become effective (E12.22).

Web casters fire (E12.13).

Previously effective free-standing webs dissipate (E12.26).

6D4: DIRECT-FIRE WEAPONS DAMAGE RESOLUTION STAGE

Resolve escapes, evacuations, and ship separations under catastrophic damage rules (D21.0).

Allocate the internal damage from all direct-fire weapons above (D4.0). Note that a weapon destroyed in the first of the many various firing steps would still be able to fire (if allocated to do so) in its appropriate

later step in the same impulse because no damage is resolved until this point.

6D5: DIRECT-FIRE WEAPONS CONSEQUENCES STAGE

- Resolve explosions (D5.0) from destroyed units (if any) (D4.4), then repeat stage 6D4. (No weapons are fired; this is used to resolve any damage resulting from the explosions. Battery power can be used to mitigate shield damage.)
- Resolve damage to Andromedan satellite ships in the hangar bay (G19.213) and any resulting explosions. Displacement devices operate (G18.3) and can be used to launch satellite ships (G19.42).
- Roll for possible critical hits (D8.0).
- Resolve Energy Balance Due to Damage (D22.0). This could reduce speed or halt certain functions.
- Release ships from tractor beams (G7.0) if these systems were destroyed in this segment. (Involuntary release from stasis is in 6B6.)
- Electronic warfare (D6.3) benefits of any systems destroyed in Segment D are lost (e.g., scout channels destroyed, etc.). Chaff throwers may be fired (G98.31). The effect of chaff fired four impulses previously is lost (G98.31).
- Shock Step: Resolve shock effects (D23.32) from the firing of direct-fire weapons. (Shock from seeking weapons is resolved in 6B6.) Accumulate SEPs and roll for breakdown as required.

6E. POST-COMBAT SEGMENT

- Roll for the possibility of UIM breakdown (D6.52).
- Start/stop erratic maneuvers takes effect (C10.0).
- Deploy Reserve Power for "delayed uses" under (H7.132).

END OF IMPULSE PROCEDURE

Return to start of Impulse Procedure and repeat until all 32 impulses have been completed.

7. FINAL ACTIVITY PHASE

- Roll for mutiny (G6.20).
- Resolve boarding party combat (D7.4), (D7.63), (D16.21), (D15.2).
- Legendary Captain bluffs (G22.21).
- Ships committed to dock (C13.0) do so.
- Roll for critical hit repair (D8.3).
- Announce and roll for Emergency Damage Repairs (D14.0).
- Legendary engineer (G22.41) repairs; legendary doctor cures (G22.61).
- Ships drop warp engines (G12.6).
- Disengage by acceleration (C7.1) or evasion (C7.3).

8. RECORD KEEPING PHASE

8A: REPAIR STAGE

- Mark and announce repairs completed (D9.73) and (G17.34).
- Resolve repair of shields by damage control (D9.2).
- Move reserve power to phaser capacitors (H7.36).

8B: POWER ABSORBER ACCOUNTING STAGE

- Transfer power from PA panels to batteries (D10.411).
- PA panels dissipate power to space (D10.412).

8C: FINAL RECORDS STAGE

- Orions record loss of engines from double output (G15.2).
- Determine information from labs based on closest approach to the monster (or other object of study) (G4.12).

Record drone racks (FD2.42) and plasma racks (FP10.3) which were reloaded or unloaded. Anti-drones that were not fired (E5.74) on the current turn are reloaded automatically unless the player orders otherwise.

Complete inter-bay shuttle (J1.593) and deck crew (J4.813) transfers.

Complete transfers of legendary officers (G22.132).

END OF TURN. Begin a new turn at the start of the sequence.

ANNEX #3: MASTER SHIP CHART

See separate file, pages 44-78 in Module G1.

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

TUG CLASS	0 PODS	1 POD	2 PODS	3 PODS
Federation	1 D	1 D	1.5 E	2.0 F
Klingon	1 D	1 D	1.0 E	1.5 E
Romulan KRT	1 D	1 D	1.0 E	—
Romulan FE‡	1 D	1.33 D	—	—
Romulan SKH‡	0.5 A	.67 B	—	—
Kzinti	1 D	1 D	1.0 E	1.5 E
Gorn	1 D	1 D	1.5 E	2.0 F
Tholian†	†	†	†	†
Tholian CPC	0.33 A	0.67 C	—	—
Tholian PR	0.33 A	0.67 C	—	—
Tholian FCR	0.33A	0.67C	—	—
Hydran	1 C	1.5 D	—	—
Lyran TGC/P, SR	1 D	1 D	1.5 E	2.0 F
ISC Tug	1 C	—	1.5 E	—
ISC DPT‡	0.5 B	0.67	—	—
Frax	1 C	1 C	1.5 D	2.0 E
Any LTT*	0.67	1	1.33	—

*LTT includes: Fed LTT, Klingon D5G or D5H, Kzinti MTT, Gorn HDT, Tholian LTT (with actual pods, rather than packs), Hydran Mule LTT, Lyran LTT, ISC LTT, LDR LTT. Turn mode increases by one letter for each pod carried. Note that no LTT can carry two pods, but most can carry a double-weight pod.

† Tholian ships can carry a variety of cargo packs at various movement cost surcharges; see (R7.N1). CPC and PR are carrying pods, not packs. Tholian X-ships can carry cargo packs in the same manner as their non-X equivalents; see (R7.N1).

‡ This refers to a special cargo pod or pallet designed only for that ship, not a standard pod; see ship description.

Klingon, Frax, and Kzinti tugs with two CVA pods have "3 pod weights;" they cannot carry two pods of different weights.

NOTE: The number of pods is the total equivalent weight. Some pods are "double weight." No tug can carry three pods (some can only carry one), but some can carry three "pod weights."

ANNEX #3B: MASTER PF CHART

See separate file; pages 75-76 in Module G1.

ANNEX #4: MASTER FIGHTER AND SHUTTLE CHART

Race	Type	Spd	Phaser	Drones	Damage	Special	BPV	Year	DFR	Ref
All	Admin	6	1xP3-360	—	6	J2.1	2	70	0\$	F1
(R1.0)	MSS	6	1xP3-360	—	6	M8.3	3	150	0\$	F2
	MRS	8	see ref	J8.0	10	J8.0	10	150	0	F3
	MRS-X	10	XJ8.1	XJ8.1	10	XJ8.1	12	181	1☆	XJ8.1
	GAS	6	1xP3-360	—	8	Ground Attack	4	70	0\$	F4
	GBS	6	1xP3-360	—	8	Ground Attack	4	100	0\$	F10
	HTSΔ	6	none	—	12	Troop Transport	6	90	0\$	F5
	HASΔ	6	none	—	14	Ground Attack, Troops	9	120	0\$	F11
	MLS	6	1xP3-360	—	6	M9.18	3	150	0\$	F6
Fed	F-4	8	1xP3-FA	2xl + 2xVI	9	—	7	167	1	F6
(R2.0)	F-8	8	1xP3-FA	2xl	8	—	6	167	2	F7
	F-14	15	1xPG-FA	2xl + 2xVI	12	—	11	171	4☆	F1
	F-14A	15	1xPG-FA	2xl + 2xVI	12	2xSpecial Rail	13	177	4☆	F1
	F-14B	15	1xPG-FA	2xl + 2xVI	12	4xSpecial Rail	15	183	4☆	F1
	F-14C	15	1xPG-FA	4xl	12	4xSpecial Rail	16	190	4☆	F1
	F-14D	15	1xPG-FA	4xl	12	4xSpecial Rail (2xIV)	17	195	4☆	F1
	F-15	15	1xPG-FA	4xl + 4xVI	12	—	12	172	4☆	F10
	F-15C	15	1xPG-FA	6xl + 2xVI	12	—	13	183	4☆	F10
	F-15D	15	1xPG-FA	6xl + 2xVI	12	Paired Rails for type-IV	14	185	4☆	F10
	F-16	13	1xPG-FA	2xVI	9	—	7	173	3☆	F4
	F-16C	13	1xPG-FA	2xl	9	—	8	183	3☆	F4
	F-18	13	2xP3-FA	2xl + 2xVI	10	—	8	173	3	F5
	F-18B	15	2xP3-FA	2xl + 2xVI	10	—	9	177	3☆	F5
	F-18B+	15	2xP3-FA	2xl + 2xVI	10	2xSpecial Rail	11	180	3☆	F5
	F-18C	15	2xP3-FA	4xl	10	2xSpecial Rail	12	183	3☆	F5
	F-20	12	2xP3-FA	2xVI	8	—	6	175	3☆	F8
	F-20C	12	2xP3-FA	2xl	8	—	7	183	3☆	F8
	A-6	8	none	4xl + 2xVI	14	—	9	168	1	F12
	A-10	10	1xP3-FA	2xl	16	1xPhoton-FA, 1xP3-RA	10	171	1	F2
	A-20Δ	12	1xP2-FX	4xSpecial	18	2xPhoton-FA	16	177	0☆	F9
			1xP3-RX	1xADD-6		1xEW-pod				
	F-111Δ	15	1xPG-FA	2xVI, 4xl	18	1xEW pod	19	177	0☆	F11
			1xPG-RX	2xIII, 1xADD-6		3-space bay, 1xP2-FA				
	E2 SWAC	8	1xPG-360	1xADD-6	12	J9.0	60/14	171	0	F3
	E3 SWACΔ8		1xPG-360	1xADD-12	18	J9.5	90/21	178	0☆	F3A
Klingon	Z-1	6	1xP2-FA	2xl	12	1xP3-RA	7	167	2	F1
(R3.0)	Z-2	8	1xP3-FA	2xl	8	—	6	168	2	F2
Lyran	Z-V	12	1xP3-FA	2xl	12	—	8	173	3	F3
(R11.0)	Z-Y	15	2xP3-FA	2xl + 2xVI	12	—	9	177	4☆	F4
LDR	Z-YB	15	2xP3-FA	2xl + 2xVI	12	2xSpecial Rail	11	180	4☆	F4
(R14.0)	Z-YC	15	2xP3-FA	4xl	12	2xSpecial Rail	12	183	4☆	F4
Seltor	Z-D	10	1xP3-FA	2xVI	10	1xDisr-FA	10	172	2	F5
(R15.0)	Z-DC	10	1xP3-FA	2xl	10	1xDisr-FA	11	183	2	F5
	Z-P	10	1xP3-FA	2xVI	10	1xPh-2-FA	10	172	2	F6
	Z-PC	10	1xP3-FA	2xl	10	1xPh-2-FA	11	183	2	F6
	Z-HΔ	12	1xP2-FX	4xl, 2xSpecial	16	2xDisr-FA	16	176	0☆	F7
			1xP3-RX	2xVI	—	1xEW-pod				
Romulan	SLS	1	—	—	6	Sublight Shuttle	1	50	0\$	F0
(R4.0)	G-I	10	—	—	8	1xPlas-F-FA	4	165	1	F1
	G-II	12	1xP3-FA	—	12	1xPlas-F-FA	7	173	2	F2
	G-III	15	1xP3-FA	—	12	1xPlas-F-FA	8	180	2	F3
	G-F	8	2xP3-FA	2xPL-D	8	—	8	165	3	F4
	G-SF	12	2xP3-FA	2xPL-D	10	—	9	173	3☆	F5
	G-FSF	15	2xP3-FA	2xPL-D	10	—	10	180	3☆	F6
	TribΔ	12	1xP2-FX	2xPL-D	16	2xPI-F-FP	18	178	0☆	F7
			1xP3-LS/1xP3-RS	—	—	1xEW-pod				
Kzinti	AS	8	1xP3-FA	2xl	8	No drone control	5	161	2	F1
(R5.0)	AAS	8	1xP3-FA	2xl	8	—	6	164	2	F2
	SAS	12	1xP3-FA	2xVI	6	—	5	168	3	F3
	HAAS	15	1xP3-FA	2xl	11	—	8	173	3	F4
	TAAS	15	2xP3-FA	2xl + 2xVI	12	—	9	177	4☆	F5
	TADS	15	2xP3-FA	2xl + 2xVI	12	2xSpecial Rails	11	180	4☆	F6
	TADSC	15	2xP3-FA	4xl	12	2xSpecial Rails	12	183	4☆	F6
	DAS	10	1xP3-FA	2xVI	10	1xDisr-FA	10	172	2	F7
	DASC	10	1xP3-FA	2xl	10	1xDisr-FA	11	183	2	F7
	LASΔ	12	2xP3-FX	2xl, 2xSpecial	16	2xDisr-FA	17	175	1☆	F8
			2xP3-RX	4xVI	—	1xEW-pod				

STAR FLEET BATTLES

ANNEXES

Race	Type	Spd	Phaser	Drones	Damage	Special	BPV	Year	DFR	Ref
Gorn (R6.0)	G-8	8	1xP3-FA	2xPL-D	8	—	8	169	2	F5
	G-10	10	1xP3-FA	—	16	1xPI-F-FA, 1xP3-RA	10	173	1	F3
	G-12	15	2xP3-FA	2xPL-D	10	—	10	180	3☆	F6
	G-18	13	2xP3-FA	2xPL-D	10	—	10	173	3	F1
	G-18B	15	2xP3-FA	2xPL-D	10	—	11	182	3☆	F1
	G-20	12	2xP3-FA	2xPL-D	8	—	8	175	3☆	F2
	G-30Δ	12	1xP2-FX 1xP3-LS/1xP3-RS	2xPL-D 1xEW-pod	18	1xPI-F-RP 1xPI-F-LP	18	178	0☆	F4
Tholian (R7.0)	S-I	8	1xP3-FA	—	8	Web Spinner	3	165	2	F1
	S-II	14	1xP3-360	—	14	1xDisr-FA	9	172	3	F2
	S-IIP	14	1xP3-360	—	14	1xP2-FA	9	172	3	F6
	S-III	15	2xP3-FA	—	14	Web Spinner	6	172	4☆	F3
	S-IVΔ	12	1xP2-FA 2xP3-RX	— —	16	2xDisr-FA, 1xEW Pod Web Spinner	15	178	0☆	F4
	S-IVPΔ	12	1xP2-FA 2xP3-RX	— —	16	2xPhot-FA, 1xEW Pod Web Spinner	15	178	0☆	F4A
	S-E	14	1xP3-360	—	14	2xEW-pod	11	172	3☆	F5
Hydran (R9.0)	St-1	12	1xP3-FA	—	8	2xFusion-FA	8	134	3	F1
	St-2	15	1xPG-FA	—	10	2xFusion-FA	10	170	4	F2
	St-F	15	1xPG-FA	—	10	—	7	170	4☆	F3
	St-H	15	1xPG-FA	—	10	1xHellbore-FA	10	170	2	F4
	St-SΔ	12	1xPG-FA 1xPG-RX	1xEW-pod —	16 —	2xFusion-FA 1xHellbore-FA	17	177	0☆	F5
	St-E	15	1xPG-FA	—	10	2xEW-pod	12	172	4☆	F6
	St-X	20	1xP2 FA, 1xPG FA	—	12	2xFusion, 1xEW Pod	14	Y182	4☆	XF1
ISC (R13.0)	SF	12	2xP3-FA	2xPL-D	12	—	10	174	4☆	F1
	FSF	15	2xP3-FA	2xPL-D	12	—	11	180	4☆	F6
	TF	12	1xP3-FA	—	12	1xPI-F-FA	7	174	2	F2
	FTF	15	1xP3-FA	—	12	1xPI-F-FA	8	180	2	F7
	EF	12	1xP3-FA	—	12	2xEW-pod	10	172	2☆	F3
	FEF	15	1xP3-FA	—	12	2xEW-pod	11	180	2☆	F8
	AF	12	1xP3-FA	2xPL-D	8	—	8	170	3☆	F4
Jindar (R15.0)	HFA	12	1xP2-FX 1xP3-LS/1xP3-RS	2xPL-D —	16 —	2xPI-F-FP 1xEW-pod	18	178	0☆	F5
	Met-1	10	1xP3-FA	LRG-FA	8	2xP-charge	8	169	2	F3
	Met-2	12	2xP3-FA	LRG-FA	11	2xP-charge	12	174	3	F4
	Met-3	15	2xP3-FA	2xLRG-FA	13	—	14	176	4☆	F5
	Met-HΔ	12	1xP2-FA 1xP3-RX	2xLRG-FA (@ 2 shots)	16	—	18	178	1☆	F6
	Frax	8	1xP3-FA	2xl	8	—	6	168	2	F1
	Frax	12	1xP3-FA	2xl	10	—	8	173	3	F2
Qari (R52.0)	DMn-III	15	2xP3-FA	2xl + 2xVI	12	—	9	177	4☆	F3
	DMn-IIIC	15	2xP3-FA	4xl	12	—	10	177	4☆	F3
	DMn-IV	15	2xP3-FA	2xl + 2xVI	12	2xSpecial Rail	11	180	4☆	F4
	DMn-IVC	15	2xP3-FA	4xl	12	2xSpecial Rail	12	180	4☆	F4
	DMn-HΔ	12	1xP2-FX 1xP3-RX	4xl + 2xVI 2xSpecial Rail	16	2xDisr-FA 1xEW Pod	16	176	0☆	F5
	MiG-21	8	1xP3-FA	1xl + 1xVI	8	—	5	168	2	F1
	MiG-23	15	2xP3-FA	2xl + 2xVI	12	—	9	177	4☆	F2
Triax (R53.0)	MiG-29	15	2xP3-FA	4xl + 4xVI	13	—	13	177	4☆	F3
	Cal-2	15	2xP3-FA	2xPL-D	12	Option, 1xPI-F	11	180	4☆	F2
	Cal-1T	8	1xP3-FA	—	8	1xPI-F	5	165	2	F1
	Cal-1D	8	1xP3-FA	2xPL-D	8	—	5	170	2	F1
	Shark	15	2xP3-FA	2xPL-D	12	Flashbomb (J91.14)	10	180	4☆	F1
	Helo-A	6	1xP3-360	—	6	J91.0	3	165	0\$	J91
	Helo-MR	8	Same as Romulan	—	10	J8.0	10	150	0	J91
Shark (R54.0)	Helo-GA	6	1xP3-360	—	8	Ground Attack	4	70	0\$	J91
	Helo-HTΔ	6	none	—	12	Troop Transport	6	90	0\$	J91
	Helo-MS	6	1xP3-360	—	6	M8.3	3	150	0\$	J91
	Helo-ML	6	1xP3-360	—	6	M9.18	3	150	0\$	J91
	Helo-HAΔ	6	none	—	14	Ground Attack, Troops	9	120	0\$	J91

Notes: The Andromedans have no fighters. The Seltorians, Lyrans, and LDR use standard Klingon fighters. The WYN Defense Forces used fighters purchased from several different races. Flivver and Canadi'en fighters (published in Star Fleet Times) are still in playtest and thus are not listed.

NOTES ON ANNEX #4

Note that while the term "fighter" is used below, all fighters are shuttles and some of the units on the Master Fighter Chart are shuttles but not fighters.

RACE: The empire/nation that operates this fighter.

TYPE: The specific type of fighter.

SPEED: Maximum speed of this fighter.

PHASER: The number, type, and firing arc of this fighter's phasers. Some fighters also have phasers listed in the Special column.

DRONES: The number and type of drones (or plasma-Ds) carried by this fighter. See C-refits in (R1.F8).

DAMAGE: The number of damage points to destroy this fighter. Two-thirds of this number is the required damage to cripple it (J1.33).

SPECIAL: Any unusual characteristics of this unit. Any direct-fire weapons with unspecified firing arcs have FA firing arcs.

BPV: The basic point value of this fighter. Under (J1.85) the economic BPV of the fighter is 50% of this amount.

YEAR: The year when this fighter type was first available in squadron service. Prototypes might have been in service up to three years earlier; limited numbers up to two years earlier.

DFR: The dogfighting rating.

REF: The specific reference number for that fighter within the owning race's general rules reference number.

* The BPV of these fighters is increased by 1 for each special drone launch rail (J4.233) added.

☆ This fighter carries two chaff packs; all others carry one, except §.

§ This fighter has no chaff packs.

Δ This is a large (double-size) fighter; see (J10.0) for special cases.

EW pods listed here are built-in versions; additional pods can be carried externally.

FIGHTER CLASSES (J4.48)

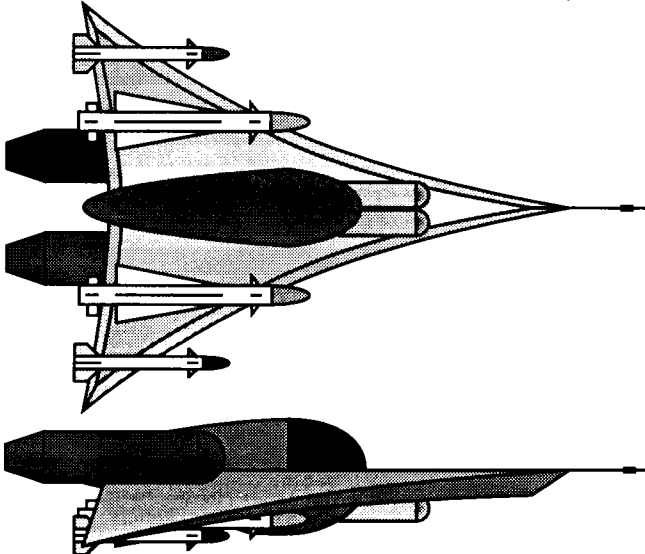
As a shorthand method of designating fighters in general scenarios, all fighters can be divided into "classes" based on their BPV (including the cost of adding heavy or special rails and the cost of any drone speed upgrades), as follows:

Class 1 fighters 0-7 BPV points.

Class 2 fighters 8-10 BPV points.

Class 3 fighters 11-15 BPV points.

Class 4 fighters 16 or more BPV points.

**ANNEX #5: ABBREVIATIONS**

At the request of players, we have combined the various sub-listings in Annex #5 into a single list. That way, if you are looking for the meaning of an unfamiliar term, you will not need to first determine if it is a ship, a class, or an item.

+ (Plus) Improved or refitted
 1X First-Generation X-Technology
 2X Second-Generation X-Technology

A

A HULL Aft Hull, same as Rear Hull
 A-6 Federation fighter
 A-10 Federation fighter
 A-20 Federation heavy fighter
 Aardvark Federation F-111 Heavy Drone Fighter
 AAS Kzinti Advanced Attack Shuttle
 ABMS Andromedan Mining Station
 ACA Frax Heavy Stasis Cruiser
 ACL Aegis Light Cruiser (carrier escort)
 ACW Frax Stasis War Cruiser
 ACX WYN Improved technology (X-Ship) Auxiliary Cruiser
 AD5 Carrier escort variant of Klingon D5
 AD6 Carrier escort variant of Klingon D6
 ADB Amarillo Design Bureau
 ADD Anti-Drone Defense system
 ADefSat Andromedan Defense Satellite
 Admin Administrative Shuttle
 AF Attrition Fighter (ISC)
 AF5 Carrier escort variant of Klingon F5
 AFC Active Fire Control
 AFD Anti-Fighter Defense System used by the Frax
 AFF Aegis Frigate, carrier escort
 AGB2 Andromedan Phaser-2 Ground Base
 AGBT Andromedan TRH Ground Base
 AGMG Andromedan Military Garrison
 AGPS Andromedan Ground Power Station
 AGSA Andromedan Agro Station
 AGSO Andromedan Ground Science Outpost
 AGWS Andromedan Ground Warning Station
 AH Carrier escort variant of Hydran HN
 AL Aegis Lancer, Hydran carrier escort
 Albertosaurus Gorn BCH
 Albertosaurus-S Gorn BCS
 Albertosaurus-V Gorn BCV
 Alleycat Lyran DW
 Allosaurus Buck Gorn BC
 Allosaurus Bull Gorn CCH
 Allosaurus Gorn CA, there is a V variant
 Allosaurus Rex Gorn CC
 ANA Andromedan Anaconda, large satellite scout
 Anaconda Andromedan scout on large sat ship hull
 Anarchist Hydran D7H
 Antelope Hunter Escort variant of Hydran DW
 AP Aft Plasma Swivel Firing Arc
 APA Hydran Apache medium command cruiser
 Apache Hydran medium CC
 Apatosaurus See R6.5
 APR Auxiliary Power Reactor
 APT Armed Priority Transport
 APX Improved technology (X-Ship) Armed Priority Transport
 AR Attack Raider, Orion cruiser
 Ar-? Arachnid, Tholian PF

Arachnid	Tholian PF
ARAS	Arastoz Monster
Archaeopteryx	Gorn CV
AS	Kzinti Attack Shuttle
Asp	Andromedan maunder variant of Viper
Assassin	Orion Battle Raider
AT	Armed Transport
ATG	Active Terminal Guidance
Attack Raider	Early version of Orion BR
AUX	Auxiliary Control
Avenger	Federation A-20 heavy attack fighter
AWR	Auxiliary Warp Reactor
AxBC	Auxiliary battlecruiser
AxBCS	WYN Auxiliary Battle Control Ship
AxC	Auxiliary cruiser
AxCC	Auxiliary Commando Cruiser
AxCV	Auxiliary carrier
AxCVA	Auxiliary heavy carrier
AxCVL	Auxiliary light carrier
AxDN	WYN Auxiliary Dreadnought
AxMS	Auxiliary minesweeper
AxPFL	Large Auxiliary PF Tender
AxPFS	Small Auxiliary PF Tender
AxPFT	Auxiliary PF tender
AxSCS	Auxiliary space control ship

B

B	Boom, detached from Klingon ship
B-P	Tholian Battle Pack
B10	Klingon battleship, largest ship completed; variants include B, K, V, and S
B10S	Space control ship version of B10
B10V	Heavy carrier variant of B10
B11	Enlarged version of B10 battleship
BAM	Base Augmentation Module
BAR	Barracks
BAR	Hydran Baron command light cruiser
BarM	Barracks augmentation module
Baron	Hydran light command cruiser
Barracuda	Late-War WYN Frigate
BATS	Battle station
Battle Raider	Orion war cruiser
BattleHawk	Older Romulan destroyer
BB	Battleship (larger than a DN)
BBS	Battleship Space Control Ship
BBV	Battleship Carrier
BC	Battlecruiser
BCF	Bismarck variant of Federation BCH
BCG	Kirov variant of Federation BCH
BCH	Heavy battle cruiser
BCJ	New Jersey variant of Federation BCH
BCS	Battle Control Ship, built on a BCH hull, carries a flotilla of PFs and a half-squadron of fighters
BCV	Battle Carrier, a carrier on a BCH hull
BCX	Improved technology (X-Ship) Battlecruiser
BDA	Aegis escort version of BDD
BDD	Battle Destroyer
BDE	Carrier escort version of BDD
BDG	Bridge
BDG	Ground Assault variant of Gorn BDD
BDL	Battle Destroyer Leader
BDP	PFT variant of BDD
BDS	Scout variant of BDD
BDV	Gorn Mobile Carrier, Battle Destroyer Carrier

BDX	Gorn Improved technology (X-Ship) Battle Destroyer
Bengal Tiger	Lyran CC
BES	Basic Explosion Strength
BF	Kzinti or Gorn Fast Battlecruiser
BH	Romulan Battle Hawk second-class cruiser, old series. Classed as a destroyer
BHE	Carrier escort variant of BH
BHF	Romulan Fast Carrier Resupply ship built on a BattleHawk hull
Bitch	Uncouth slang term for BCH, should be avoided
Black Jaguar	Lyran war cruiser leader
Black Widow	Light carrier variant of the Tholian PC
BLM	Base, Logistics, Mobile (old term for MB)
Bm	Suffix used to denote boom section of a Klingon ship, as in D7 Bm
BM1	Qari Destroyer
BM2	Qari Destroyer Leader
BM3	Qari War Destroyer
BMD	Qari Trans-Mortar Carrier
BME	Qari Escort War Destroyer
BMS	Qari War Destroyer Scout
Bob-?	Lyran Bobcat PF
Bobcat	Lyran PF
Bobtail	Lyran PF variant
BP	Battle Pod
BP	Boarding Party
BPV	Basic Point Value
BR	Orion Battle Raider; considered a war cruiser
BR6	Qari Frigate
BR7	Qari Drone Frigate
BR8	Qari Frigate Leader
BRC	Battle Commando Raider, variant of Orion BR
BRDG	Bridge
BRG	Orion Brigand interceptor
BRH	Orion Heavy Battle Raider
Brigand	Orion Interceptor
Brontosaurus	Gorn tug
BRP	PFT variant of Orion Battle Raider
BRS	Scout variant of Orion Battle Raider
BS	Base Station
BSX	Gorn Improved technology (X-Ship) Battle Scout
BT	Battle Tug
BT	Bomb Thrower, system used by the Sharkhunters to throw Flashbombs at cloaked ships
BTty	Battery
BTV	Federation Battle Tug with light carrier pod
BTX	Improved technology (X-Ship) Battestation
BUC	Orion Buccaneer PF
Buccaneer	Orion PF
Buck	Slang for Battlecruiser
Buffalo Hunter	Hydran fusion-armed DW
Buffalo Scout	Scout variant of the Hydran DW
BUL	Andromedan Bull Snake cargo ship
Bull Snake	Andromedan cargo ship, Viper variant
BW	Tholian Black Widow light carrier

C

C	Cruiser, usually a Tholian older class
C HULL	Center Hull
C WARP	Center Warp Engine

C-P	Cargo Pack or Cargo Pod	CHC	Hydran Lord Cardinal Heavy Command Cruiser
C7	Klingon Heavy Battlecruiser	Cheetah	Lyran FF
C7A	Klingon Heavy Stasis Battlecruiser	Cheyenne	Hydran New Heavy Cruiser
C7S	Battle control ship version of Klingon C7	ChickenHawk	Older Romulan PFT
C7V	Battle carrier version of Klingon C7	Chimera	Gorn G-12 fighter
C8	Klingon Dreadnought; variants include B, S, K, V	CHP	Photon version of Tholian CWH
C9	Klingon Dreadnought; variants include A, B, K	CHY	Hydran Cheyenne New Heavy Cruiser
C9A	Klingon Dreadnought with stasis generators	CL	Light cruiser
CA	Heavy Cruiser	CL#	Captain's Log (issue #)
CAA	Frax Heavy Aegis Escort Cruiser	CLA	Aegis carrier escort variant of CL
CAD	Drone Bombardment Cruiser	CLC	Command (Leader) Light Cruiser
CAD	Jindarian Heavy Shipyard Cruiser	CLC	Commando Light Cruiser
CAE	Frax Heavy Escort Cruiser	CLD	Federation Drone Bombardment Old Light cruiser
CAG	Frax Heavy Commando Cruiser	CLD	Jindarian Light Shipyard Cruiser
California Condor	Romulan Condor-V heavy carrier	CLE	Carrier escort variant of CL
Caltrop	Triaxian Fighter	CLG	Commando version of CL
Camel	Hydran tug, also known as Caravan	CLH	Hospital Ship (Federation)
CAP	Frax Heavy PF Tender	CLS	Light Survey Cruiser
CAP	Tholian CA with photon torpedo refit	CLV	Federation Medium Carrier on Old Light cruiser hull
CAR	Cargo; see also CGO	CLX	Improved technology (X-Ship) Light Cruiser
CAR	Federation CA with rear phaser refit	CM	ISC Medium Cruiser, a CL hull with a PPD and two plasma-Gs
Caracal	Lyran Military Police Frigate	CM	Medium cruiser
Caravan	Hydran tug, also known as Camel	CMC	Federation Commando Cruiser
Carcharodon	WYN heavy cruiser, aka Great White	CMC	Tholian Commando Corvette
CarM	Cargo augmentation module	CMD	Commando Destroyer
Carnosaurus	Gorn DD, variants E, S, A, etc.	CMF	Commando Frigate
CAS	Frax Heavy Scout	CMG	Commando version of CM
CAT	Hydran Cataphract commando cruiser	CMP	Commando variant of Military Police
Cat Dam	Catastrophic Damage	CMV	Carrier variant of CM
Cataphract	Hydran commando ship	CMW	Frax Missile War Cruiser
CAV	Cavalier, Hydran carrier	CMX	Kzinti Improved technology (X-Ship) Medium Cruiser
Cavalier	Hydran heavy carrier, unusual as it is on a cruiser hull	CNT	Hydran Count Destroyer Leader
Cave Lion	Lyran conjectural Battleship	CNV	Romulan California Condor heavy carrier
CAW	Tholian CA with Web Caster	COB	Andromedan Cobra
CB	Cruiser, Battle. Federation heavy CC	Cobra	Andromedan medium satellite ship
CC	Command Cruiser	COH	Commando variant of Battle Hawk
CCH	Heavy Command Cruiser	COM	Commando ship
CCL	Commando variant of Light Cruiser	COM	Hydran Comanche medium command cruiser
CCM	Close Combat Maneuvering	CoM	Command Module (Neo-Tholian)
CCW	Commando War Cruiser	Comanche	Hydran Medium CC
CCW	Tholian CC with Web Caster	Commando Eagle	Commando variant of Romulan WE or FE
CCX	Improved technology (X-Ship) Command Cruiser	ComPlat	Commercial Platform
CD	Catastrophic Damage	Compsagnathus	Gorn police frigate
CD	Drone Cruiser	CON	Romulan Condor dreadnought
CD/ID	Catastrophic Damage, Impending Destruction	Condor	Romulan dreadnought
CD/MD	Catastrophic Damage, Massive Damage	Conquistador	Andromedan light cruiser, mothership
CD/SD	Catastrophic Damage, Self-Destruction	COQ	Andromedan Conquistador
CDD	Command Destroyer	COR	Andromedan base Core Module
CDR	Continuous Damage Repair	Corsair	Orion Salvage Cruiser
CDW	Commando variant of War Destroyer	COS	Hydran Cossack medium carrier
CE	Commando Eagle (Romulan)	Cossack	Hydran medium carrier
CE	Escort Cruiser	COU	Andromedan Courier Scout
CEA	Aegis Cruiser	Cougar	Lyran Combat Tug
CEN	Romulan Centurion PF	Count	Hydran Destroyer Leader
Centurion	Romulan PF	Courier	Andromedan satellite ship, scout, variant of Viper
Ceratosaurus	Gorn BDD, variants: S, E, etc.	COV	Federation Commando Carrier
CF	Fast Cruiser	CP	Cargo Point
CFF	Commando Frigate	CP-SKH	Romulan SkyHawk Cargo Pack
CGO	Cargo; see also CAR	CPC	Tholian Cargo version of patrol cruiser
CH	Romulan Chickenhawk PF tender	CPF	ISC Constabulary Flagship, a police flagship built on a CL hull
CHA	Hydran Lord Admiral Heavy Command Cruiser		
Chasseur	Hydran new scout cruiser		

CPL	Commercial Platform
CPX	Tholian Improved technology (X-Ship) Photon Cruiser
CR	Crusader, Hydran frigate-leader
CR	Orion Raider Cruiser; essentially a CL
Crusader	Federation F-8 fighter
Crusader	Hydran frigate leader
CRX	Orion Improved technology (X-Ship) Raider Cruiser
CS	Andromedan Cargo Sled
CS	Strike Cruiser
CSX	Improved technology (X-Ship) Strike Cruiser
CT	Chaff Thrower, system on Sharkhunter ships that throws chaff to protect against seeking weapons
CT	Commando transport variant of Tholian LTT
CU	Cuirassier, Hydran frigate
Cuirassier	Hydran frigate
CV	Carrier
CVA	Heavy Carrier
CVB	Federation carrier with F-15s; minor variant of Fed CVS
CVE	Escort Carrier
CVL	Light Carrier
CVLS	Light Strike Carrier
CVS	Strike Carrier
CVT	Carrier Tug
CVTC	Federation CVT with both heavy and light pods
CW	War Cruiser
CWA	War Cruiser Aegis Escort
CWD	Frax Drone War Cruiser
CWE	Carrier escort version of CW
CWG	Commando War Cruiser
CWH	Heavy War Cruiser, a term sometimes used for a medium cruiser or an NCA
CWL	War Cruiser Leader
CWM	Minesweeper variant of War Cruiser
CWP	Tholian CW with photon torpedo refit
CWS	Scout version of CW
CWV	Carrier variant of War Cruiser
CWX	Improved technology (X-Ship) War Cruiser
CX	Improved Technology (X-Ship) Cruiser

D

D	Tholian Tarantula Dreadnought
D-rack	Plasma rack, type-D torpedoes
D-torp	Type-D plasma torpedo
D5	Klingon War cruiser; many variants including C, D, E, F, G, H, I, J, K, L, M, N, P, S, W, V, AD5, MD5
D5W	Klingon new heavy cruiser
D5X	Klingon Improved technology (X-Ship) D5 Light Cruiser
D6	Older type of Klingon Battlecruiser; many variants including B, D, E, G, J, K, M, P, S, V, AD6
D7	Klingon Battlecruiser; many variants including A, B, C, D, E, K, L, M, N, V, W (D7H is a Hydran ship)
D7W	Klingon Heavy Command Cruiser
DAC	Damage Allocation Chart
DAM CON	Damage Control
DAR	Aegis variant of Federation DER
DAS	Disruptor Attack Shuttle, Kzinti
DBP	PFT variant of Orion Double Raider

DBR	Orion Double Raider
DC	Damage Control
DC	Deck Crew
DCP	ISC Destroyer Cargo Pack
DCR	Orion Double Raider Cruiser, a heavy cruiser created by combining two CRs in the same manner as the DBR
DD	Destroyer
DDC	Commando Destroyer
DDE	Seltorian carrier escort built on a destroyer hull
DDG	Destroyer with Guided weapons
DDG	Commando variant of DD
DDL	Destroyer Leader; Fed plasma-armed destroyer
DDP	Hydran PFT based on the Lancer
DDP	Tholian DD with photon torpedo refit
DDS	Hydran Scout Destroyer, a version of the Lancer
DDV	Carrier variant of Destroyer
DDX	Improved technology (X-Ship) Destroyer
DE	Destroyer Escort
DEA	Destroyer Aegis Escort
Dec	Romulan Decurion Interceptor
Decurion	Romulan interceptor
DefSat	Defense Satellite
Demon Hunter	Hydran heavy war destroyer
DER	Romulan border variant of Federation DE
DERFACS	Disruptor Extended Range Fire Attenuation Control System
Desecrator	Andromedan starbase
DEV	Andromedan Devastator Battleship
Devastator	Andromedan Battleship, mothership, unfinished
DF	Drone Frigate
DF&E	Deluxe edition of Federation & Empire, also known as F&E-89
DFC	Disrupted Fire Control
DFR	Dogfight Rating
DFW	Direct-Fire Weapons
DG	Dragoon, Hydran heavy cruiser
DGX	Hydran Improved technology (X-Ship) Dragoon Cruiser
DIA	Andromedan Diamondback commando ship
Diamondback	Andromedan medium commando ship
Dinosaur Egg	Gorn pod, various types: C, T, H, S
DisDev	Displacement Device
DISR	Disruptor bolt
DJ	Generic term for penal variants of Klingon D-hull cruisers
DM	Deadman switch (on mine)
DMX	Andromedan Dominatrix, a Dominator variant with reduced hangar and repair capacity but double the usual number of TRHs
DN	Dreadnought
DN+	Federation improved dreadnought
DND	Lyran destroyer made from center section of a Lion-class DN
DNG	Federation very improved dreadnought
DNT	ISC Torpedo Dreadnought
DOM	Andromedan Dominator
Dominator	Andromedan dreadnought, mothership
Double Raider	Orion warship made from two LRs
DPC	Disruptor-armed Patrol Corvette (Tholian)
DPT	Destroyer Priority Transport
DPW	Tholian Webcaster and photon-armed dreadnought

DPX	Tholian Improved technology (X-Ship) Photon Destroyer
Dragon	Gorn G-10 fighter
Dragoon	Hydran heavy cruiser
DRI	Dogfight Resolution Interface
DRN	Drone
DSF	Deep Space Fleet (Klingon)
DW	War Destroyer
DWA	War Destroyer Aegis Escort
DWC	War Destroyer Command Ship (Fed)
DWD	War Destroyer Drone variant
DWE	War Destroyer Escort
DWF	Hydran Buffalo Hunter fusion war destroyer
DWG	Ground Assault variant of DW
DWH	Hydran Rhino Hunter hellbore war destroyer
DWL	War Destroyer Leader
DWM	War Destroyer Minesweeper
DWP	War Destroyer PF Tender
DWS	War Destroyer Scout
DWT	War Destroyer Transport
DWV	War Destroyer Carrier, or Mobile Carrier
DWX	Improved technology (X-Ship) War Destroyer
DX	Klingon improved technology battlecruiser
DXD	Klingon Improved technology (X-Ship) D7D Drone Battlecruiser

E

E2	Federation Hawkeye SWAC shuttle
E2C	full designation of the Federation Hawkeye SWAC shuttle
E3	Klingon small escort, variants include A, D, and E
E3	the Federation Sentry heavy SWAC shuttle
E3A	full designation of the Federation Sentry heavy SWAC shuttle
E4	Klingon escort; variants include A, B, D, E, I, V, J
E4G	Commando variant of Klingon E4
E5	Klingon destroyer design
E6	<i>Klingon three-engined E4 variant</i>
E7	Klingon heavy cruiser assembled from parts of an E4, and an F5W
EA	Energy Allocation
EAF	Energy Allocation Form
Eagle	Federation F-15 fighter
Earl	Hydran Destroyer Leader
ECCM	<i>Electronic Counter-Counter Measures</i>
ECL	Carrier escort version of CL
ECM	Electronic Counter Measures
ED	Emergency Deceleration
EDR	Emergency Damage Repair
EEL	Andromedan Eel medium scout
EF	ISC EW fighter
EFF	<i>Carrier escort variant of FF</i>
EH	Escort Hunter, Hydran carrier escort
EJ	Generic term for penal variants of Klingon E-hull frigates
ELM	Andromedan Eliminator, a Mamba mauler
EM	Andromedan energy module, three sizes EM-S, EM-M, EM-L
EM BRIDGE	Emergency Bridge
EM	Erratic Maneuvering
EMER BRIDGE	Emergency Bridge

EMER	Emergency Bridge
Emer Decel	Emergency Deceleration
ENG	Engine
Epanterias	Gorn Medium Cruiser
EPT	Enveloping Plasma Torpedo
ERL	Hydran Earl Destroyer Leader
ESG	Expanding Sphere Generator
EW	Electronic Warfare
EWf	Electronic Warfare Fighter
EWP	Electronic Warfare Pod
EX DAM	Excess Damage
Executioner	Orion Heavy Battlecruiser
EXP	Andromedan Exploiter Combat Ship
Exploiter	Andromedan combat ship, Conq hull

F

F	Fast drone, as in Type-IV-F
F	Fighter
F	Forward (as in hull box)
F HULL	Forward hull
F&E	Federation & Empire
F&E-89	Deluxe F&E, Revised edition
F-#	Federation fighter, F-4, F-8, F-14, F-15, F-16, F-18, F-20, F-111
F-?L	Freighter, various types, large
F-?S	Freighter, various types, small
F-AL	Armed Freighter, Large
F-AS	Armed Freighter, Small
F-EL	Exploration Freighter, Large
F-ES	Exploration Freighter, Small
F-L	Large civilian freighter
F-ML	Minelaying Freighter, Large
F-ML	Minelaying Freighter, Small
F-OL	Large Ore Freighter
F-Pal	Romulan Cargo Sled pallet
F-Pal	War Eagle Sled Pallet
F-RL	Repair Freighter, Large
F-RS	Repair Freighter, Small
F-S	Small civilian freighter
F-SL	Suicide Freighter, Large
F-SS	Suicide Freighter, Small
F-TL	Troop Transport, Large
F-Torp	Type-F Plasma torpedo
F-TS	Troop Transport, Small
F5	Klingon Frigate; many variants including AF5, B, C, D, E, G, I, J, K, L, M, R, S, V, W
F5W	Klingon War Destroyer
F6	Klingon Battle Frigate
FA	Forward firing arc
FAL	Romulan Falcon mauler cruiser
Falcon	<i>Federation F-16 fighter</i>
Falcon	Romulan mauler cruiser
FCoM	Flag Command Module (Neo-Tholian)
FCR	Fast Carrier Resupply ship
FD7	Klingon Fast Battlecruiser
FDX	Federation Express
FDX	Kzinti Improved technology (X-Ship) <i>Drone Frigate</i>
FE	Romulan Freight Eagle; tug version of WE
FEF	ISC Fast EW Fighter
FF	Frigate
FFA	Carrier aegis escort variant of FF
FFB	Federation Battle Frigate
FFC	Commando Frigate
FFD	Drone variant of FF
FFE	Carrier escort variant of FF
FFG	Frigate with guided weapons

FFG	Ground Assault variant of frigate
FFH	Romulan Fast Firehawk, with either A (FFH-A) or K (FFH-K) modules
FFK	Killer variant of Kzinti FF
FFL	Frigate Leader
FFL	Federation plasma-armed frigate
FFM	Minesweeping Frigate
FFP	Priority transport version of Federation FF
FFR	Romulan border variant of Federation FFE
FFS	Scout variant of FF
FFT	Transport variant of Federation FF
FFV	Carrier variant of FF
FFX	Improved technology (X-Ship) Frigate
FGB-L	Large Fighter Ground Base
FGB-M	Medium Fighter Ground Base
FGB-S	Small Fighter Ground Base
FH	Front Half firing arc
FH	Kzinti Heavy Frigate
FH	Romulan FireHawk heavy cruiser. Variants include FHA, FHF, FHK
FHF	FlameHawk, Romulan mauler
FHX	Romulan Improved technology (X-Ship) Firehawk
Fi-Con	Fighter-Conveyor, version of PF
Firecat	Lyrans BCS
FireHawk	Romulan heavy cruiser, new series
FJ	Generic term for penal variants of Klingon F-hull frigates
FKX	Kzinti Improved technology (X-Ship) Frigate
FLAG	Flag Bridge, admiral's bridge
FlameHawk	Mauler version of Romulan FireHawk
FLG	Police Flagship
FP	Front Plasma swivel firing arc
FRA	Aegis variant of Federation FFR
FRD	Fleet Repair Dock
Free Trader	Civilian cargo ship
Free Traitor	Orion version of Free Trader
Freedom Ftr	WYN PF
Freight Eagle	Romulan cargo ship, variant of WE
FSF	ISC Fast Superiority Fighter
FSX	Improved technology (X-Ship) Scout Frigate
FT	General Free Trader, Orion Free Traitor
FTF	ISC Fast Torpedo Fighter
FTK	Tank Landing variant of Free Trooper
FTR	Fighter (generic)
FTR	Free Trooper
FTX	Improved technology (X-Ship) Free Trader
FUS	Fusion beam
FW	War Frigate
FWC	Klingon War Destroyer Leader
FWL	Klingon War Destroyer Leader with K refit
FWV	Klingon Mobile Carrier version of F5W
FX	Forward expanded firing arc
FX	Klingon Improved technology (X-Ship) F5 Frigate
FXX	Improved technology (X-Ship) Federation Express
FZX	Improved technology (X-Ship) WYN Frigate

G

G-#	Gorn fighter, G-10, G-12, G-18, G-20, G-30
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G-#	Romulan Gladiator Fighter, G-I, G-II, G-III, G-F, G-SF, G-FSF
G-torp	Type-G Plasma torpedo
G1	Klingon PF
G2	Klingon Police Cutter; there are some variants, including the G2C
G2C	Klingon Police Leader on G2 hull
G4	Klingon Internal Security Forces Police Flagship on E4 hull
GABPV	Gross Adjusted BPV, see (S2.14)
GAS	Ground Assault Shuttle
GB	Ground Base
GBD1	Ground-Based Defense Phaser-1
GBD2	Ground-Based Defense Phaser-2
GBDD	Ground-Based Defense Disruptor
GBDF	Ground-Based Defense Plasma-F
GBDH	Ground-Based Defense Hellbore
GBDP	Ground-Based Defense Phaser-4
GBDS	Ground-Based Defense Station, generic term including many ground bases
GBDT	Ground-Based Defense Plasma-S Torpedo
GBFB	Ground-Based Defense Fusion Beam
GBPT	Ground-Based Defense Photon Torpedo
GBS	Ground Bombardment Shuttle
GCL	Ground Combat Location
GCS	Gorn Confederation Ship
GCV	Ground Combat Vehicle
GDS	Ground Defense System
GEN	Hydran Gendarme police frigate
Gendarme	Hydran police ship
GFC	Federation planetary control base
Gladiator	Romulan fighter series
GLS	Gravity Landing System
GMB	Ground Missile Base
GMD	Ground Plasma Base (plasma-D)
GME	Ground Missile Base (type-E drone racks)
GMG	Small Ground Military Garrison
GMS	Small Ground Mining Station
Godfather	Conjectural Orion DN
Godzilla	Gorn conjectural battleship
GP	Galactic Powers
GPC	Ground Planetary Control Base
GPF	Small Ground PF Base
GPS	Small Ground Power Station
Great White	WYN heavy cruiser, aka Carcharodon
GSA	Small Ground Agricultural Station
GSC	Galactic Survey Cruiser
GSO	Small Ground Scientific Outpost
GSX	Federation Improved technology (X-Ship) Galactic Survey Cruiser
GWS	Small Ground Warning Station

H

H	Romulan Hawk
H&R	Hit-and-Run, Hit-and-Run Raid
H+	Romulan improved Hawk sublight destroyer
H-S	Romulan Hawk sublight destroyer
H1	Klingon Interceptor
HA	Harbinger, Hydran Interceptor
HAAS	Kzinti Highly Advanced Attack Shuttle
HAR	Hydran Harrier PF
Harbinger	Hydran interceptor
Harpoon	Fighter used by the Sharkhunters
Harrier	Hydran PF
HAS	Heavy Assault Shuttle
Hawk	Romulan old destroyer, sublight

Hawkeye	Federation E2 SWAC shuttle
HB	Hellbore
HBD	Gorn Heavy Battle Destroyer/Heavy War Destroyer
HBM	Hangar Bay augmentation Module
HCD	Heavy Commando Destroyer, Gorn
HCS	Jindarian Heavy Strike Cruiser, a non-asteroid cruiser built for raiding
HDD	Gorn Heavy Destroyer, a war cruiser; variants include HDA, HDE, HDP, HDS, HDV, HDT, HMS, HCD
HDD	ISC or Seltorian heavy destroyer
HDW	Heavy War Destroyer
HDX	Gorn Improved technology (X-Ship) Heavy Destroyer
Heavy Battle Raider	Orion heavy war cruiser
Heavy Marauder	Orion Battlecruiser
Heavy Raider	Orion cruiser
HEDC	High Energy Direction Change
HEL	Hydran Hellion PF
Hellcat	Lyran BCH
Hellion	Hydran PF
Helo-Shuttle	Shuttle used by Sharkhunters
Helo-A	Sharkhunter admin shuttle capable of Helo movement
Helo-GA	Sharkhunter ground assault shuttle capable of Helo movement
Helo-HA	Sharkhunter heavy assault shuttle capable of using Helo movement
Helo-HT	Sharkhunter heavy transport shuttle capable of Helo movement
Helo-ML	Sharkhunter mine-laying shuttle capable of Helo movement
Helo-MR	Sharkhunter multi-role shuttle capable of Helo movement
Helo-MS	Sharkhunter mine-sweeping shuttle capable of Helo movement
HET	High Energy Turn
HF	Heavy Fighter (ISC)
HF5	Klingon Heavy War Destroyer
HMS	Heavy Minesweeper
HMS	Hydran Majesty's Ship
HN	Hunter, Hydran frigate
HNG	Ground Assault variant of Hydran Hunter
Hornet	Federation F-18 fighter
Horseman	Hydran war cruiser
HosM	Hospital augmentation module
HOW	Hydran Howler PF
Howler	Hydran PF
HR	Heavy Raider, Orion cruiser
HR	Horseman, Hydran war cruiser
HSR	Gorn Heavy Survey Cruiser, BC version of SR
HTS	Heavy Transport Shuttle
Hunter	Hydran frigate
HVS	Seltorian Hive Ship
HWS	Heavy Weapon Squad

I

ID	Iron Duke, Hydran heavy carrier
ID/CD	Catastrophic Damage, Impending Destruction
IKV	Imperial Klingon Vessel
IMP	Andromedan Imposter Battlecruiser
IMP	Impulse Engine
Imposer	Andromedan Battlecruiser, mothership
INF	Infestor
Infestor	Andromedan mothership, variant of Intruder but with larger hangar

INS	Andromedan Instigator, an Intruder variant armed with one TRH and four TRIs
INS	Hydran Inspector police flagship
INT	Andromedan Intruder Mothership
INT	Interceptor, early version of PF
Intruder	Andromedan Cruiser, Mothership
Intruder	Federation A-6 assault shuttle
Iron Duke	Hydran dreadnought carrier
Iroquois	Hydran New Heavy Cruiser
IRQ	Hydran Iroquois New Heavy Cruiser
ISC	InterStellar Concordium
ISCS	InterStellar Concordium Ship
ISF	Internal Security Forces (Klingon)

J

J	Juggernaut
Jaguar	Lyran CW
Java Tiger	Lyran Heavy Command Cruiser
JGP	Lyran trimaran using the center section of a Jaguar CW and the side sections of a Panther CL, called a JagdPanther
JagdPanther	Lyran JGP

K

K4D	Escort version of the K4R
K4R	Romulan conversion of Klingon E4 escort
K5R	Romulan conversion of Klingon F5 frigate, Variants include K5B, K5C, K5D, K5L, K5M, K5S
K5SX	Romulan Improved technology (X-Ship) Romulan K5S Scout
K5X	Romulan Improved technology (X-Ship) Romulan K5 Frigate
K7R	Romulan conversion of Klingon D7
K7V	Carrier variant of K7R
K7X	Romulan Improved technology (X-Ship) Romulan K7R Cruiser
K9R	Romulan conversion of Klingon C9
K10R	Conjectural Romulan version of Klingon B10
KCN	King Condor, Romulan conjectural Battleship
KCR	Romulan version of Klingon C7
KDB-1104	Kozenko Design Bureau proposal for the Klingon D5 prototype
KDR	Romulan version of Klingon D5, several variants
KDV	Carrier variant of KDR
KE	King Eagle
KE4	Klingon E4 used by the WYN
KEX	Romulan Improved technology (X-Ship) Romulan King Eagle
KF6R	KFR, old designation
KFR	Romulan conversion of Klingon F6
KG2	Klingon G2 used by WYNs
KH	Romulan KillerHawk super-heavy cruiser, variants include KHA and KHK
KHW	Kzinti Hegemony Warship
KillerHawk	Romulan super-heavy cruiser
KIN	Andromedan King Snake medium satellite cargo ship
King Condor	Romulan conjectural battleship
King Eagle	Command variant of War Eagle
King Jaguar	Lyran New Heavy Cruiser
King Snake	Andromedan medium cargo ship
KKH	Qari Heavy Kinetic Cannon
KKL	Qari Light Kinetic Cannon
KKM	Qari Medium Kinetic Cannon
KN	Knight, Hydran destroyer

Knight	Hydran destroyer
KNX	Hydran Improved technology (X-Ship) Knight Destroyer
KR	Romulan Conversion of Klingon D6
Krait	Andromedan tournament ship
KRC	Romulan Conversion of Klingon D7C
KRE	Exploration variant of KR
KRG	Commando variant of KR
KRL	Romulan KRC with refit
KRM	Romulan Mauler version of KR
KRP	PF tender variant of KR
KRS	Romulan version of Klingon D6S scout
KRT	Romulan Conversion of Klingon tug
KRV	Carrier variant of KR
KS	Andromedan King Snake

L

L	Left (e.g., warp engine, etc..)
L	Left firing arc
L WARP	Left Warp Engine
L-torp	Type-L Plasma torpedo, X-ships
Lancer	Hydran destroyer
LAS	Kzinti Large Attack Shuttle
LB	Lord Bishop, Hydran CC
LBT	Light Battle Tug
LC	Lord Commander, early Hydran CC
LCM	Neo-Tholian light command module
LCS	Jindarian Light Strike Cruiser, a non-asteroid cruiser built for raiding
LDD	Lyran DD used by WYNs
LDR	Lyran Democratic Republic
Leopard	Lyran DD
LF	Left forward firing arc
LGFO	Legendary Ground Forces Officer
LGX	Hydran Improved technology (X-Ship) Hydran Lord Governor
Lion Hunter	Hydran DWL
Lion	Lyran DN
Lizard	Gorn G-8 fighter
LM	Lord Marshal, Hydran CC
LN	Lancer, Hydran destroyer
LNG	Ground Assault variant of Hydran Lancer
LNH	Hydran Heavy Lancer
LNx	Hydran Improved technology (X-Ship) Hydran Lancer
Lord Admiral	Hydran Heavy Command Cruiser
Lord Bishop	Hydran CC
Lord Cardinal	Hydran Heavy Command Cruiser
Lord Commander	Hydran CC
Lord Marshal	Hydran CC
Lord Paladin	Hydran SCS
LP	Left Plasma swivel firing arc
LP	Lord Paladin
LPFC	Low-Power Fire Control
LPR	Left Plasma Rear swivel arc
LR	Left Rear Firing Arc
LR	Orion Light raider, essentially a frigate
LRS	Scout variant of Orion Light Raider
LS	Left Side Firing Arc
LSC	Large Scout
LTT	Light Tactical Transport, cargo variant of war cruiser
LTV	Light Carrier Tug, LTT with carrier pod
LX	Orion Improved technology (X-Ship) Light Raider
Lynx	Lyran Interceptor

M

M	Medium-speed drone, as in Type-I-M
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M-Bomb	Type of T-bomb fired only by Qari Trans-mortars
M-FP	Monitor Fighter Pallet
M-PFP	Monitor PFT Pallet
M-SCP	Monitor Space Control Pallet
M-SP	Monitor Support Pallet
M-torp	Type-M Plasma torpedo, X-ships
MAC	Medium Aegis Cruiser
Mako	WYN war destroyer, variants G, S, E
MAM	Andromedan Mamba Destroyer
Mamba	Andromedan heavy destroyer, large satship
Manx	Lyran police corvette
Marauder	Orion CA, there is a V variant
Margay	Lyran DWS
Master Assassin	Orion Heavy Battle Raider
MB	Mobile Base
MCC	Medium Command Cruiser
MCG	Commando variant of Kzinti CM
MCIDS	Monster Close-In Defense System
MCV	Carrier variant of Kzinti CM
MCW	Frax War Cruiser Mauler
MD/CD	Catastrophic Damage, Massive Damage
MD5	Mauler variant of Klingon D5
MDC	Medium Drone Cruiser
MEC	Medium Escort Cruiser
Medium Raider	Orion improved CR
Megalosaurus	Gorn CL; several variants exist
MFC	Master Fighter Chart (Annex #4)
MFF	Frax Missile Frigate
MHK	Hydran Mohawk New Heavy Cruiser
MIS	Andromedan Missionary Transport
Missionary	Andromedan transport, Conq hull
MLS	Andromedan Minelaying Sled
MLS	Minelaying Shuttle
MMS	Minesweeper variant of Kzinti CM
MNG	Hydran Mongol medium cruiser
MNP	Tholian monitor with photon torpedo refit
MNR	Hydran Monarch Conjectural Battleship
Mod	Modified, Modifier
Mohawk	Hydran New Heavy Cruiser
MON	Monitor
Monarch	Hydran conjectural battleship
Mongol	Hydran medium cruiser
Mother Jaguar	Lyran PFW
Mountain Lion	Lyran destroyer based on DN center section
MP	LDR and Lyran Military Police Ship; variants (LDR only) include: S, M, V
MPA	Aegis version of LDR Military Police escort
MPE	Military Police Escort, LDR
MPF	PF Tender variant of Kzinti CM
MR	Medium Raider, variant of Orion CR
MRG	Medium Rail Gun, Jindarian version of the warp augmented rail gun found on size class three non-asteroid cruisers
MRN	Multi-Role Needle, Kzinti modular PF
MRS	Multi-Role Shuttle
MS	Minesweeper
MSC	Master Ship Chart (Annex #3)
MSC	Scout variant of Kzinti CM
MSS	Minesweeping Shuttle
MTT	Transport variant of Kzinti CM
Mule	Hydran light tactical transport
Multi-Role Needle	Kzinti advanced PF
Mustang	hypothetical designation for conjectural Federation interceptor
MW	Multi-Warhead Drone

N

N	Needle, Kzinti PF
NAC	Aegis carrier escort version of NCL
NAR	WYN Narwhal mauler on Orca hull
Narwhal	WYN mauler, variant of Orca
NBB	Neo-Tholian Battleship
NCA	Neo-Tholian Heavy Cruiser
NCA	New Heavy Cruiser
NCC	Naval Construction Contract
NCC	New Command Cruiser
NCD	Drone variant of NCL
NCL	Neo-Tholian Light Cruiser
NCL	New light cruiser, Federation war cruiser
NCT	New Commando Transport, variant of NCL
NCV	Carrier variant of Hydran Horseman
NCX	Neo-Tholian Improved technology (X-Ship) Cruiser
NDD	Neo-Tholian Destroyer
NDN	Dreadnought, Neo-Tholian
NEA	New Aegis Escort, Federation
NEC	Carrier escort version of war cruiser or NCL
Needle	Kzinti PF
NFF	Neo-Tholian Frigate
NH	Romulan NovaHawk command cruiser, variants include NHA, NHK
NMS	New Minesweeper
NovaHawk	Romulan Command Cruiser, FH variant
NPF	PFT version of war cruiser
NSC	Scout variant of war cruiser, NCL, Hydran Horseman
NSCS	Neo-Tholian Space Control Ship
NSM	Nuclear Space Mine
NT	Negative Tractor
NVC	Non-Violent Combat
NVH	Federation heavy fighter transport
NVL	Carrier version of War Cruiser or NCL
NVS	Strike carrier version of War Cruiser or NCL
NWO	Barbarian non weapon option boxes, cannot hold weapons or power but otherwise can hold any system listed in annex #8B

O

OAKDISC	Orion Advanced Killer Drone Improved System of Control
OBR	Orion BR used by the WYN
Ocelot	Lyran Scout
OCR	Orion CR used by the WYN
OCRX	WYN version of Orion CR X-Ship
ODR	Orion DBR used by the WYN
OGS	Andromedan Ore Gathering Sled
OK6	Klingon D6 modified for Orion service
OLR	Orion LR used by the WYN
OM	Hydran Overmind Battle Control Ship
OPC	Orion Pirate Cruiser
OPT	Option Mount
Opt-F	Barbarian weapon option box that can hold weapons with direct-fire weapons with FA arcs, plasmas with FP arcs, or drones
Opt-L	Barbarian weapon option box that can hold phasers with LS arcs, direct-fire heavy weapons with LF+L arcs, or plasma-Fs with LS, LP, or LAP arcs, or drones

Opt-R	Barbarian weapon option box that can hold phasers with RS arcs, direct-fire heavy weapons with RF+R arcs, or plasma-Fs with RS, RP, or RAP arcs, or drones
Orca	WYN war cruiser, variants: P, V, Narwhal
OS	Hydran Overseer Battle Carrier
Outlaw	Orion War Destroyer
Outrider	Hydran survey ship
OV	Overlord, Hydran heavy battlecruiser
Overlord	Hydran BCH
Overmind	Hydran Battle Control Ship
Overseer	Hydran Battle Carrier
Owl	Romulan SparrowHawk-C scout

P

P-??	Various types of pods and pallets
P-B	Battle Pod
P-B3	Kzinti battle pod
P-B4	Klingon battle pod
P-BP	Battle Pod
P-C	Cargo pod or pallet
P-C1	Klingon or Kzinti cargo pod
P-CC	Civilian cargo pod
P-CE	Hydran early combat pallet
P-CM	Andromedan medium cargo pod
P-CM	Hydran Combat Pallet
P-CP	Cargo Pod
P-CS	Andromedan small cargo pod
P-CV	Carrier Pod or Pallet
P-CVA	Heavy Carrier Pod or Pallet
P-CVL	Light Carrier Pod or Pallet
P-D8	Klingon drone bombardment pod
P-FC	Hydran shuttle conveyer pallet
P-FS	Hydran Fire Support Pallet
P-H5	Klingon carrier pod
P-HB	Heavy Battle Pod
P-LB	Light Battle Pod
P-LPF	Light PF Tender Pod
P-P	Tholian Power Pack
P-P2	Klingon power boost pod
P-PF	PF Tender Pod or Pallet
P-PF6	Klingon PF tender pod
P-PFT	PF Tender Pod
P-R	Repair Pod or Pallet
P-R8	Kzinti repair pod
P-R9	Klingon repair pod
P-S10	Klingon space control pod
P-SC9	Kzinti space control pod
P-SD	Self-Defense Pod or Pallet
P-SD4	Kzinti self-defense pod
P-SL	Federation Starliner Pod
P-T	Troop Transport Pod
P-T3	Klingon troop transport pod
P-T5	Kzinti troop transport pod
P-TB	ISC Torpedo Pod
P-TT	Hydran Troop Transport Pallet
P-V2	Kzinti carrier pod
P-V7	Klingon or Kzinti heavy carrier pod
P1-P	Tholian Phaser Pack
PA	Power Absorber Panel
PAL	Paladin, Hydran dreadnought
Pal	Pallet
Pal-BT	Lyran Battle Pallet
Pal-C	Lyran Cargo Pallet
Pal-CV	Lyran Carrier Pallet
Pal-PFT	Lyran PF Tender Pallet
Pal-R	Lyran Repair Pallet
Pal-SC	Lyran Space Control Pallet

Pal-TT	Lyran Troop Transport Pallet
Paladin	Hydran dreadnought
PAM	Power Absorber Mine
PAM	Power Augmentation Module
Panther	Lyran CL
PBB	Pocket Battleship
PBC	WYN Pocket Battlecruiser, a WYN conversion of a Lyran DW
PC	Particle Cannon
PC	Tholian Patrol corvette
PCA	Aegis escort variant of Tholian PC
PCE	Carrier escort variant of Tholian PC
PCX	Tholian Improved technology (X-Ship) Patrol Cruiser
PE	Pioneer Eagle
Pegasus	Hydran tender for fast patrol ships
PEL	Romulan Pelican Minesweeper
Pelican	Romulan old-series minesweeper
PF	Fast Patrol Ship
PF-DAC	Fast Patrol Ship Damage Allocation Chart
PF-L	PF Leader
PF-M	Mine warfare PF
PF-S	PF Scout
PFC	Passive Fire Control
PFM	PF augmentation module
PFT	Fast Patrol Ship Tender
PFW	PF Tender variant of CW
Phantom	Federation F-4 fighter
Phoenix	SCS variant of Condor
PHOT	Photon Torpedo
PHX	Romulan Phoenix, Space Control Ship
PH-1, Ph-1	Phaser-1, sometimes P1
PH-2, Ph-2	Phaser-2, sometimes P2
PH-3, Ph-3	Phaser-3, sometimes P3
PH-4, Ph-4	Phaser-4, sometimes P4
PH-G, Ph-G	Gatling Phaser, sometimes PG
PIC	Hydran Picket heavy survey cruiser
Picador	Hydran minesweeper
Pioneer Eagle	Romulan survey ship
PL	Plasma torpedo
PL-A	Type of Plasma Torpedo used only by the Triaxians
PL-D, Plas-D	Type-D Plasma torpedo
PL-F, Plas-F	Type-F Plasma torpedo
PL-G, Plas-G	Type-G Plasma torpedo
PL-L, Plas-L	Type-L Plasma torpedo
PL-M, Plas-M	Type-M Plasma torpedo
PL-R, Plas-R	Type-R Plasma torpedo
PL-S, Plas-S	Type-S Plasma torpedo
PLAS	Plasma torpedo
Plasma-SL	Long-Range plasma used by Triaxians
Plasma-SS	Short-Range plasma used by Triaxians
Plasma-F-W	Wire-Guided plasma-F torpedo
Plasma-G-W	Wire-Guided plasma-G torpedo
Plasma-L-W	Wire-Guided plasma-L torpedo
Plasma-M-W	Wire-Guided plasma-M torpedo
Plasma-S-W	Wire-Guided plasma-S torpedo
Plunderer	Orion DBR
PO	Barbarian power option box
POIS	Pilot Out In Space, rescue bailout capsule
Pol or POL	Police cutter, corvette, or cruiser
PPC	Tholian PC with photon torpedo refit
PPD	Plasmatic Pulsar Device
PPT	Pseudo-Plasma Torpedo
PR	Repair version of Tholian PC
Prairie Cat	Lyran survey cruiser
Prairie Lion	Carrier version of Lyran Prairie Cat SR

PRB	Probe
PRF	Jindarian Prospecting Flagship, a Jindarian frigate variant used to control prospecting operations in distant asteroid fields
Privateer	Orion LR
Prox	Proximity
PS	Payload Space (on a drone)
PSC	LDR Police Scout
Pseudo-Fighter	Incorrect term for PF Fast Patrol Ship
PSS	Andromedan Pseudo-Satellite Ship
PsuPod	Pseudo Pod
PT	Pterodactyl, Gorn PF
Pterodactyl	Gorn PF
Pterosaur	Gorn interceptor
Puma	Lyran Transport Tug
PV	Federation Police Carrier
PW	Pinwheel, Tholian
PYT	Andromedan Python Destroyer
Python	Andromedan large satellite ship

Q

Q-Ship	Ship designed to ambush raiders
QNS	Andromedan Queen Snake cargo ship
Queen Snake	Andromedan large cargo satellite ship

R

R HULL	Rear Hull, same as Aft Hull
R	Rear when part of hull or in hull box
R	Right firing arc
R	Right, e.g., warp engine, etc.
R WARP	Right Warp Engine
R-P	Tholian Repair Pack
R-torp	Type-R Plasma torpedo
RA	Rear firing arc
Raider	Orion light cruiser
Ranger	Hydran heavy cruiser
RAT	Rattler
Rattler	Andromedan small commando ship
RAV	Andromedan Ravager, a Conquistador variant armed with one TRH and two TRLs
REP	Repair; see also RPR
RepM	Repair augmentation module
Reptile	Gorn G-20 fighter
RF	Right Front firing arc
RG	Romulan RegalHawk, plasma-R armed Firehawk
RH	Rear Half firing arc
RH	Romulan RoyalHawk Command Cruiser
Rhino Hunter	Hydran hellbore-armed DW
RKL	Romulan SparrowHawk adapted for use by Klingons
RN	Ranger, Hydran CA
RNX	Hydran Improved technology (X-Ship) Ranger
ROC	Romulan Optimized Condor
RoyalHawk	Plasma-R variant of Romulan NH
RP	Right Plasma swivel firing arc
RPR	Repair, see also REP
RPR	Right Plasma Rear swivel arc
RR	Right Rear firing arc
RS	Andromedan Repair Sled
RS	Right Side firing arc
RWP	Reserve Warp Power
RX	Rear expanded firing arc

S

S	Slow-speed drone, as in Type-I-S
S-#	Tholian Spider fighters: I, II, III, IV, E

S-torp Type-S Plasma torpedo
 SaberHawk Romulan Heavy War Destroyer
 Sabre-Tooth Mauler variant of Lyran cruiser
 SAL Orion Salvage Cruiser
 SAMS System Activity Maintenance Station
 SAR Hydran Saracen frigate leader
 Saracen Hydran frigate leader
 SAS Kzinti Streak Attack Shuttle
 SAT Andromedan Satellite base, aka SatB
 Sat Ship Andromedan Satellite Ship
 SAX Orion Improved technology (X-Ship) Salvage Cruiser
 SB Starbase
 SBA Klingon starbase equipped with stasis field generators
 SBH Romulan SaberHawk heavy war destroyer
 SBX Improved technology (X-Ship) Starbase
 SC Scout
 SC Shield Cracker
 SciM Sciences augmentation module
 SCoM SCS Command Module (Neo-Tholian)
 Scorpion Tholian interceptor
 Scout Eagle Scout variant of Romulan WE
 Scout Electronic warfare support variant
 Scout Hydran scout frigate
 Scr Suffix used to denote saucer section of a Federation ship, as in CA Scr
 SCRTY, SCTY Security station
 SCS Space Control Ship
 SCSA Conjectural Federation SCS
 Scud Qari Heavy Missile
 SCW War Cruiser Scout, see also CWS
 SCX Improved technology (X-Ship) Scout
 Scythian Hydran escort carrier
 SD-P Tholian Self-Defense Pack
 SD/CD Catastrophic Damage, Self-Destruction
 SDF Scout Drone Frigate (Kzinti)
 SDW Kzinti Drone Bombardment War Destroyer
 SE Romulan Scout Eagle
 SeaHawk Romulan Frigate
 SEG Commando variant of SeaHawk
 SEH Romulan SeaHawk frigate, variants SEA, SEB, SEC, SED, SEE
 SEL Romulan Seahawk Leader, a frigate leader
 SEN Special Sensor, Scout Sensor
 Sentry Federation E3 heavy SWAC shuttle
 Serpent Gorn G-18 fighter
 Serval Lyran CWS
 SEX Romulan Improved technology (X-Ship) SeaHawk
 SF ISC Superiority Fighter
 SF Scout Frigate
 SFB Star Fleet Battles
 SFG Stasis Field Generator
 SG# Scenario, General
 SGSW Self-Guided Seeking Weapon
 SH# Scenario, Historical
 SHTL Shuttlecraft
 SHTTL Shuttlecraft
 Siberian Hellcat Lyran BCV, conjectural
 Siberian Lion Lyran CVA or SCS
 Siberian Tiger Lyran CV
 Single-Tooth Mauler variant of Lyran war cruiser
 SK? Romulan SkyHawk war destroyer, variants include A (SKA), B, C, D, E, F, G, H, L

SkH-? Romulan SkyHawk, old form of designation
 SKP Romulan SkyHawk Cargo Pack
 SKSX Romulan Improved technology (X-Ship) SkyHawk-F Scout
 SKX Romulan Improved technology (X-Ship) SkyHawk
 SkyHawk Romulan modular war destroyer
 SL Starliner
 SL# Scenario, Captain's Log
 SL, Plasma-SL Long-Range plasma used by Triaxians
 Slaver Orion clandestine freighter
 SLV Orion Slaver cargo ship
 SLX Orion Improved technology (X-Ship) Slaver
 SM# Scenario, Monster
 SN# Scenario, Nexus magazine
 SNA Romulan Snipe-A old frigate
 SNB Romulan Snipe-B improved frigate
 SNE Romulan Snipe-E escort variant
 Snipe Romulan frigate, see SNA, etc.
 Snow Leopard Lyran DWL
 SNP Romulan Snipe-P police frigate
 SNS Sublight version of Snipe
 SP Scatter Pack
 SP# Scenario, Playtest
 SP? Romulan SparrowHawk war cruiser; numerous variants including A (SPA), B, C, D, E, F, G, H, J, L, M, R, etc.
 SparrowHawk Romulan modular war cruiser
 SPEC SEN Special Sensor, Scout Sensor
 Spider Tholian fighter
 SPX Romulan Improved technology (X-Ship) SparrowHawk
 SR Survey Cruiser, Exploration Cruiser
 SRG Commando variant of survey cruiser
 SRV Carrier variant of survey cruiser
 SS Suicide Shuttle (occasionally used, incorrectly, for Satellite Ship)
 SS, Plasma-SS Short-Range plasma used by Triaxians
 SSCS Super Space Control Ship
 SSD Ship's Systems Display
 StarHawk Romulan new PF series
 Std Standard
 Stegosaurus Gorn HDD, variants: S, V, etc.
 STH Romulan StarHawk modular PFs
 Stinger Hydran fighter, see St-? in Annex 5B
 STJ Single-Tooth Jaguar, Lyran mauler on war cruiser hull
 STT Saber-Tooth Tiger, Lyran mauler
 St-? Hydran fighter, St-1, St-2, St-E, St-F, St-H, St-S
 SUB Romulan SuperHawk-B heavy carrier
 SUN Romulan SuperHawk-N
 SUP SuperHawk command cruiser/carrier, variants include SUA, SUB, SUK, SUN
 SuperHawk Romulan command cruiser/carrier
 Super-Sting Hydran heavy fighter
 SupH SuperHawk command cruiser/carrier, old name
 SW Seeking Weapons
 SWAC Space Warning And Control

T

T-Bomb Transporter Bomb
 T-Cap Trans-Captor Mine
 T-P Tholian Troop Transport Pack
 T6 Seldom used designation for Klingon TGB

T7	Seldom used designation for Klingon TGA
T10	Qari Dreadnought
T55	Qari Light Cruiser
T64	Qari Heavy Cruiser
T70	Qari War Cruiser Scout
T72	Qari War Cruiser
T73	Qari Light Scud Carrier
T78	Qari Escort War Cruiser
T79	Qari War Cruiser PFT
T80	Qari Command Cruiser
T83	Qari Heavy Scud Carrier
T87	Qari Fighter Carrier
T90	Qari Heavy battlecruiser
TAAS	Kzinti Tactical Advanced Attack Shuttle
TAC	Tactical maneuver
Tac Intel	Tactical Intelligence
TADS	Kzinti Tactical Advanced Drone Shuttle
TAR	Hydran Tartar medium cruiser
Tarantula	Tholian dreadnought
Tartar	Hydran medium cruiser
TB	Transporter Bomb
TE	Temporal Elevator
TER	Andromedan Terminator mauler
Terminator	Andromedan medium mauler
TF	Torpedo Fighter
TFG	Task Force Games
TG	Tug
TGA	Klingon fleet tug
TGB	Klingon transport tug
TGC	Fleet Tug, Lyran Cougar-class
TGC	Kzinti Combat Tug
TGP	Transport Tug, Lyran Puma-class
TGT	Kzinti Transport (non-combat) Tug
TH	Romulan ThunderHawk SCS
THR	Hydran Thoroughbred Fast Cruiser, a variant of the Dragon
Thunderblast	Conjectural Fed PFM
Thunderbolt	hypothetical designation for conjectural Federation PF
Thunderboomer	Conjectural Fed PFB
Thunderchief	Conjectural Fed PFL
Thundercloud	Conjectural Fed PFC
Thunderflash	Conjectural Fed PFF
ThunderHawk	Romulan Space Control Ship
Thunderphase	Conjectural Fed PFP
Thunderscout	Conjectural Fed PFS
Thunderstorm	Conjectural Fed PFD
Thunderstreak	Conjectural Fed PFE
Thunderstrike	Conjectural Fed PFG
Tiger	Lyran CA
Tigershark	Federation F-20 fighter
TK5	Klingon F5, captured and modified for Tholian service
TM	Trans-Mortar, weapon used by Qaris
Tomcat	Federation F-14 fighter
TORP	Torpedo (photon, plasma)
TR	Hydran Traveler light cruiser
TR	Tractor Repulsor beam
TRAC	Tractor beam
TRAN, TRANS	Transporter
Traveler	Hydran war cruiser
TRH	Heavy Tractor Repulsor beam
Triceratops	Gorn tug with heavy battle pod
Tricorn	Triaxian PF
TRL	Light Tractor Repulsor beam
Trooper	Hydran NVL light carrier
TSC	Tug with Space Control Pod.
TSS	Small Tramp Steamer

Tyrannosaurus..... Gorn DN, there is a conjectural V variant

U

UH

Uhlan, Hydran carrier built on destroyer hull

Uhlan

Hydran destroyer-carrier

UIM

Ubitron Interface Module

USS

United (Federation) Star Ship

V

VAL

Hydran Valkyrie Fi-Con PF

Valkyrie

Hydran Fi-Con version PF

Vampire Hunter

Hydran DWV

VIK

Orion Viking Commando Ship

Viking

Orion Commando Ship

VIP

Andromedan Viper small satellite ship

Viper

Andromedan frigate, small satship

VIPM

VIP accommodations module

W

W EN

Warp engine

W#

Weapon # (W1, W2, etc.) on generic SSDs to denote weapons

WAM

(Warp) Power Augmentation Module

WAR

Hydran Warrior destroyer leader

War Eagle

Warp-powered version of Warbird

Warbird

Old Romulan sublight cruiser

WarHawk

Old Romulan light carrier

WARP

Warp Engine

Warrior

Hydran destroyer leader

Warthog

Federation A-10 fighter

WB

Warbird

WB

Web Breaker

WBP

Warp Booster Pack

WBP-F

Warp Booster Pack for shuttle/fighter

WBP-PF

Warp Booster Pack for PF

WC

Web Caster

WE

Romulan War Eagle; old series cruiser

WEB

Web generator (Tholian)

WER

Romulan WE with rear phaser refit

WH

Romulan War Hawk; old light carrier

Wildcat

Lyran BC

WMS

War Cruiser Minesweeper

WPN

Weapon

WS-?

Weapon Status, either 0, I, II, or III

WT

Tholian Web Tender

WW

Wild Weasel

Wyvern

Gorn G-30 heavy fighter

X

X-Ship

Ship with advanced technology

X1

First Generation X-technology

X2

Second Generation X-technology

Y

Yaguarundi

Lyran CVL

Z

Z-#

Klingon fighter, includes Z-1, Z-2, Z-D, Z-P, Z-H, Z-V, Z-Y, etc.

ZDF

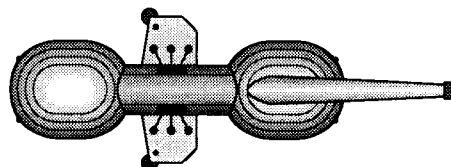
WYN version of Kzinti DF

ZDW

WYN conversion of a Kzinti DW

ZFF

Kzinti frigate used by WYNs



ANNEX #6: COMMANDER'S OPTIONS**ITEM OR FUNCTION VALUE****MINES CARRIED ON SHIPS**

Each transporter bomb (limited by M3.1)	4
Each nuclear space mine (minelayers only)	8
One NSM on Romulan (M2.73, .74, .76) ship	8
Each PA mine (limited by M3.1 and M10.11)	4
Each Trans-Captor (full)	9

WEAPONS, FIRE CONTROL, MISC. ITEMS

Extra UIM Module	5
Refits available but not installed	Varies
Dummy Weapons (D17.73)	1
Concealment Panels (D17.74)	1
Each extra probe (limit 5)	1
Trans-Mortar round (per round, Qari only)	1
Prospecting Charges	1

CREW AND MARINES

Extra boarding party (limit 10)	0.5
Convert boarding party to commando (limit 2)	0.5
Convert boarding party to HW squad (limit 2)	0.5
Extra commando squad (limit 2)	1
Extra HW squad (limit 2)	1
Extra Combat Engineer squad	1
Ground Combat Vehicle (limit 2 extra)	1
Each extra deck crew (limit 4)	0.5
Each extra crew unit (limit 4)	1.0
Transporter Artillery Round; see (E20.32)	0.25
Bombardment Drone Module	0.50
Truck	0.20
Ground Combat Vehicle	1.00
Ground Assault Vehicle	2.00
Tank	3.00
Armored Personnel Vehicle	1.00
Command Post Vehicle	2.00
Combat Engineer Vehicle	3.00
Trans-Howitzer Vehicle	3.00
Armored Artillery Ammunition Vehicle	2.00

NOTE: Except for designated troop ships, no ship can have more than 2 commando and 4 heavy weapon squads, including conversions of existing BPs and the purchase of additional BPs. Jindarians do not have Legendary Officers. Each Caravan might have one or two Salvager Teams.

DRONES

Replace one type-I drone with one type-II	0.5
Replace one type-I drone with one type-III drone (speed-8)	0.5
Replace one type-I drone with one type-III (speed 12)	1.0
Replace one type-I drone with two ADDs	0.0
Replace 2 type-I drones with 1 type-IV drone	0
Replace 2 type-I drones with 1 type-V	0.5
Replace 1 ADD round with 1 type-VI drone (E5.41)	0.25
Add active terminal guidance to a drone	0.5
Improve one drone to extended range	0.5
Multi-warhead drones	See FD8.0
Convert one drone to	
Subspace Guidance (Qari only)	2.0
Upgrade drone to Catfish (cloak) status	5.0
Replace Hyperdrone with fast drone	0.0

(No discount for using slower drones on Flivvers.)

Additional Scud missiles cannot be purchased.

NOTE: See also (FD2.11) for some specific exchange costs.

Improve one drone to speed-M	0.5
Improve one drone to speed-F	1

NOTE: Speed cost upgrades are not normally part of Commander's Options, but might be if buying the drone as a restricted or limited item in a "transition year" (FD10.65). Speed upgrades for type-VI drones are at 50% of the cost for other drones (FD2.226).

Each extra type-I drone	1.0
Each extra type-III drone	2.0
Each extra type-IV drone	2.0
Each extra type-D plasma torpedo	1.0
Each extra type-VI drone	0.5
Each extra ADD round	0.25
Each extra hyperdrone	2.0

NOTE: See also (FD10.0) for cost to assemble special drones, as well as the allowed percentages and dates. Only ships armed with drone racks or drone-armed fighters can buy extra drones.

FIGHTERS AND SHUTTLES

Replace fighter with EW fighter (R1.F7)	2
Replace fighter with 2-seat non-EW fighter	2
NOTE: Maximum of one total per squadron (J4.46).	
Extra Pilot (Green)	1
Each extra warp booster pack stored for shuttle	1
Each extra chaff pack stored for fighters	1
Replace drone on fighter with RALAD	0

SUBSTITUTES FOR SHUTTLES

Replace Admin with MLS [restricted by (M9.18)] (3-2=)	1
Replace Admin with MSS [restricted by (M9.18)] (3-2=)	1
Replace Admin Shuttle with GAS or GBS (4 - 2 =)	2
Replace GAS with GBS	0
Replace Admin Shuttle with MRS (10 - 2 =) See (J8.5)	8
Replace two Admin with HTS (6 - 2x2 =)	2
Replace two Admin with HAS (9 - 2x2 =)	5
Replace HTS with HAS	3

PODS

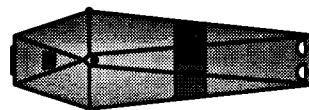
Extra EW pod stored for fighters	1
Extra Ground Attack Pod stored for fighter	1
Extra Cargo Pod stored for fighters	1
Extra Chaff Pod (not pack) stored for fighters	2
Extra Jammer Pod stored for fighters	1
Extra Phaser Pod stored for fighters	1
Extra Seeking Weapon Control Pod (max 1)	2
Extra Sensor Pod for fighter or MRS	NA

FAST PATROL SHIPS

Extra set of warp booster packs	2
---------------------------------------	---

PFs are under certain special and additional restrictions. Each PF uses its own points; they are not pooled for the entire flotilla. The PFL's T-bomb is purchased with option points.

PFs cannot use UIMs, dummy weapons, concealment panels, extra probes, extra boarding parties (including HW and Commando), ground combat vehicles, extra drones or type-D plasmas, supplies for fighters, extra warp booster packs, extra crew units, or deck crews, except as provided in published rules or scenarios.



ANNEX #6A: OTHER OPTIONAL ITEMS AVAILABLE

The costs in this section do not increase the BPV of the ship/unit, but do count within the overall force total. These items are NOT Commander's Options, but "units" that can be purchased in a Patrol Scenario (S8.0) format.

ITEM OR FUNCTION VALUE

WEAPONS, FIRE CONTROL, MISC. ITEMS

Extra UIM Module	5
Dummy SFG or Mauler (D17.735)	25
Asteroid for web anchor point	25
Pseudo-Pods (G14.612)	10
Refits Installed	Varies
Mines	(M6.3) and (S3.273)

OFFICERS, CREW, AND BOARDING PARTIES

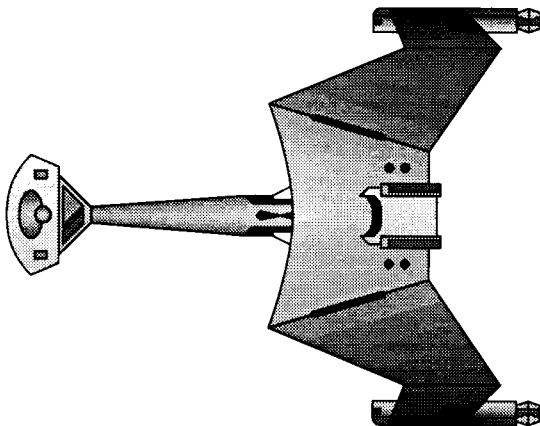
Outstanding Crew	+50%
Poor Crew	-20%
Computer-Controlled Ship (G11.0)	+67%
Legendary Captain (minimum 25 points)	25%
Legendary Engineer	15
Legendary Weapons Officer (minimum 15 points)	15%
Legendary Navigator, Marine Major, or LGFO	8
Legendary Science Officer or Doctor	6

FIGHTERS AND SHUTTLES

Install WBP on one fighter (if available)	+1
Ace Pilot	+50%
Green Pilot	-33%
Web Anchor Buoy (G26.12)	10
NOTE: Deduct cost of shuttle if buoy replaces one.	
Cloaked Decoy (G27.15) (Minimum 20 points)	+15%

FAST PATROL SHIPS

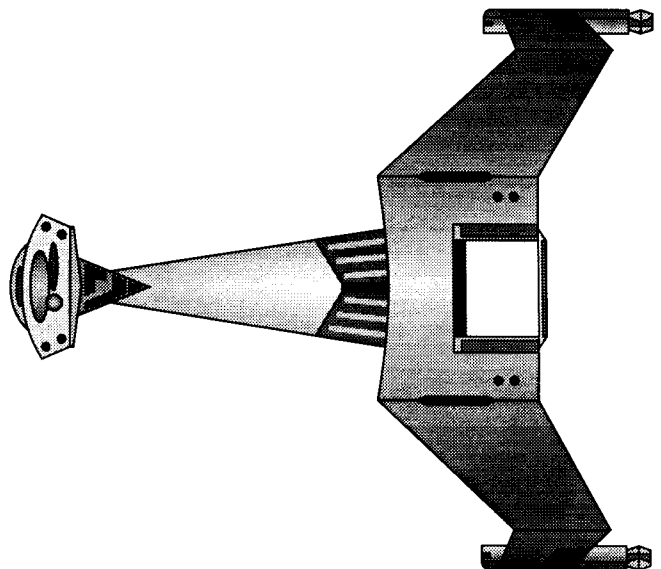
Ace PF Crew	+50%
Green PF Crew	-33%
Convert PF to Deathrider	0



ANNEX #7: DATA ON SHIPS

ANNEX #7A COLOR OF COUNTERS

RACE	SHIP	BACKGROUND
Andromedan	Black	Green
Barbarian	Purple	White
Britanian	Black	Turquoise
Canadi'en	Red Stripes	White
Deltan	White	Turquoise
Federation	Black	Blue
Flivver	Turquoise	White
Frax	Purple	Gray
General	Blue	White
Gorn	Red	White
Hydran	White	Green
ISC	Black	Yellow
Jindarian (Caravan#1)	Black	Gray
Jindarian (Caravan#2)	Red	Gray
Klingon	White	Black
Kzinti	Black	White
Kzinti Civil War	White	Orange
LDR	Green	White
Lyran	Green	Yellow
Neo-Tholian (Tourney)	White	Rose
Orion	White	Blue
Orion, Lionheart	Red	Blue
Qari	Black	Tan
Romulan	Black	Red
Romulan Eagle (Tourney)	Black	Rose
Romulan, Imperial	Black	Pink
Seltorian	Orange	White
Sharkhunter	Black	Purple
Tholian	White	Red
Triaxian	White	Purple
WYN	Red	Yellow



ANNEX #7B: SHIPS ABLE TO LAND ON PLANETS

Various ships in the game can land on planets by various systems. See (P2.43) for details and instructions.

GRAVITY: The following ships can use the Gravity Landing System:

- All Orion warships including X-ships (not otherwise noted†);
- Tholian PC, CMC, CoM, LCM PCX, DDX, DPX, XCM hull types;
- detached troop transport pods.

AERODYNAMIC: The following ships can use the Aerodynamic Landing System:

- Romulan WB, WE, KE, KEX (all variants), H+, BH (all variants including WH, COH), Falcon, Snipe (all variants);
- Orion AR, BC, BR, BRH, BRP, BCR, BRS, CA, CR, CV, CVL, CVS, DBP, DBR, DW, DWV, HDW, HR, LR, FCR, MR, PFT, SAL, SLV, VIK, PFs and INTs, variants of the above, X-versions of the above, and WYN versions of those ships;
- WYN FF, DD, CW, all variants thereof;
- all fighters EXCEPT Jindarian fighters.

ENGINE: The following ships can land under engine power:

- All ships capable of aerodynamic landings;
- Free Trader, Free Traitor, Free Prospector, Free Trooper, Free Tanker, FTX; Federation Express;
- Federation Commando Cruiser;
- Andromedan Bull Snake, King Snake, Diamondback, Rattler, Queen Snake, all sleds;
- Jindarian Destroyer, Heavy War Destroyer, and Frigate (including all variants and configurations);
- all PFs; all shuttles including XMRS and Stinger-X.

BONUS: All ships that can land under engine power and Federation saucers receive the 1-5 bonus for crash landing (P2.431).

†ORION ships which cannot land by the Gravity System include: OFT, FTX, Freighters (any type), Q-ships, OK6, BCH, DN, DCR.

ANNEX #7C: ORDERS OF BATTLE

Order of Battle data (lists of how many ships are in each fleet) has been transferred to the game *FEDERATION & EMPIRE*, the strategic companion to *Star Fleet Battles*.

Pending the publication of additional modules for *FEDERATION & EMPIRE*, Order of Battle data for the following races can be found with the corresponding rules:

Neo-Tholian 312th Squadron	R7.60
Andromedan Invaders	R10.1E
WYN Star Cluster	R12.2
Interstellar Concordium	R13.1E
Lyran Democratic Republic	R14.1C
Seltorians	R15.1

ANNEX #7D: SYSTEMS DEFINED AS "WEAPONS"

ALWAYS: The following systems are always defined as weapons:

- anti-drone systems,
- bomb throwers,
- disruptors,
- drone racks,
- expanding sphere generators,
- fusion beams,
- hellbores,
- kinetic cannons,
- maulers,
- missile racks,

- particle cannons,
- phasers,
- photon torpedoes,
- plasma racks,
- plasma torpedoes,
- plasmatic pulsar devices,
- prospecting cannons,
- Scud launchers,
- shield crackers,
- stasis field generators,
- tractor-repulsor beams,
- trans-mortars,
- warp-augmented railguns (heavy, medium, or light),
- web breakers,
- web casters.

CONDITIONAL: The systems listed below are considered weapons for purposes of the rule noted in addition to those above:

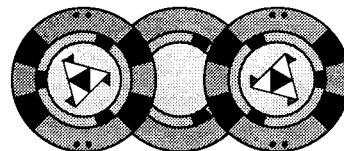
- (C6.547) Recovery from breakdown: DisDev, probe, web generator, snare.
- (D4.21) Damage Allocation: "Any Weapon": Any listed anywhere in Annex #7D, special sensor replacing a weapon (G24.17), power absorber panels, any power system connected to a mauler (E8.13), any shuttle (D4.324).
- (D7.55) Any item listed anywhere in Annex #7D *except* shuttles; see (D7.541).
- (D9.43) Repair: DisDev. See (D6.522) for UIMs.
- (D14.251) Legendary weapons officer: probe.
- (D18.19) Inactive Ships: DisDev, probe, web generator, snare, chaff throwers.
- (G6.511) Mutiny: DisDev, probe, shuttlecraft, fighter, PFs.
- (G11.412) Computer failure: DisDev.
- (S2.41-E) Crippled ships: DisDev, web, snare.

SAFETY Restrictions under (C13.8) include the following (and only the following):

- disruptors,
- expanding sphere generators,
- fusion beams,
- hellbores,
- particle cannon,
- phasers,
- photon torpedoes,
- plasma torpedoes,
- plasmatic pulsar devices,
- probes,
- prospecting cannons,
- particle cannons,
- shield cracker,
- snares,
- stasis field generators,
- tractor-repulsor beams,
- warp-augmented railguns (heavy, medium, light),
- web breaker,
- web casters.

See (C13.82) for data on drones, anti-drones, mines, fighters, plasma racks, etc.

TACTICAL INTELLIGENCE: No additions since (D17.17).



ANNEX #7E: DAMAGE CONVERSION CHART**HIT FROM CHART..... SCORED ON**

Aft Hull	C Hull, Repair, Barracks. Shuttles on Balconies (J1.531) must be hit first.
Any Weapon	See Annex #7D, item (D4.21).
APR	AWR on ships and starbases.
C Warp.....	AWR on bases other than starbases (H4.32).
Cargo	Repair, Mine Rack, ship in Starbase docking module (R1.1D), Works.
Drone †	Power absorbers, plasmatic pulsars, web casters, hellbores, ADD, ESGs, missile racks, Scud launchers, Trans-Mortars, Chaff Thrower, Hyperdrone, AFD.
Excess Damage	Cargo, Repair, Mine Rack.
Flag Bridge	Security Station, DisDev, web generator, snare generator, anti-transporter fields, cargo on Flivver ship.
Forward Hull	C Hull, Repair, Barracks.
Lab	Fabrication.
Phaser †	SFG (G16.5).
Shuttle	Fighter, Mine Rack, ships in Andromedan hangar (G19.2).
Torpedo †	Tractor-repulsor beam, fusion beams, disruptors, plasma torpedo, photon, plasma rack, particle cannon, warp augmented rail gun-heavy, warp rail gun-light, warp railgun-medium, prospecting cannon, kinetic cannon, axion torpedo, kinetic cannon.
Transporter	Transporter, Bomb throwers.
†	Subject to Damage Priority Rule.

Special sensor hits may be scored on weapon hits which are scored on the type of weapon (torpedo, drone, phaser) which the special sensor replaced (G24.17). This varies from ship to ship; see the individual ship SSDs or their descriptions. Orion special sensors in option mounts are destroyed on "torpedo" hits.

Some units may have special exceptions noted in their ship descriptions.

(D4.322) DAMAGE PRIORITY RULE UPDATE

(D4.3221) PHASERS: For the purposes of this rule, the priority (for establishing the best type of phaser) is: special sensors that replaced phasers, stasis field generator (whether or not replacing phasers), phaser-4, phaser-1, anti-fighter defense system, phaser-G, phaser-2, phaser-3.

(D4.3222) TORPEDOES: For the purposes of this rule, the priority (for establishing the best type of torpedo) is: special sensor replacing torpedo, warp railgun, medium rail gun, light railgun, plasma-R, plasma-M, plasma-A, plasma-S, kinetic cannon-heavy, kinetic cannon-medium,

kinetic cannon-light, tractor-repulsor-heavy, tractor-repulsor-light, photon, plasma-L, plasma-G, particle cannon, disruptor (in order from greatest range to shortest), axion torpedo, fusion beam, plasma-F, plasma-D rack (including a magazine of a starbase or BATS rack), prospecting cannon.

(D4.3223) DRONES: For the purposes of this rule, the priority (for establishing the best type of weapon destroyed on drone hit) is:

special sensor replacing drone-weapon, hyperdrone magazine, PPD, web caster, web breaker, shield cracker, hellbore, trans-mortar, ESG, PA panel, web breaker, shield cracker, magazine of D-rack, magazine of Scud launcher, magazine of H-rack, Gx-rack, Cx-rack, G-rack, missile rack, B-rack, C-rack, E-rack, F-rack, A-rack, chaff thrower, starbase ADD, anti-fighter defense system, ADD-12, ADD-6.

Note: While weapons of a similar type are often shown on one line above, the priority for damage remains top to bottom and left to right. Do not assume that because hellbores and ESGs are on the same line that they are equal in damage priority.

ANNEX #7F: NIMBLE UNITS

The following units are considered to be nimble for the purposes of (C11.1):

All interceptors and PFs;
All shuttles and fighters (except those on a seeking course);
Civilian: Federation Express;
Federation Police Cutter;
Hydran Gendarme, Inspector, Stingers including Stinger-X;
ISC FF (all variants), Pol;
Klingon G-2, G-2C, E-3, all variants;
Lyrax Manx;
Orion LR, FCR, Slaver, Viking, CR, DBR, DW, DWV, HDW, MR (and variants);
Romulan Snipe (all variants), SeaHawk (all variants);
Tholian PC (all variants) (but not BW or PFT, and no PC carrying a pod or pack), CoM, FCoM, SCoM; DD.

WYN Barracuda Frigate, FCR.

Foreign variants of any of the above.

ANNEX #7G: CARRIER INFORMATION

Race	CV	Ftrs	Admin	Bays	Store	DC
Fed (R2.0)	CVA	24	4+2	3	500	26
	SCS	24+6H	4+2	3(+1M)	800	38
	SCSA	24	4+2	3	800	26
	BB	6	6	1	250	6
	CVL	6	2	1	250	6
	CVS	12	4	1	200	12
	CVB	12	4	1	200	12
	BCV	12	3	1	300	12
	BCS	6+6H	3	1(+1M)	300	18
	BCP	6	3	1	300	6
	NVL	12	2	1	200	12
	NVS	12	2	1	200	12
	NVH	6H	2	1(+1M)	200	12
	CLS-CVE	4	2	1	50	4
	DWV	8	3	1	150	8
	CLV	12	2	1	200	12
	HDW	2-12	2	2	G33.42	2-12
	PV	12	2	3	100	12
	CVT†	24	2	3	250	24
	LTV†	12	4	3	200	12
	CVTC†	36	2	5	450	36
	BTV†	12	6	4	200	12
	FFV	6	3	1	100	6
	P-CVA	24	0	2	250	24
	P-CVL	12	0	2	200	12
	GFC	24	6	OS	100†	24
	Mon+SCP	24	6	2	200†	24
Klingon (R3.0)	C8V	24	7	3	500	24
	C8S	12	7	3	500	12
	B10	8	6	2	200	8
	B10V	24	6	4	1000	24
	B10S	12	6	3	1000	12
	B11	8	6	2	200	8
	CVT†	10	2	3	120	10
	CVTA†	24	8	3	250	24
	TSC†	12	2	3	350	12
	C7V	12	4	1	300	12
	C7S	6	4	1	300	6
	D7V	12	4	2	150	12
	D6V	10	2	2	100	10
	D5V	12	2	1	150	12
	FWV	8	2	1	100	8
	HF5	2-12	2	1	G33.42	2-12
	F5V	8	2	1	100	8
	E4V	6	1	1	75	6
	P-H5	5	0	1	60	5
	P-V7	12	3	1	125	12
	P-S10	12	0	2	250	12
Romulan (R4.0)	SUB	24	4	4	150¥	24
	CNV	24	6	2	150¥	24
	PHX	12	6	1	75¥	12
	KCN	8	4	2	200¥	8
	K10R	8	6	2	200¥	8
	TH	8	4	2	50¥	8
	SPB	16	3	3	100¥	16
	SBH	2-12	2	1	G33.42	2-1
	SKB	8	2	1	50¥	8
	SEB	6	2	1	50¥	6
	SUP	8	4	2	50¥	8
	SUN	12	4	4	100¥	12
	WH	5	1	1	50¥	5
	KRV	10	2	2	60¥	10
	K7V	12	4	2	150¥	12
	KDV	12	2	1	150¥	12

Race	CV	Ftrs	Admin	Bays	Store	DC
Kzinti (R5.0)	CVA	24	6	2	500	24
	SCS	12	3	1	500	12
	SSCS	12	3	1	800	18
	BB	8	4	1	500	8
	BCV	12	3	1	300	12
	BCS	6	3	1	300	6
	CVS	12	3	1	150	12
	CV	12	3	1	150	12
	MCV	12	2	1	150	12
	CVL	9	2	1	100	9
	SRV	4	2	1	225	4
	CVE	6	1	1	75	6
	DWV	8	2	1	100	8
	HDW	2-12	2	1	G33.42	2-12
	DDV	12	2	1	100	12
	CVT†	12	2	3	120	12
	CVTA†	24	8	3	250	24
	TSC†	12	2	3	350	12
Gorn (R6.0)	P-V2	6	0	1	60	6
	P-V7	12	3	1	125	12
	P-S9	12	0	2	250	12
	Q-L	4	2	2	40	4
	Q-S	2	2	2	20	2
	SCS	12	8	1	200¥	12
	CVA	24	8	2	400¥	24
	BB	6	14	2	100¥	6
	BCS	6	2	1	100¥	6
	BCV	12	2	1	200¥	12
	CVS	12	2	1	200¥	12
	CV	12	2	2	150¥	12
Tholian (R7.0)	HDV	12	2	1	150¥	12
	SRV	6	2	2	150¥	6
	BDV	8	1	1	100¥	8
	HRV	6	2	2	100¥	6
	HBD	2-12	2	1	G33.42	2-12
	CVA	24	4	1	0	24
Neo-T (R7.60)	BW	8	1	1	0	8
	PFT	2	1	1	0	2
	SCS	12	4	1	0	12
Orion (R8.0)	SCoM	4	0	0	0	4
	NBB	4	5	2	0	4
	CVL	8	2	1	100†	8
	CVS	12	2	1	200†	12
	CV	12	2	1	200†	12
	DWV	8	1	1	100†	8
	HDW	2-12	2	1	G33.42	2-12

† This assumes that drone-using fighters are present. If fighters that use plasma-D are present, drone storage represents plasma-Ds.

†† "Admin Shuttles" for the Hydran SRG include one heavy transport, two admin, and four ground assault shuttles.

¥ These are type-D plasma torpedoes, not drones.

‡ This is a Tug+Pod combination. Not all such combinations are listed.

Federation carriers show SWACS in the Admin column (admin + SWAC). The H in the Ftrs column indicates Heavy Fighters.

+M indicates mech links for heavy fighters, all one bay.

MRS shuttles are not shown or included.

Tholian CVAs and BWs have 1 internal and multiple external bays. The Neo-Tholian SCS also uses some external fighter bays.

Drone storage from carrier pods is loaded into the cargo boxes of the tug itself (if any).

For casual carriers, see (J4.62).

OS: Outside, open field, landing area.

HDWs show 2-12 (2 minimum, 12 maximum, fighters).

STAR FLEET BATTLES

ANNEXES

Race	CV	Ftrs	Admin	Bays	Store	DC
Hydran (R9.0)	Baron	6	2	2	0	6
	BT†	7	3	2	0	7
	Caravan	3	3	1	0	3
	Cavalier	21	4	3	0	21
	Cheyenne	6	4	2	0	6
	Comanche	4	2	2	0	4
	Cossack	18	4	2	0	18
	Count	4	2	2	0	4
	CVT†	15	3	3	0	15
	D7H	2	2	1	0	2
	DDP	2	1	1	0	2
	DDS	4	1	1	0	4
	DE	6	4	1	0	6
	Dragoon	3	3	1	0	3
	DWE	2	2	1	0	2
	DWF	2	2	1	0	2
	DWL	2	2	1	0	2
	DWS	2	2	1	0	2
	DWV	8	2	1	0	8
	Gendarme	2	1	1	0	2
	HDW	6-16	2	1	0	6-16
	Horseman	6	2	2	0	6
	INS	2	6	1	0	2
	Iron Duke	24	6	2	0	24
	Iroquois	2	4	2	0	2
	L-Admiral	6	3	3	0	6
	L-Bishop	3	3	1	0	3
	Lancer	4	1	3	0	4
	LNH	6-16	3	1	0	6-16
	LTT	4	2	2	0	4
	LTV†	16	2	4	0	16
	L-Card	3	3	1	0	3
	L-Cmdr	6	3	3	0	6
	L-Marshal	6	3	3	0	6
	L-Paladin	12	3	3	0	12
	Mohawk	8	4	2	0	8
	Monarch	18	6	3	0	18
	Mongol	6	2	2	0	6
	NEC	6	2	2	0	6
	NMS	4	4	2	0	4
	NSC	6	2	2	0	6
	NVL	12	2	2	0	12
	OM	12	2	3	0	12
	OS	18	2	3	0	18
	OV	6	3	3	0	6
	Paladin	12	3	3	0	12
	PIV	9	3	3	0	9
	P-Com	4	0	1	0	4
	P-CV	12	0	2	0	12
	Q-L	4	2	2	0	4
	Q-S	2	1	1	0	2
	Ranger	9	3	3	0	9
	Scythian	6	1	1	0	6
	SR	2	8	1	0	2
	SRG	2	8††	1	0	2
	SRV	8	2	1	0	8
	THR	3	3	1	0	3
	PIC	3	9	3	0	3
	Uhlán	16	2	2	0	16
	Warrior	2	2	2	0	2

Lyrán (R11.0)	CV	12	4	2	150	12
	CVL	12	4	2	150	12
	CVA	24	4	3	300	24
	SCS	12	4	2	200	12
	BCV	12	6	4	200	12
	BCS	6	6	3	100	6
	DWV	8	2	2	100	8
	SRV†	12	4	4	200	12
	HDW	2-12	2	1	G33.42	2-12
	JGPV	0-6	2	2-4	G33.42	0-6
	CVT†	12	4	4	125	12
	TSC†	12	4	4	125	12
	LTV†	12	5	3	125	12
	P-H5	6	0	1	60	6
	P-V7	12	3	1	125	12
	P-CV	12	0	2	125	12
	P-SC	12	0	2	125	12
WYN (R12.0)	AxCV	6	2	2	125	6
	AxCVA	24	6	2	250	24
	AxSCS	12	4	2	200	12
	AxBCS	12	6	3	200	12
	CVL	12	2	1	200	12
	DWV	8	2	1	100	8
	HDW	2-12	2	2-1	G33.42	2-12
ISC (R13.0)	SCS	12	6	2	250¥	12
	CVA	24	6	2	250¥	24
	BB	6	6	1	75¥	6
	BCS	6	2	1	75¥	6
	BCV	12	4	1	125¥	12
	CV	12	4	1	125¥	12
	CVS	12	4	1	125¥	12
	CVL	9	3	1	100¥	9
	CVLS	9	3	1	100¥	9
	CVE	8	4	1	125¥	8
	HDD	2-12	2	2	G33.42	2-12
	P-CV	6	0	1	75¥	6
	P-CVA	12	0	1	125¥	12
	P-CVL	12	0	1	125¥	12
LDR (R14.0)	CVL	12	4	2	150	12
	LTV†	6	2	3	60	6
	DWV	8	2	2	100	8
	HDW	2-12	2	1	G33.42	2-12
	MPV	6	2	2	100	6
	P-H5	6	0	1	60	6
Seltorian (R15.0)	CVS	12	4	1	150	12
	DDV	8	2	1	100	8
	HDD	2-12	2	1	G33.42	2-12
Jindarian (R16.0)	CVA	24	6	2	0	24
	SCS	12	6	2	0	12
	BCV	18	6	2	0	18
	BCS	6	6	2	0	6
	CVS	12	6	2	0	12
	CVL	8	4	2	0	8
	HDW	2-12	6	1	G33.42	2-12
	DV	12	2	1	0	12
	FFV	8	2	1	0	8
Vudar Future Development						
Any (R1.0)	AxCVL	12	3	1	R1.13	12
	AxCVA	24	6	2	R1.13	24
	AxSCS	12	4	2	200†	12
	HBM	6	0	1	100†	6
	GPC	12	3	OS	100†	12
	FGB-S	6	1	OS	100†	6
	FGB-L	12	2	OS	200†	12
	Mon+FP	12	6	2	100†	12
	Mon+SCP	12	6	2	200†	12

Race	CV	Ftrs	Admin	Bays	Store	DC
Frax (R51.0)	CVA	24	4	1	500	24
	SCS	12	6	1	500	12
	BB	8	4	2	200	8
	BCS	12	6	1	300	12
	BCV	6	6	1	300	6
	CV	24	4	1	500	24
	CWV	12	4	1	150	12
	DWV	8	2	1	100	8
Qari	T87	12	4	1	150	12
Triax	CVS	12	6	3	150¥	12
Shark	CVS	12	2	1	150¥	12
Flivver	CWV	12	3	1	150	12
Canad	CVS	12	3	3	150¥	12

ANNEX #7H: CLOAKING DEVICE ENERGY COST

The energy cost to operate the cloaking device of any given ship is shown on the SSD of that ship. This annex lists nominal operating costs for other ships which might acquire a cloaking device (G13.2). This annex is a general guide; analysis of specific ships may require player adjustments.

SHIP ENERGY COST

Fast Patrol Ship without Packs	2
Fast Patrol Ship with Packs	4
Escorts, police ships, etc	5
Frigates	6
Destroyers, War Destroyers	8
Base Stations	8
Battle Stations	12
Light Cruisers	15
Mobile Bases	15
Monitors	15
War Cruisers	18
Heavy Cruisers, CCs, fleet tugs, NCAs	20
Heavy Command Cruisers	22
Heavy Battlecruisers, BCVs, BCSs	24
Dreadnoughts	30
Starbases	40
Battleships	45
Size-5 PFs that drop/shut down warp engines	1
Size-4 ships that drop/shut down warp engines	2
Size-3 ships that drop/shut down warp engines	4
Size-2 ships that drop/shut down warp engines	6
Size-1 ships that drop/shut down warp engines	30
Andromedan ships cannot operate cloaking devices.	
The above costs apply to variants of those classes.	

ANNEX #7J: DOCKING POINT CHART (C13.32)

In the Captain's Edition, docking points for all units are shown on the Master Ship Chart (Annex #3), making this Annex largely obsolete. Some special items are listed.

UNIT	DOCKING POINTS
Shuttle or fighter (double size)	0.50
Shuttle or fighter (standard size)	0.25

NOTES: Each module of a starbase can dock 26 points of ships.

A Fleet Repair Dock can dock ships totalling up to 14 points.

ANNEX #7K: CARGO SPACE POINTS

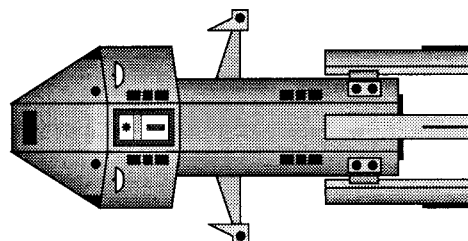
This data is used for purposes of (G25.1).

0.05	Small objects, computer memory cubes, dilithium crystals, mineral samples, tribbles, etc.
0.2	Chaff Pack, prospecting charge.
0.5	Anti-drone (per round), dogfight drone, kinetic cannon round, Trans-Mortar round.
1	Drone (one space), fighter pod, type-D plasma, flashbomb, Hyperdrone.
2	Drone (two space); small mine; probe, PA mine.
4	Booster packs for standard-size shuttle; large mine; cloaking device, UIM, trans-captor (empty).
8	Booster packs for double-size shuttle.
10	Defense satellite; trans-captor (full), Truck.
15	Booster packs for interceptor.
20	Booster packs for PF; Ground Combat Vehicle, Ground Assault Vehicle, Armored Personnel Vehicle, Command Post Vehicle, Self-Propelled Trans-howitzer, Armored Ammunition Vehicle, Scud Missile.
25	Shuttle or fighter stored as cargo; MR-PF pallets (one set).
50	Shuttle or fighter available for flight; double-size shuttle stored as cargo; Ground Combat Tank.
100	Double-size shuttle available for flight; interceptor stored as cargo.
125	PF stored as cargo.
200	Interceptor available for flight.
250	PF available for flight.

NOTE: The term "available for flight" requires that a shuttle be in a shuttle bay and that a PF be on a mech link or internal docking facility.

CAPACITY: See (G25.135) for cargo on shuttles. Note that Heloshuttle versions of the below all have the same cargo capacity as the non-Helo version.

Admin shuttle, MLS, MSS, GAS (G25.131)	15
GBS	0
MRS	20
SWAC	5
Two-seat fighter (rear seat)	4
X-Shuttle	20
HTS, HAS	50
Normal cargo box	50
Orion cargo box on some units (G25.12)	25
PF cargo box	25
Ground Combat Vehicles (replace each BP)	5
Truck (D15.825)	10



ANNEX #7L: UNIT TOWING COSTS

This data is used for purposes of (G7.321).

ANDROMEDAN ITEMS

Small Energy Module	0.3333
Medium Energy Module	0.5000
Sat Base (unlocked stabilizers)	0.5000
Pods, Andromedan medium cargo	0.5000
Core Module	0.5000
Pods, Andromedan small cargo	0.3333
Pseudo Satellite Ship	0.1250

BASES AND MODULES

Base Augmentation Modules	0.2500
Base with active stabilizers	∞
Small Ground Bases (unlocked stabilizers)	0.5000
Medium Ground Bases (unlocked stabilizers)	1.0000
Commercial Platform (unlocked stabilizers)†	0.5000
System Station (unlocked stabilizers)†	0.5000
Mobile Base Pod (unlocked stabilizers)†	0.5000

PODS, PACKS, AND PALLETS

Cargo and other Packs, Tholian	0.1667
Cargo Pack, ISC Destroyer Priority Transport	0.1667
Pallets, Hydran	0.5000
Pallets, Lyran double-weight, space control	0.3333
Pallets, Lyran single-weight	0.2500
Pallets, Romulan Freight Eagle	0.3333
Cargo Pack, Romulan SkyHawk	0.1667
Pods, Federation double-weight	0.6667
Pods, Federation single-weight	0.3333
Pods, Federation cargo, used by Tholians	0.3333
Pods, Gorn, single-weight	0.3333
Pods, Gorn, double-weight	0.6667
Pods, ISC	0.3333
Pods, Klingon space control	0.6667
Pods, Klingon double-weight	0.3333
Pods, Klingon single-weight	0.2500
Pods, Kzinti space control	0.6667
Pods, Kzinti double-weight	0.3333
Pods, Kzinti single-weight	0.2500
Pods, Civilian cargo	0.2500
Pseudo-Pod	0.1000

SUBLIGHT UNITS AND OTHER UNITS

Fleet Repair Dock (R1.10B)†	2.0000
Romulan Hawk	0.5000
Romulan Snipe	0.2500
Romulan Warbird	1.0000
Planet Crusher (SM1.0)	12.0000

BOOMS AND SAUCERS

Saucers, Federation size-2 or size-3	0.5000
Saucers, Federation size-4	0.3333
Klingon B10 boom	1.0000
Klingon C8/9 boom	0.5000
Klingon C7 boom	0.3333
Klingon D5, D6, or D7 boom	0.2500
Klingon F5, E5, F6, or E4 boom	0.1250

NOTE: The Lyrans, LDR, and Romulans use some Klingon pods, which will have the same towing weights as the originals.

† Plus the cost of any attached pods or modules and items inside of or docked to an FRD (or a base which is able to be towed).

ANNEX #7M: MULTIPLE SHUTTLE BAYS

In the Captain's Edition, ships with multiple shuttle bays are marked as such on their SSD, making this annex redundant.

ANNEX #7N: DRONE RELOADS

In the Captain's Edition, ships with multiple drone reloads are marked as such on their SSD or are so noted in their ship description, making this annex almost redundant.

Certain ships, however, have special reload provisions in addition to the normal drone rack reloads and are noted here. Except for the PFTs, the drones are stored in cargo boxes (where present) and subject to loss due to combat damage.

RULE	SHIP	TYPE	STORAGE
Any	Casual PFT	P	(K2.653)
Any	SCS	P	(K2.652)
Any	True PFT	P	(K2.651)
R2.14	Federation DE	FE	100
R2.15	Federation ECL	FE	100
R2.16A	Federation CVL	SR	250
R2.20	Federation NEC	FE	100
R2.23	Federation DEA	FE	100
R2.36	Federation NCD	DB	200
R2.39A	Federation CVE	SR	50
R2.57	Federation LTV	FE	100
R2.59	Federation NAC	FE	100
R2.62	Federation DER	FE	100
R2.63	Federation NER	FE	100
R2.68	Federation DWA	FE	50
R2.87	Federation CAD	DB	200
R2.88	Federation CLD	DB	200
R3.32	Klingon D6D	DB	200
R3.50	Klingon D5D	DB	200
R5.23	Kzinti DF	DB	100
R5.31	Kzinti MDC	DB	200
R5.37A	Kzinti SRV	SR	225
R5.42	Kzinti DN	R	300
R5.47	Kzinti CD	DB	300
R5.55	Kzinti SDF	DB	100
R5.71	Kzinti SDW	DB	100
R5.204	Kzinti FDX	DB	100
R6.30A	Gorn SRV	SR	¥150
R6.60A	Gorn HSRV	SR	¥150
R11.32A	Lyran SRV	SR	200
R12.21	WYN DE	FE	75
R12.22	WYN DDG	DB	150
R12.30	WYN ZDF	DB	100
R14.26	LDR MPE/MPA	FE	100

DB = Drone Bombardment Ship. These ships store their drones in the cargo boxes of the SSD.

P = All PFTs with drone-armed PFs have 150 stored drones per flotilla; see (K2.651). PFTs with plasma-D-armed PFs will have 100 plasma-Ds stored for them (K2.655).

R = Ship with unusual reload storage.

FE = Federation Escort; see (R2.R5). This is the half of the cargo storage which is not used to store the spare fighters. Warp booster packs, chaff pods, and other items would count against this storage. The Aegis and "Romulan Border" variants of these ships, if any, have the same storage.

SR = Survey ship operating as a carrier, but is able to use the Federation (R2.R5) "escort" rule. Gorn SRV has plasma-D. Lyran SRV cannot use the escort rule for an extra cargo pod.

¥ = Type-D plasma torpedoes.

NOTE: The storage is in addition to normal drone rack reloads and MRS reloads. The D6D has a total of 272 drone spaces (200 in storage, 36 in the six B-racks, 36 in reloads for the racks), and will have 308

after the Y175 refit doubles the rack reloads. The Federation CLD has a total of 272 drone spaces (200 in storage, 36 in the six B-racks, 36 in reloads for the racks), and will have 308 after the Y175 refit doubles the rack reloads.

Auxiliary PFTs are defined by (R1.27).

ANNEX #7P: SYSTEMS AFFECTED BY SCANNERS

(D6.124) No additions at this time.

(D6.23) Additional systems unaffected by Scanners: scout sensors, ESGs.

(D6.37) This procedure is **not** used for displacement devices; the EW shift is applied to the die roll in (G18.33).

(D6.371) No additions at this time.

(D6.623) Web casters **MAY** use passive fire control when fired as web fists (E14.0). A base using passive or low-powered fire control cannot control mines (M5.27). A unit using passive or low-powered fire control cannot detect mines (M7.34).

(D6.43) No additions at this time.

ANNEX #7R: SHIPS ABLE TO PINWHEEL

PC CLASS (C14.211): PC, PC+, CPC, FCR, DD, BW, SC, MS, PFT, DPC, PPC, PCE, PCA, PR, CMC. Any refits thereof.

CW CLASS (C14.212): CW, LTT, CWS, CWM, CWP, CT, PFW. Any refits and variants of these classes. The CWH class cannot pinwheel.

CoM CLASS (C14.214): Neo-Tholian Command Modules, including CoM, FCoM, SCoM.

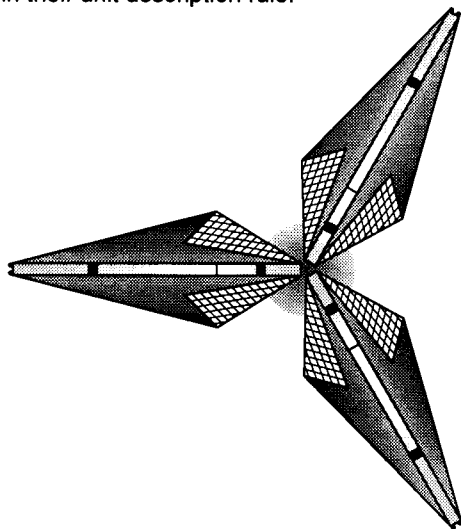
PF CLASS (C14.22): Any Arachnid version or variant.

PCX CLASS: Tholian DDX, DPX, PCX, SCX can pinwheel with each other but not with other ships.

CoMX CLASS: Neo-Tholian X-Command Modules can pinwheel with each other but not with other ships.

NOT ELIGIBLE (C14.213): D, DP, DW, DPW, WT, C, CA, CC, CCH, CVA, NBB, NDN, NCA, NCL, NSCS, TK5, CWH, CHP, Light Command Module. Any refits or variants of these classes. X-refits of these classes. Any freighter or freighter variant. Monitors. Defense Satellites. Bases of all types. Non-Tholian units. Any ship carrying a pod (as opposed to a pack).

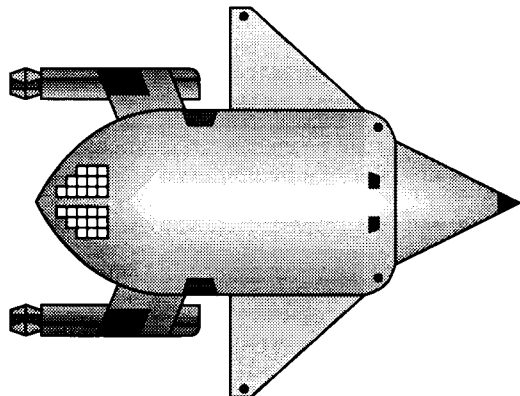
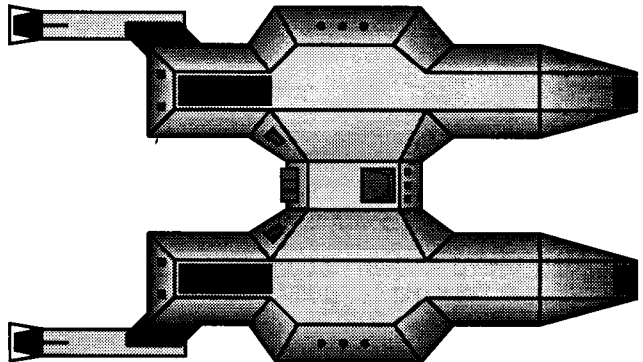
NEW UNITS added after the time of this printing will be noted in their unit description rule.



ANNEX #7S: SHIPS SUBJECT TO SHOCK

This data is used with rule (D23.0). Non-maulers often have special rules on firing certain weapons or combinations of weapons.

RULE	SHIP	WEAPON	RATING
R2.64	Fed BCJ	Photons	13
R3.33	Klingon D6M	Mauler	17
R3.64	Klingon F6	Disruptors	21
R3.74	Klingon D7M	Mauler	17
R3.75	Klingon MD5	Mauler	13
R4.9	Rom FAL	Mauler	21
R4.19	Rom SPF	Mauler	13
R4.36	Rom KRM	Mauler	17
R4.37	Rom KH	Plasma-R	10
R4.51	Rom SPJ	Plasma-S	21
R4.62	Rom KFR	Plasma-G	21
R4.75	Rom FHF	Mauler	17
R5.41	Kzinti FH	Disruptor	13
R10.6	Andro Terminator	Mauler	17
R10.24	Andro Asp	Mauler	17
R10.43	Andro Eliminator	Mauler	17
R11.21	Lyrn STT	Mauler	17
R11.43	Lyrn STJ	Mauler	13
R12.26	WYN Narwhal	Mauler	13
R51.36	Frax MCW	Mauler	13
R59.2	Can MAP	Mauler	17
R59.3	Can OAK	Mauler	13



ANNEX #7T: EXAMPLES OF CHANGED FIRING ARCS AND LOST WEAPONS AFTER DROPPING WARP ENGINES FOR USE WITH (G12.6).

Andromedan ships: No changes due to dropping warp engines.

Civilian Freighters, military auxiliaries, and variants; APT, FT, FDX: No changes.

Federation DN: Phaser-1-RA becomes RH.

Federation police corvettes: No changes due to dropping warp engines.

Federation saucer ships (except tug): Side phasers become LS or RS.

Gorn 360° phasers are no longer blocked from firing down the rear hex row by the warp engine. No other changes.

Hydran ships: No changes due to dropping engines.

Hydran D7H Anarchist: FX phasers become 360°. Wing fusion arcs unchanged. Hellbores lost with warp engines.

ISC ships: No changes due to dropping warp engines.

Klingon B10 and B11: FA/FH disruptors are lost with engines. Wing phasers become LS/RS and retain FA arcs.

Klingon C8/9: FX phasers become 360°. Wing phasers become LS/RS. All disruptors are lost.

Klingon C7: Boom FX phasers become 360°. Wing phasers become LS/RS. Disruptors are lost.

Klingon D7/6/5 wing phasers (D2.32) and FX phasers become 360°. Disruptors are lost. Includes D5W and D7W.

Klingon F5/E4: No changes due to dropping warp engines. Disruptors are not lost.

Klingon F5W: Disruptors are lost.

Klingon F6 and E5: Center disruptors lost when center warp engine is dropped. No other changes.

Klingon E3 and G2: FX phasers become 360°.

Klingon Maulers (D7M, D6M, MD5): The mauler weapon is lost with the warp engines. Phaser arc changes are the same as the ship it was converted from.

Klingon Tug-A and Tug-B: Disruptors are lost. FX phasers become 360°.

Kzinti ships: No changes due to dropping engines.

Kzinti tugs lose disruptors when warp engines are dropped; no change to firing arcs.

Lyrans ships: 360° phasers are no longer blocked from firing down the rear hex row by the warp engine.

Lyrans Cave Lion loses disruptors with center warp engines.

Lyrans STT and STJ: Mauler continues to function without warp engines.

Lyrans Trimarans: The FX disruptors mounted on the center engines (or anything that replaced them) are lost.

Lyrans DND loses the two disruptors when the warp engine is dropped.

Monitors: No changes due to dropping warp engines.

Neo-Tholians: Disruptors and rear phaser-3s are lost with warp engines. No changes to firing arcs.

Orion OK6: Disruptors are lost with the warp engines.

Orion ships other than OK6: No changes.

Q-Ships: No changes due to dropping warp engines.

Qaris lose the "corner" phasers.

Romulan BH: Phaser-3s on engines are lost.

Romulan Condors: Phasers: LF+L becomes LS; RF+R becomes RS. Plasma-S lost with engines. Plasma-F and the rear ph-3s lost with engines.

Romulan King Condor: Same as Condor except keeps plasma-S firing to rear.

Romulan K10R: Loses plasma-R, -S, and -F with engines. Phaser firing arc changes same as Klingon B10.

Romulan KCR: Loses plasma-S and -F with warp engines. Phaser arcs change same as Klingon C7.

Romulan Falcon: Phaser-3s lost with engines. Mauler continues to function without warp engines.

Romulan Heavy Hawks (FH, SupH, NH, SUN, etc.): No firing arcs change. The modules are not lost. The plasma torpedoes with the warp engines (i.e., those not in modules) are lost. The plasma-R on the KH, RegalHawk, and the RoyalHawk are not lost.

Romulan K7R, KRC, KDR, KR: Wing phasers (D2.32) and FX phasers become 360°. Plasma torpedoes on the engines are lost.

Romulan K9R: All plasma torpedoes are lost with the warp engines. Phaser firing arcs same as Klingon C8.

Romulan K5R/K4R: No changes due to dropping warp engines. Plasma torpedoes are not lost.

Romulan KFR: Plasma torpedo on center engine lost. No other changes.

Romulan KRM: Maulers are lost when warp engines are dropped. FX phasers become 360°.

Romulan KRT: Plasma torpedoes are lost. FX phasers become 360°.

Romulan New Series Maulers (SPF, FHF): Maulers continue to function without warp engines.

Romulan SeaHawks: Plasma-F/D are lost with warp engines. No changes to firing arcs. SeaHawk-C: special sensors lost with engines.

Romulan SkyHawks: Plasma-F/D are lost with warp engines. No changes to firing arcs. SkyHawk-E does not lose the plasma-D racks in the main hull when the warp engines are dropped. SkyHawk-L does not lose G-torp when the warp engines are dropped.

Romulan Snipes: No changes to firing arcs. Snipe-B loses plasma-Fs and phaser-3s. Snipe-E loses plasma racks.

Romulan SparrowHawks: No changes to firing arcs due to dropping warp engines; lose plasma torpedoes or plasma racks mounted on warp engines. Torpedoes in the modules are not lost.

Romulan WE: Phaser-3s lost with engines. KE loses plasma-Fs with engines.

Romulan BH: Phaser-3s lost with the warp engines.

Romulan WH: Phaser-3s lost with the warp engines.

Tholian ships: No changes due to dropping warp engines. See also Neo-Tholians.

Tholian TK5: No changes when warp engines are dropped.

WYN G2: Phaser-2s become 360°.

WYN PBB: The FX disruptors are lost with the center engine.

Any exceptions or additions to this list will be given in the ship descriptions of the individual units. Variants of the above ships have the same changes if they have the applicable systems.

This annex only gives examples from dropping warp engines. See (G12.14), (G12.23), (G12.94) for changes in firing arcs resulting from the separating of a section.

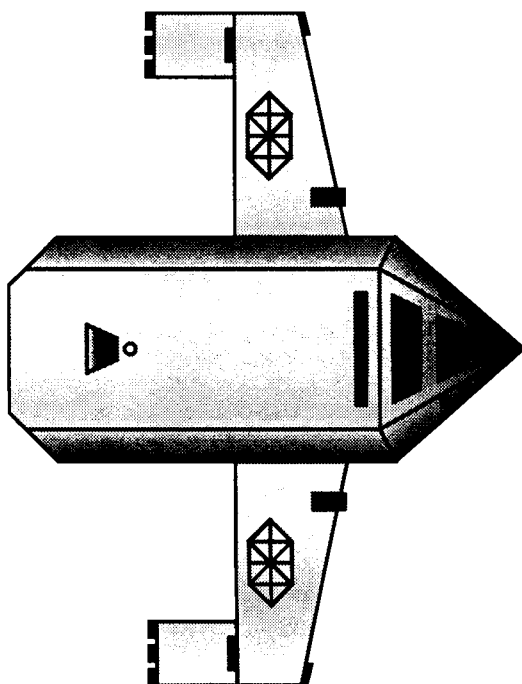
All X-ships are the same as the non-X equivalent.

ANNEX #8: WEAPONS DATA

ANNEX #8A DISRUPTOR RANGE TABLE

In the Captain's Edition, all ships have an SSD and the range of the disruptors (on those ships armed with that weapon) is shown on that SSD. This table is now used only for some special cases.

RACE	SHIP	DISRUPTOR RANGE
All	Armed Freighters, Small	15
All	Armed Freighters, Large	22
All	Base Station (BS)	30
All	Battle Station (BATS)	30
All	Captor Mines	15
All	Defense Satellites (DefSats)	15
All	Fighters	10
All	Ground-Based Disruptors	40
All	Heavy Fighters	10
All	Interceptors	10
All	Naval Auxiliaries, Large (e.g., AxCVA)	22
All	Naval Auxiliaries, Small (e.g., AxCVL)	15
All	Monitor	40
All	PFs	10
All	Q-ships	22
All	Starbase (SB)	40
Klingon	Battle Pod (P-B4)	30
Kzinti	Battle Pod (P-B3)	30
Lyran	Battle Pallet (Pal-BT)	30
Lyran	Klingon-type Battle Pod (P-B4)	30
Orion	Option Mount	See Annex #8B
WYN	Auxiliary DN or BCS or BC	30

ANNEX #8B: ORION PIRATE, WYN DEFENSE FORCES, AND BARBARIAN SIMULATOR FORCES
OPTIONAL WEAPONS COST CHART (G15.4)

WEAPONS OR SYSTEM	COST	NOTES
ADD (6 round)	0	
ADD (12 round)	1	
APR (¶ on Barbarian)	0	
Aux Control	0	Δ
AWR (¶ on Barbarian)	0	
Barracks	1	Δ
Battery (¶ on Barbarian)	0	
Cargo	0	
Cloak	See (G15.3)	
Disruptor-10 (PFs only)	0	
Disruptor-15	-1	†
Disruptor-22	0	
Disruptor-30	1	‡
Disruptor-40	2	‡
Drone Rack A	0	
Drone Rack B	1	
Drone Rack C	1	
Drone Rack E	1	
Drone Rack G	2	
ESG	1	*
ESG without capacitor	0	*
Fusion Beam	0	
Hellbore	2	‡Δ
Hull	0	Δ
Lab	0	
Mauler	NA	∞
Mine Rack (Plus cost of mines)	1	
Particle Cannon	2	T
Phaser-1	0	
Phaser-2	-0.25	†
Phaser-3	-0.50	†
Phaser-4	NA	∞
Phaser-G	2	
Photon Torpedo	0	
Plasma-D Rack	3	
Plasma-F Torp (No Swivel)	0	
Plasma-F Torp (Swivel)	1	
Plasma-G Torp (No Swivel)	1	*
Plasma-G Torp (Swivel)	2	*
Plasma-R	NA	∞
Plasma-A	NA	∞
Plasma-S Torp (No Swivel)	4	*‡
Plasma-S Torp (Swivel)	7	*‡
PPD	12	*‡
Probe Launcher	0	
Prospecting Cannon	-1	120°
Repair	0	Δ
Shield Cracker (w/o Web Breaker)	0	T
Special Sensor	10	
Stasis Field Generator	7	*‡\$Δ
Tractor Beam	0	
Transporter	0	Δ
Warp Railgun Heavy	NA	∞
Warp Railgun Medium	NA	∞
Warp Railgun Light	NA	∞
Web Breaker (with Shield Cracker)	5	T
Web Caster	10	T
X-SHIPS ONLY		
Drone Rack Gx	2	
Drone Rack Cx	2	
Plasma-L	3	
Plasma-M	9	‡

SIMULATOR USE ONLY

Anti-fighter Defense system	5
Bomb Thrower	4
Chaff Thrower	2
Displacement Device	12
Hyper Drone	8
Impulse Engine (per box)	2
KKL (per box)	-1
KKM (per box)	0
KKH (per box)	1
Missile Racks	4
Particle Cannon	2
Plasma-F-W (no swivel)	1.5
Plasma-G-W (no swivel)	3
Plasma-S-W (no swivel)	10.5
Plasma-A	12
Plasma-R	12
Plasma-R-W (no swivel)	20
Plasma-L-W (no swivel)	4.5
Plasma-M-W (no swivel)	13.5
Shield Cracker	0
Snare Generator	3
Tractor-Repulsor Heavy	7
Tractor-Repulsor-Light	3
Trans-Mortar	NA
Void space	-2
Warp-Augmented Railgun Heavy	12
Warp-Augmented Railgun Medium	7
Warp-Augmented Railgun Light	1
Warp Engine (per box)	10
Web Breaker/Shield Cracker	5
Web Caster	10
Web Generator	0

* Requires two adjacent centerline optional mounts or two adjacent WYN hull side mounts. A plasma-R requires four adjacent option mounts.

∞ ... Orions (and WYN) option mounts can never, *under any circumstances*, have this weapon. Orions and WYNs also cannot have Tholian (web, web caster, snare, web fist), Seltorian, or Andromedan (DisDev, PA, TR) technology. (Allowed in Simulator.)

† These weapons reduce the BPV of the ship.

‡ Cannot be used on size-4 or smaller ship. Size-4 X-ships cannot carry range-40 disruptors but CAN carry range-30 disruptors.

Δ ... Cannot be used in Orion wing mounts.

§ Orions (and WYNs) can only have an SFG if captured in a campaign.

T Available only to pirates in the original Tholian Home Galaxy.

¶ These items can only replace APR* options, not NWO or weapon options.

x X-technology weapon.

Orion PFs which select disruptors for their option mounts use range-10 disruptors with no cost reduction.

Only tractors on wings can have mech links.

Weapons with ammunition (e.g., drone racks) are fully loaded at no extra cost (drone speed upgrades must be paid for).

Some other items or systems are available for purchase under various rules but do not use option mounts.

These include DERFACS, UIM, cloaks, aegis, OAKDISC, mech links.

Wire-guided plasma torpedoes can never have swivels.

ANNEX #8H: OPTIONAL SYSTEMS COST CHART
AS APPLIED TO HEAVY WAR DESTROYERS

WEAPONS OR SYSTEM COST NOTES

ADD (6 round)	2
ADD (12 round)	3
Aegis	See (G33.43).
APR	3
Aux Control	1
AWR (Feds only)	4
Barracks (Plus cost of troops)	1
Battery	2
Cargo	1
Disruptor-22	4
Disruptor-30	5
Drone Rack A	4
Drone Rack B	5
Drone Rack C	5
Drone Rack E	4
Drone Rack G	6
Flag Bridge	3
Fusion Beam	3
Hellbore (Hydran only)	8
Hull (Forward, Center, or Rear)	1
Lab	2
Light Railgun	3
Mine Rack (Plus cost of mines)	1
Particle Cannon	4
Phaser-1	2
Phaser-2	1.5
Phaser-3	1
Phaser-G (Hydran escorts only)	4
Photon Torpedo	5
Plasma-D Rack	5
Plasma-F Torp (No Swivel)	4
Plasma-G Torp (No Swivel)	7
Probe Launcher (5 Probes)	1
Probe Launcher (10 Probes)	2
Prospecting Cannon	1
Repair	3
Shuttle (includes Admin)	3
Shuttle with ready rack (no admin)	2
Shuttle, ready rack, with admin	4
Special Sensor	10
Tractor Beam	1
Tractor Beam with mech link	2
Transporter	1
Void	0
Web Breaker/Shield Cracker	7

* Requires two adjacent centerline optional mounts; see Gorn HBD.

¶ These items can only replace APR* options, not NWO or weapon options.

A maximum of four mine racks can be purchased by minesweepers; no mine racks can be purchased by non-minesweepers.

Weapons with ammunition (e.g., drone racks) are fully loaded at no extra cost (drone speed upgrades must be paid for).

H denotes Heavy Weapons.

NOTE: The forward option mounts on the Orion HDW and the wing option mounts on the WYN HDW are under the normal optional weapons restrictions of Annex #8B. The rear-firing weapon options on those ships use Annex #8H and cannot use hellbores or gatlings.

ANNEX #9: COST OF REPAIR CHART

Data is used with (D9.7) and (G17.0).

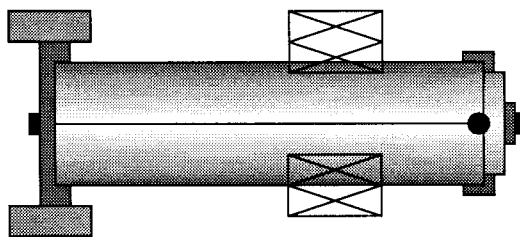
SYSTEM	REPAIR COST
ADD (6 round)	3
ADD (12 round)	4
APR	4
Armor	2†
AWR	6
Barracks	1
Battery	2
Bomb Thrower	5
Bridge (any control)	6
Cargo	1
Chaff Thrower	8
Dam Con (per point)	3†
Damage point on fighter or shuttle	1
Damage point on MRS	1.50
Damage point on SWAC	2
DERFACS	4
Displacement Device	25
Disruptor: range 10	4
Disruptor: range 15	5
Disruptor: range 22	7
Disruptor: range 30	8
Disruptor: range 40	10
Drone rack (any)	3
Energy Module (Andromedan) (G20.43) (per point)	1
Excess Damage	D9.44†
Expanding Sphere Generator (no capacitor)	10
Expanding Sphere Generator	15
Fabrication	3
Fusion Beam	6
Heavy Rail Gun	9
Hellbore	15
Hull	1
Hyperdrone Magazine	3
Impulse Engine	5
Kinetic Cannon, Heavy (per box)	8
Kinetic Cannon, Light (per box)	4
Kinetic Cannon, Medium (per box)	6
Lab	5
Light Rail Gun	4
Medium Railgun	7
Mine Rack	4
Mine Rack in shuttle box	4
Missile Rack	NA
PA Panel	5
PA Panel Degradation Point	2
Particle Cannon	9
Phaser-1	5
Phaser-2	4
Phaser-3	2
Phaser-4	10
Phaser-G	6
Photon Torpedo (PF only, range 12)	5
Photon Torpedo (ship, range 30)	8
Plasma Rack	8
Plasma-F	5
Plasma-G	10
Plasma-R	20
Plasma-S	15
Plasmatic Pulsar (PPD)	15
Plasma-A	18
Plasma-F-W	7
Plasma-G-W	12
Plasma-L	10
Plasma-L-W	12

Plasma-M	18
Plasma-M-W	20
Plasma-R-W	22
Plasma-S-W	17
Probe	3
Prospecting Cannon	2
Repair Box	6
Scanner (per box)	10
Scud Launcher	3
Sensor (per box)	10
Shield (per box)	2
Shield Cracker (without Web Breaker)	6
Shock Damage (per SEP)	4
Shuttle Bay (Fighter)	4
Shuttle Bay (Non-Fighter)	2
Snare Generator	9
Special Sensor	15
Stasis Field Gen (G16.523)	10
Tractor Beam	3
Tractor-Repulsor Heavy	8
Tractor-Repulsor Light	5
Trans-Mortar	5
Transporter	3
Warp Engine	10
Warp-Augmented Rail Gun (Heavy)	9
Warp-Augmented Rail Gun (Light)	4
Warp-Augmented Rail Gun (Medium)	7
Web Breaker (includes Shield Cracker)	12
Web Caster	15
Web Generator	6
Works	3

‡ Can only be repaired if internally docked (starbase or FRD).

† Ship cannot repair this system on itself.

Repairs to X-ships require double the normal repair cost unless an X-unit is doing the repairs. This includes an X-unit repairing itself. See (XG17.0).



ANNEX #10: TACTICAL INTELLIGENCE HULL TYPE CLASSIFICATIONS

GENERAL SHIPS AND UNITS

FDX	Federation Express.
APT	APT, APS.
Free Trader.....	Free Trader, Free Trooper, Free Tanker, Free Prospector; Orion Free Traitor. (The Free Trader can be distinguished only by counting the weapon mounts.)
FRD	FRD.
Monitor.....	Monitor (presence of pallets detected at level D\$).
DefSat	DefSat.
BAM	The presence of Base Augmentation Modules on a base is detected at level D; they are identified at various points due to their systems or actions.
F-OL	F-OL, F-OP.
Small Freighter ...	F-S, Q-S, F-MS, F-TS, F-AS, F-ES, F-PS, F-RS, F-SS, TSS; Small Aux\$; Tholian WT.
Small Auxiliary\$..	AxCV, AxPFT, AxMS; WYN Ax-S.
Large Freighter ...	F-L, Q-L, F-ML, F-TL, F-AL, F-EL, F-PL, F- RL, F-SL; Large Aux\$.
Large Auxiliary\$..	AxCVA, AxSCS; WYN Ax-L.
Ground Base	All small ground bases are of one type. Medium bases are\$. Specific type is determined only by observation of systems or actions.
Bases	when in space, see note #4.

FEDERATION SHIPS

BB.....	Unique
DN	DN, DN+, DNG\$, CVA\$.
DN-Scr\$	DN-Scr, DN+ Scr, DNG Scr, CVA Scr, SCS Scr, SCSA Scr.
CVA\$	CVA, SCS, SCSA.
BC\$	BCG, BCF, BCJ, BC\$S, BCV\$, BCP\$.
CA	CC, CA, CAD, CF, CX, CB\$, CV\$, BC\$, GS\$.
CV\$	CVS, CVB.
GS\$	GSC, CVL, COV.†
NCA	Unique
NCL	NCL, (NCL variants), NV\$, LTT with pod\$.
NV\$	NVL, NVS, NVH, NPF.
CL	CL, CLV, CLD, ECL, MS (CL variants).
C-Scr.....	Any DN\$, BC\$, CC, CB, CA, GS\$, NCL\$, Tug, or DD\$ saucer without warp engines.
DD	DD, (DD variants), SC, DN-Scr\$ (with warp engine).
HDW	HDW
DW	DW, (DW variants), FFB\$.
FF	FF, FCR, FLG, (FF variants except FFB), FFV\$.
F-Scr	Any FF, DW\$, FFB saucer without warp engines.
Police	Pol.
Police-V	PV.
Tug	Tug (presence of pods detected at level D\$).

KLINGON SHIPS

B10	B10, B10H\$, B11\$; Romulan K10R.
B10H\$	B10V, B10S.
B10-Boom	B10 Boom.
C\$	C9, C9A, C8, C8H\$; Rom K9R.
C8H\$	C8V, C8S.
C8 Boom	C8 Boom, C9 Boom.
General.....	BCH\$, D\$, DV\$, DM\$, T\$. (Two engines, boom, move cost 1.)
BCH\$	C7, C7A, C7V\$, C7S\$; Romulan KCR.
BCH Boom.....	C7 Boom.
D\$	D7, (D7 variants), D7W, FD7, D6, (D6 variants), DX; Romulan KR, K7R, (KR and K7R variants); Orion OK6\$; Hydran D7H\$.
D Boom	D7 Boom, D6 Boom, D6J Boom\$, Tug Boom.
DV\$	D7V, D6V; Romulan KRV, Romulan K7V.
DM\$	D6M, D7M; Romulan KRM.
D5	D5, (D5 variants), DDV\$, MD5\$, DT\$ with pod; Romulan KDR (and variants other than KDV).
D5 Boom	D5 Boom, D5J Boom\$.
DT\$	D5G, D5H; distinguished from other D5 variants when the pod is noted.
DDV\$	D5V, Romulan KDV.
D5W	D5W.
HF5	HF5.
F6	F6, Romulan KFR.
F5	F5, (F5 variants), FC\$, FX, F5R, F5V\$, F5W\$; Romulan K5R and variants; Tholian TK5\$.
FC	F5C, F5L; Romulan K5C, K5L.
F5W\$	F5W, FWV\$, FWC
F5 Boom	F5 Boom, F6 Boom, E4J Boom\$, F5J Boom\$. (E5 boom is identical to F5 boom.)
E7	E7.
E6	E6.
E5	E5.
E4	E4, (E4 variants), E4V\$, G4; Romulan K4R (and variants); WYN KE4\$.
E3	E3, (E3 variants), G2, G2C\$; WYN-KG2.
T\$	Tug-A, Tug-B, CVT, BT; Rom KRT. (The presence of pods is detected at level D\$.)
P-SC	Space control pod is distinguishable from other pods at level D.
See Also	Romulan SPH for a Klingon variant of that ship.

ROMULAN SHIPS

KCN	Unique
CON	Condor, ROC, CVA\$.
CVA\$	Condor-V, Phoenix.
FH.....	SUP, KH\$, FH, FHF\$, TH\$, SUB\$, NH, RH\$, SUN, FFH, RG\$.
SPH	SpH (any type), SPB\$, SPF\$, SPE\$; Klingon RKL.
SBH	SaberHawk.
SKH	SK (all types), SKB\$, SKL\$.
SEH	SEA, SEB\$, SEC, SED, SEE, SEG, SEL\$.
WE	WE, KE\$, SE, FE, Falcon\$, CE, PE, WB, WB+.
WH.....	WH, CH, Pelican, BH, BHE, BHF, COH, H+, HS.
Snipe	SNA, SNP, SNE, SNB\$, SNS.

Modules A or K can be distinguished at level G when the phasers can be counted.

Cargo Cargo packs on FE and SkH can be detected at level D.

Sublight The sublight version of a given Old-Series hull type can be distinguished from the warp-powered version at level E (or when it moves at warp speeds).

See Also Klingon B10, C†, BCH†, D†, DV†, DM†, D5, F5, F6, E4, T†. These ships may be distinguished indirectly by identifying their weapons.

KZINTI SHIPS

BB Unique.

SCS SCS, DN, CVA, SSCS\$. (DN will be distinguished at level F when the disruptors can be counted.)

C CVH†, CVL, SR, CC, CS, BC, BF, CA, CD, CCH.

CVH† CV, CVS, BCH, BCV, BCS.

CL CL, CVE, CLG.

CM CM, (CM variants).

NCA Unique

FF FF, FH, SF, MS, FFG, FFK, EFF, FD†, POL, FCR, FLG\$; WYN-ZFF\$.

FD† DF, SDF.

DD DD, PFT, DDV\$.

HDW HDW.

DW DW, DW variants, DWV, SDW, WYN-ZDW\$.

Tug TGC Combat Tug, TGT Transport Tug.

Pods on tug or MTT detected at level D.

P-SC Space control pod is distinguishable from other pods at level D.

GORN SHIPS

BB Unique.

DN DN, SCS, CVA.

CA CA, BC, CC, CM†, CVS, Tug with pods\$, BH†, BF, HSR.

Tug Tug without pods. (With pods in CA category.)

BH† BCH, CCH, BCV, BCS.

CM† CM, CS, MCC.

CL CL, CV, LSC, SR, COM.

HBD HBD.

HDD HDD, (all HDD variants).

BDD BDD, (all BDD variants).

DD DD, (all DD variants).

FF FF.

Note: Presence of the F refit will be detected at level F.

THOLIAN SHIPS

ARCHAEO-THOLIANS

D D, [DP and DPW distinguished at level F].

C C, CC, CA, CPA, CVA\$, CCH, CCW, CAW, CAP, CCP.

PC CPC, BW\$, PC, (PC variants), FCR.

DD DD, PFT\$.

CW CW, (CW variants), CWH, CHP, PFW\$.

Pods on LTT or CPC detected at level D\$.

Packs on any Tholian ship detected at level D\$.

Web Caster Refits with this weapon are detected at level F.

See Also Klingon F5; Civilian small freighter.

Pinwheels Identify the component ships individually.

NEO-THOLIANS

NBB Unique

NDN NDN, NSCS\$.

NCA NCA.

NCL NCL.

NDD NDD.

NFF NFF.

SCM SCM

CoM CoM, FCoM, SCoM\$.

BB Collar Unique.

Photon Refits Detected at level G when the heavy weapons are identified.

ORION SHIPS

DN DN

SLV SLV, VIK.

CH† CA, BC, BCH, CV.

CB† BR, BRP\$, BRS, BRC, CVS, CR†, WYN OBR; AR\$.

HR HR

BRH BRH

CR† CR; WYN OCR; MR\$.

DCR DCR

HDW HDW

LR LR, LR variants; WYN OLR.

DBR DBR, DBP\$; WYN ODR.

DW DW, DW variants; WYN ODW.

SAL SAL, CVL, PFT.

FT Orion Free Traitor; Civilian Free Trader.

See Also Klingon D† for OK6 variant.

HYDRAN SHIPS

Monarch Monarch.

PFT Pegasus.

Paladin Paladin, Iron Duke, Lord Paladin.

General Ranger, Dragoon, Cavalier\$, Caravan, Thoroughbred, Picket, CC†, BCH†, NCA†.

CC† Lord Marshal, Lord Bishop, Lord Commander, Lord Admiral, Lord Cardinal.

BCH† Overlord, Overseer, Overmind.

NCA† Mohawk, Cheyenne, Iroquois.

CW Horseman, (Horseman variants), Mule, Traveler, CM†.

CM† Mongol, Tartar, Comanche, Cossack, Apache.

DW Buffalo Hunter-DWF, Rhino Hunter-DWH, Antelope Hunter-DWE, Buffalo Scout-DWS, Lion Hunter-DWL, Vampire Hunter-DWV

HDD Heavy Lancer.

HDW Demon Hunter.

DD† Lancer, Knight, Warrior, Outrider, DE, DA, SRG, LNG, DDS, DDP, Minesweeper, Uhlan\$, Count, Earl.

Gendarme Gendarme, Inspector.

Hunter Hunter, (Hunter variants), Scout, Cuirassier, FFL†.

FFL† Saracen, Crusader, Scythian.

Pallets on Caravan and Mule detected at level D.

See Also Klingon D† for D7H variant.

ANDROMEDAN SHIPS

DEV	Devastator.
DOM	Dominator, Dominatrix.
INT	Intruder, Infestor, Imposer, instigator.
COQ	Conquistador, Missionary, Exploiter, Ravager.
SS-Large	Python, Mamba, Anaconda, Energy Module-L, Queen Snake, Eliminator.
SS-Medium	Cobra, Terminator\$, Eel, King Snake, Diamondback, SatB\$, PSS, Energy Module-M, Cargo Module-M\$.
SS-Small	Viper, Asp\$, Courier, Bull Snake, Rattler, Energy Module-S, Cargo Module- S\$, Sled\$.
Sled\$	RS, OGS, MLS, CS.
Base Station	Unique.
Battle Station	Unique.
Core Module	Unique.

LYRAN SHIPS

BB	Cave Lion.
DN	Lion, Siberian Lion\$ (CVA and SCS).
BCH\$	Wildcat, Hellcat, Firecat\$, Siberian Hellcat\$.
CA	Tiger, Cougar, Puma, Bengal Tiger, Siberian Tiger\$, Saber-Tooth Tiger\$, Prairie Cat, Java Tiger, Running Tiger.
CL	Panther.
NCA	King Jaguar.
DND	Mountain Lion.
JGP	JagdPanther.
HDW	Top Cat.
CW	Jaguar, (Jaguar Variants), Yaguarundi\$, STJ\$, PFW\$, LTT; WYN-PBB\$.
DD	Leopard, DDG, PFT\$, MS, SC; WYN- LDD\$.
FF	Cheetah (and variants), Pol\$ (and variants).
DH	DW\$, MP\$. (Note that only the LDR has MP variants; both have MPs.)
DW\$	DW and variants; WYN-PBC\$.
MP\$	MP and variants, MPV\$.
Pods/Pallets	on Tug, SR, and LTT detected at level D.
Pal-SC	Space control pallet is distinguishable from other pods at level D.
LDR ships	Distinguished from Lyran ships at Level "I" when their phaser-Gs are discernable (assuming that they have phaser-Gs) or when other changes are noted.

WYN AUXILIARY SHIPS

AxS	AxC, AxCV, AxMS, AxPFS, AxCC.
AxL	AxBC\$, AxCVA, AxSCS.
AxH	AxDN, AxBCS.
Great White	CA, CAX, CF.
Orca	CW, PFT, CVL, NAR\$, CWG.
Mako	DD, SC, DDG, DE, DDX, CDD, DWV.
Thresher	HDW.
Barracuda	FF, CFF, FCR.
Kzinti FD\$	ZDF.
Orion CR	OCRX.
See Also	Klingon E3 and E4; Kzinti FF, DW; Lyran DD, CW, DW; many Orions; many auxiliaries.

INTERSTELLAR CONCORDIUM SHIPS

BB	Unique.
DN	DN, DNT, SCS, CVA.
CA	CC, CA, CF, CV, CVS, BCS, BCV.
CL	CL, CS, CM, CPF, CVL, CVLS, SR, HSC, PFT, CCL.
HDD	HDD.
DD	DD (and variants), DPT (\$ if with cargo pack), FLG.
FF	FF (and variants), POL\$, FCR.
Tug	Tug (presence of pods detected at level D\$).
LTT	LTT (presence of pods detected at level D\$).
PPD	Variants with this weapon are often detected at level F.

LYRAN DEMOCRATIC REPUBLIC

The LDR ships are included in the Lyran section.

SELTORIAN SHIPS

BB	BB.
DN	DN.
BCH	BCH.
CA	CA, CF, CVS.
CL	CL, CLE.
HDD	HDD.
DD	DD, CDD, scout, PFT, DDE, DDV.
FF	FF, CFF, FCR.
HIV	Unique.

JINDARIAN SHIPS

DN	DN, CVA, SCS, DNX.
BCH	BCH, BCV, BCS, BCX.
CA	CA, CVS, CAP, CAX, CAD.
HCS	HCS.
CL	CL, CVL, CLP, CLC, CLT, CLX, CLD.
LCS	LCS.
HDW	HDW.
DD	DD, DW, DV, DDE, DDA, DDC, DSC, DMS, DDT, DDP, DDX.
FF	FF, FFV, FFE, FFA, FFC, FFS, FFT, FFP, PRF.

FRAX SHIPS

BB	BB, BBH\$.
BBH	BBV, BBS.
DN	DN, DNH\$.
DNH	CVA, SCS.
BC	BC, BCVS, BCS\$.
CA	CC, CA, CV\$, CAG, CAE, CAA, CAM\$, CAS\$, CAD\$, CAP\$, CAES\$, ACA, CF\$, Tug\$, CCX.
CW	CW, CWVS, PFT\$, CWE, CWA, ACW, CWG, CMW, LTT\$, CWM, MCW, CWD, CWS\$, CWL.
DW	DW, CWD, DWS\$, DWM, DWE, DWA, DWC, MDW, DWP\$, DWVS\$, DWL, DSX, DWX.
FF	FF, FFD, FFE, FFA, MFF, FFM, FFG, FCR, FFL, FCR, POL\$.
Tug	Tug (presence of pods detected at level D\$).
SUB	SFF\$, SDD\$, SCW\$, SCL\$, SCG\$, SWX\$.

TRIAIXIAN SHIPS

DN DN.
 CA CA, CVSS.
 CW CW, CWE, CWA.
 DD DD, DDS\$, PFT\$, DE, DEA.

QARI SHIPS

DN T10.
 BC T90.
 CA T80, T83\$, T87, T64\$.
 CW T72, T70, TT73\$, T78, T78A, T79.
 CL T55.
 DW BM3, BMS, BME, BMEA.
 DD BM2, BM1, BMD\$.
 FF BR8, BR6, BR7.

SHARKHUNTER SHIPS

DN DN.
 BCH BCH.
 CA CA, CVSS.
 CW CW, CWS, CWE, CWA.
 DW DW, DWE, DWA.
 FF FF.

BARBARIAN SHIPS

DN DN.
 BCH BCH.
 CA CA.
 CW CW.
 DW DW, DWM, DWS, DWD, DWG.
 FF FF.

FLIVVER SHIPS

DN DN.
 CA CA.
 CW CW, CWV, CWE/A.
 DW DW, DWM, DWS, DWG, DWT, DWE/A.
 FF FF.

DELTAN SHIPS

DN DN.
 CA CA.
 CW CW.
 DW DW, DWS, DWM, DWD, DWG.
 FF FF.

BRITANIAN SHIPS

DN DN.
 CA CA.
 CW CW.
 DW DW, DWM, DWD, DWS, DWG.
 FF FF.

CANADI'EN SHIPS

CA CA, CVS, MAP\$.
 CW CW, CWE/A, OAK\$.
 DW DW, DWS, DWM, DWT, DWG, DWE/A.

HISPANIOLAN SHIPS

DN DN.
 CA CA.
 DW DW, DWS, DWM, DWG, DWD.

TACTICAL INTELLIGENCE NOTES

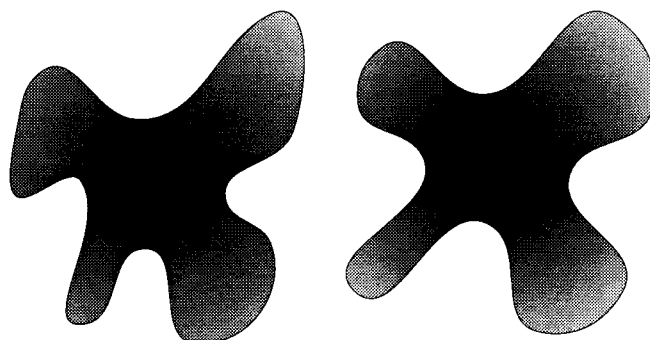
- Each classification includes all refits and any unlisted variants.
 - PFs within each race/type are the same hull type. (Note that some races have two types, e.g., Romulan StarHawk and Centurion. Also, WYN-foreign PFs are reported as a PF of the original race-type.) Interceptors of that race are distinguishable from PFs as \$. (Romulan Decurion looks like Centurion\$.)
 - Pods (each race) are a single hull type; "heavy" pods are distinguishable as \$. This includes base augmentation modules.
 - Each type of base is a separate hull type, with the exception that SAMS and ComPlats are of a ‡group.
 - Each X-ship will be reported in the same category as the non-X ship on which it is based; further identification happens only when their increased or improved systems are detected; see (XD17.196). (Exception: Federation DDX and SCX form a new category as they are the only "new" X-ship hull type.)
- † Ships of this ‡ group can only be distinguished from each other by their actions (e.g., how many fighters they launch), or by boarding them.
- ‡ Not a class, but a grouping of similar hull types distinguishable from the larger category at Level D.
- § Major outward differences distinguishable at Level D.

ANNEX #11: EXPERIENCE POINTS

There are no additional entries for this annex as of the publication of *MODULE G1 MASTER ANNEXES*.

ANNEX #12: MONSTER DATA TABLE

SCEN	MONSTER	SIZE	TYPE	CONTROL
SM1	Planet Crusher	1	Ship	Automatic
SM2	Amoeba	0	Live	Automatic
SM3	Moray Eel	1	Live	Automatic
SM4	Cloud	0	Live	Automatic
SM5	Sunsnake	1	Live	Automatic
SM6	Mind	1	Live	Automatic
SM7	Dragon	2-3	Live	Player
SM8	Igneous	1	Ship	Automatic
SM9	Death Probe	1	Ship	Player
SM10	Arastoz	0-3	Live	Automatic
SM11	Energy	1	Live	Automatic
SM12	Swarm	5	Ship	Player
SM13	Banshee	5	Live	Automatic
SM14	Ice Monster	1	Live	Automatic
SM15	Metamorph	1	Live	Player
SM16	Dragons	3	Live	Player
SM17	Various	0-5	Various	Various



ANNEX #13: INDEX OF PLAY AIDS

Andromedan Energy Allocation Form: Page 64, C2 Rulebook
 Campaign Record Form: Page 80, S1
 Damage Allocation Chart: Insert, Basic Set
 Deck Crew Control Form: Page 18, R1 Rulebook
 Drone Record Form: Page 141, Advanced Missions SSD Book
 Electronic Warfare Ready Reference Card: Page 19, R1 Rulebook
 Electronic Warfare Status Calculation Form: Page 20, R1 Rulebook
 Energy Allocation Form: Insert, Basic Set
 Fighter Control Form: Page 17, R1 Rulebook
 Hydran Energy Allocation Form: Page 48, C1 Rulebook
 Impulse Chart: Insert, Basic Set
 Interceptor Energy Allocation Form: Page 50, K Rulebook, opposite side of (SH27.0)
 ISC Energy Allocation Form: Page 63, C2 Rulebook
 Lyrans Energy Allocation Form: Page 47, C1 Rulebook
 Master Weapons Chart: Page 16, R1 Rulebook
 Mine field record form: Page 126, Advanced Missions Rulebook. (Opposite side of (SG15.0))
 Movement cost chart for 5/6, 7/6 and 8/6 movement cost: Page 116, Advanced Missions Rulebook. (Tholian R-section.)
 Operation Unity Battle Force Record Form: Page 79, S1
 Optional Weapon Chart: Page 18, R5 Rulebook
 Orion Energy Allocation Form: Page 120, Advanced Missions Rulebook. (Orion R-section.)
 Particle Cannon Record Sheet: Inside Front Cover, CL14
 PF Energy Allocation Form: Page 54, K Rulebook, opposite side of (SH31)
 Plasma Record Form: Page 142, Advanced Missions SSD Book
 Player Master Record Form: Page 143, Advanced Missions SSD Book
 Ponderosa IV Planetary Defense Command Combined SSD: Page 74, Mod-J rulebook
 Power Absorber Panel Tracking Form: Page 14, R2 Rulebook
 Power Absorber Panel Tracking Form: Page 25, R5 Rulebook
 Power Absorber Panel Tracking Form: Page 32, R2 Rulebook
 Psuedo Speed Calculation Chart: Inside Front Cover, CL11
 Reduced Scale Map: Page 48, R1 Rulebook
 Revised Energy Allocation Form: Inside Front Cover, CL16
 Speed Change Record Form: Inside Front Cover, CL15
 Star Fleet Battles Recruiting Poster: Back Cover, CL12
 Survey Captain's Campaign Record Form: Page 80, S2
 Tactical Intelligence Reference Card: Front Cover, CL12
 Temporal Elevator Record Form: Page 12, C3 Rulebook on Back page of (G31.0)
 Terrain Summary: Page 15, R1 Rulebook
 Tournament Sequence of Play: Page 13, R1 Rulebook
 Unit Tracking Cards: Inside Back Cover, CL11
 Useful Charts And Tables: Page 144, Advanced Misions SSD Book
 Weapon Summary: Page 14, R1 Rulebook
 Web Strength Calculation Form (With Web Breaker): Page 16, C3 Rulebook
 Web Strength Calculation Form: Page 16, R5 Rulebook
 X-ship Energy Allocation Forms: X1 Rulebook. Federation, Page 18. Klingon, Page 20. Romulan, Page 22. Kzinti, Page 24. Gorn, Page 26. Tholian, Page 28. Orion, Page 30. Hydran, Page 32. Lyrans, Page 34. WYN, Page 36. ISC, Page 38.

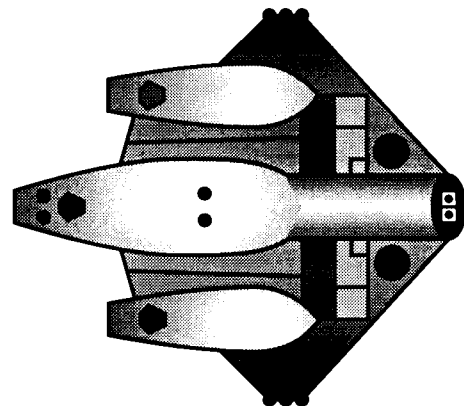
SYMBOLS ON FIGHTER SSDs

SYMBOL	MEANING
▲	Type-I drone
▲	Type-III drone
△	Type-VI drone
□	Chaff Pack
♀	Type-D Plasma Torpedo
○	Disruptor, Fusion Beam, or Hellbore
⊙	Photon or type-F Plasma Torpedo
EW	Electronic Warfare Pod
◇	Prospecting Charge
▲	Flivver Hyperdrone

END OF ANNEXES, MODULE G1

END OF ANNEX FILE

**THIS DOCUMENT IS THE COMPLETE ANNEXES
 MASTER SHIP CHART IS A SEPARATE FILE**
 Revised for publication in Module R1 31 Oct 92
 Revised by SVC for special project 19 Aug 95
 Revised by SPP for Module G1 in June 1996.



Ship Type	G9.0 Crew	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srv	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
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GENERAL UNITS USED BY SEVERAL FLEETS (R1.0)

LARGE FREIGHTERS: CIVILIAN SHIPS AND NAVAL AUXILIARIES

F-L	2	-	61/18	1-6	0.50	-	4	D	6	120	6	5	0	ML
F-SL	1	-	61/100	1-6	0.50	-	4	D	33	150	6	R1.33	-	ML
F-ML	10	2	120/20	1-6	0.50	-	4	D	12B	168	6	5	0	ML, MW
F-TL	70	120	250/50	1-6	0.50	-	4	D	19	120	6	5	0	T, ML
F-AL	12	6	75	1-6	0.50	-	4	D	21	120	6	6	0	ML
F-RL	20	4	180/50	1-6	0.50	-	4	D	25B	160	6	5	0	ML
F-EL	20	6	75/20	1-6	0.50	-	4	D	26B	160	6	5	0	ML, ♦
F-PL	16	4	80/26	1-6	0.50	0+2	4	D	37	150	6	5	0	ML
AxCVA	40	4	120/80	3-6	0.67	2+4	3	D	13B	N-F	6	11	6	D%, V, ML
ApPFL	40	4	130/80	3-6	0.67	-	3	D	27B	N-PF	6	11	6	D%, P, ML, ♦
AxSCS	48	4	150/90	3-6	0.67	1+2	3	D	31	N-SCS	6	11	6	D%, V, P, ML, ♦

SMALL FREIGHTERS: CIVILIAN SHIPS AND NAVAL AUXILIARIES

F-S	1	-	26/12	1-6	0.33	-	4	C	5	120	3	2	0	ML
F-SS	1	-	26/50	1-6	0.33	-	4	C	33	150	3	R1.33	-	ML
F-MS	5	1	60/12	1-6	0.33	-	4	C	12A	168	3	2	0	ML, MW
F-TS	35	60	100/50	1-6	0.33	-	4	C	18	120	3	2	0	T, ML
F-AS	8	4	36	1-6	0.33	-	4	C	20	120	3	3	0	ML
F-RS	10	2	90/20	1-6	0.33	-	4	C	25A	160	3	2	0	ML
F-ES	10	3	30/15	1-6	0.33	-	4	C	26A	160	3	2	0	ML, ♦
F-PS	8	2	40/12	1-6	0.33	0+1	4	C	36	150	3	2	0	ML
AxCVL	20	2	75/50	3-6	0.33	0+2	4	C	13A	N-F	3	6	3	D%, V, ML
ApPFS	20	2	70/50	3-6	0.33	-	4	C	27A	N-PF	3	6	3	D%, P, ML, ♦
TSS	3+30	0	28/16	1-6	0.33	1	4	C	44	135	3	2	0	

N-PF: Auxiliary PFTs become available the same year as PFs.

N-SCS: Aux-SCS same year as the race's warship-SCS.

N-F: Auxiliary carriers become available two years after the race deploys fighters, except that the Kzintis do not deploy them until Y165, and the Hydrans do not deploy them until the year after the Kzintis have. The Orions do not have auxiliary carriers. Auxiliaries never have cloaks.

D% for Aux-PFTs, Aux-Vs, and Aux-SCSs applies only to drone-armed ships, PFTs, and Carriers, or those carrying drone-armed PFs.

EXTRA-LARGE FREIGHTER

F-OL	2	-	100/25	1-6	1.00	-	3	E	23	140	9	5	0	ML
F-OP	22	6	120/50	1-6	1.00	2+2	3	E	41	150	9	6	3	ML

MERCHANT SHIPS

APT	4	2	75/20	3-6	0.20	-	4	C	8	125	1	5	0	
APS	7	2	75/20	3-6	0.20	0+1	4	C	39	130	1	5	0	
FDX	3	1	70/18	3-6	0.10	-	4	AA	11	150	1	3	0	N

FREE TRADER AND VARIANTS

FT	3	2	70/22	4-6	0.50	1	4	C	9	125	3	6	0	
FTP	5	2	70/22	4-6	0.50	1+1	4	C	38	130	3	6	0	
FTR	20	30	80/25	4-6	0.50	1	4	C	43	125	3	6	1	T
FTK	20	10	90/25	4-6	0.50	1	4	C	42	135	3	6	1	T, Tk

SEE ORION FREE TRAITOR

Ship Type	G9.0 Crew	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Svc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
LARGE Q-SHIPS (L-Q)														
Fed	12	8	81	2-6	0.50	-	4	D	7	130	6	10	3	ML
Klingon	10	10	83	2-6	0.50	-	4	D	7	130	6	11	3	ML
Rom	10	8	80	2-6	0.50	-	4	D	7	161	6	10	3	ML
Kzinti	12	12	62	2-6	0.50	-	4	D	7	130	6	10	3	ML
Gorn	12	10	80	2-6	0.50	-	4	D	7	130	6	10	3	ML
Thol	10	8	83	2-6	0.50	-	4	D	7	150	6	10	3	ML
Hydran	10	10	55	2-6	0.50	-	4	D	7	140	6	10	3	ML, V
Lyrar	10	10	83	2-6	0.50	-	4	D	7	130	6	11	3	ML
ISC	12	10	82	2-6	0.50	-	4	D	7	160	6	10	3	ML
LDR	10	10	83	2-6	0.50	-	4	D	7	145	6	11	3	ML

The Kzinti Large Q-ship is a "casual" carrier. The Romulan Large Q-ship is not a formal minelayer.

SMALL Q-SHIPS (S-Q)

Fed	6	4	40	2-6	0.33	-	4	C	7	130	3	5	3	ML
Klingon	5	5	41	2-6	0.33	-	4	C	7	130	3	6	3	ML
Rom	5	4	40	2-6	0.33	-	4	C	7	161	3	5	3	ML, *
Kzinti	6	6	30	2-6	0.33	-	4	C	7	130	3	5	3	ML
Gorn	6	5	35	2-6	0.33	-	4	C	7	130	3	5	3	ML
Thol	5	4	41	2-6	0.33	-	4	C	7	150	3	5	3	ML
Hydran	5	5	25	2-6	0.33	-	4	C	7	140	3	5	3	ML, V
Lyrar	5	5	41	2-6	0.33	-	4	C	7	130	3	6	3	ML
ISC	6	5	39	2-6	0.33	-	4	C	7	160	3	5	3	ML
LDR	5	5	41	2-6	0.33	-	4	C	7	145	3	6	3	ML

The Kzinti Small Q-ship is a "casual" carrier.

PODS

P-CC	0	-	14/10	-	■	-	4°	-	34	124	3	0	-	
PsuPod	-	0	10	-	■	-	4°	-	G14.6	140	1	0	-	

Pseudo-Pod for each race is available no earlier than the type of pod being simulated.

FLEET REPAIR DOCK

FRD	80	12	200/50	-	Δ	2	2	-	10	140	36	16	0	
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MONITORS AND PALLETS

Mon	30	15	85/145	2-6	0.50	2	3	D	22	140	6	18	6	ML
Mon+Pal	36	15	100/160	2-6	0.50	2	3	D	22	140	6	18	6	ML
Mon+SCP	42	19	115/175	2-6	0.50	2+4	3	D	22	185	6	18	6	ML
M-SP	6	-	15	-	■	-	4°	-	22E	140	2	0	+0	
M-FP	6	-	15	-	■	0+4	4°	-	22E	165	2	0	+0	D%,V
M-PFP	6	-	15	-	■	-	4°	-	22E	180	2	0	+0	P
M-SCP	12	4	30	-	■	0+4	4°	-	22E	185	2	0	+0	D%,V,P
M-SCF	18	4	30	-	■	0+8	4°	-	22E	185	2	0	+0	D%,V (Fed)

Fighter pallets are available no earlier than the owning race deploys fighters.

PF and SCS pallets are available no earlier than the race deploys PFs.

Ship Type	G9.0 Crew	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srv	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmd Ratng	Notes
BASES (R1.0)														
SB	250	50	600	—	■	6	1	—	1	140	—	54+	10	LA, A, ♦
BATS	100	24	200	—	■	4	2	—	2	130	—	18+	9	LA, A, ♦
BS	60	12	120	—	■	2	3	—	3	120	—	11+	8	♦
BSC	60	12	100	—	■	2	3	—	35	120	—	11+	8	♦
MB-Ph1	30	8	84	—	■	2	3	—	24	140	3+3	7+	6	♦
MB-Ph2	30	8	80	—	■	2	3	—	24	140	3+3	7+	6	♦
MB-PhG	30	8	82	—	■	2	3	—	24	140	3+3	7+	6	♦
CPL	20	6	50/36	—	■	1	4	—	29	120	3	9+	0	
CPP	20	6	50/36	—	■	1+2	4	—	40	130	3	9+	0	
SAM	25	10	38	—	■	1	4	—	30	120	3	4+	0	♦
DefSat	—	—	20±	—	■	—	7	—	15	120	—	0	—	

Mobile Base docking is 3 for each pod; the two cannot be docked internally while assembled.

SMALL AND MEDIUM GROUND BASES (R1.0)

GBDP	5	2	14	—	■	—	5	—	14	120	4	0	0	
GBD1	5	2	8	—	■	—	5	—	14	120	4	0	0	
GBD2	5	2	7	—	■	—	5	—	14	120	4	0	0	
GBDD	5	2	10	—	■	—	5	—	14	120	4	0	0	
GBDH	5	2	14	—	■	—	5	—	14	120	4	0	0	
GBFB	5	2	8	—	■	—	5	—	14	120	4	0	0	
GBDT	5	2	14	—	■	—	5	—	14	120	4	0	0	
GBDF	5	2	10	—	■	—	5	—	14	120	4	0	0	
GBPT	5	2	8	—	■	—	5	—	14	120	4	0	0	
FGB-S	6	2	12	—	■	0+1	5	—	28A	N-F	4	0	0	V
FGB-M	11	2	15	—	■	0+2	5	—	28B	N-F	6	0	0	V
GMB	6	2	12	—	■	—	5	—	28C	120	4	0	0	
GMD	6	2	12	—	■	—	5	—	28C1	165	4	0	0	
GME	6	2	12	—	■	—	5	—	28C2	168	4	0	0	
GSO	8	2	10	—	■	—	5	—	28D	120	4	0	0	
GMS	16	4	20/8	—	■	—	5	—	28E	120	4	0	0	
GSA	7	2	8	—	■	—	5	—	28F	120	4	0	0	
GMG	10	12	20	—	■	—	5	—	28G	120	4	0	0	
GWS	6	2	22	—	■	—	5	—	28H	160	4	0	0	♦
GPF	10	2	15	—	■	—	5	—	28J	N-PF	4	0	0	P, ♦
GPC	24	6	30	—	■	0+1	5	—	28K	N-SCS	6	0	0	P, V, ♦
GFC	30	6	30	—	■	0+2	5	—	28K1	N-SCS	6	0	0	V, ♦, Fed
GPC	5	2	10	—	■	—	5	—	15.N1	182	4	0	0	
GPS	6	2	15	—	■	—	5	—	28L	125	4	0	0	

Note: Docking points represent the storage space for inactive ground bases awaiting deployment.

BASE AUGMENTATION MODULES (R1.0)

HBM	7	0	10	—	■	0+1	5°	—	4	N-F	2	+0	+0	V, N-A
PFM	8	0	12	—	■	—	5°	—	16	N-PF	2	+0	+0	P, N-A
PAM	10	0	18	—	■	—	5°	—	17	165	2	+4	+0	N-A
WAM	10	0	24	—	■	—	5°	—	17A	165	2	+4	+0	R, N-A
SciM	6	0	8	—	■	—	5°	—	32A	165	2	+0	+0	N-B
RepM	10	0	12	—	■	—	5°	—	32B	165	2	+0	+0	N-A
BarM	17	30	20	—	■	—	5°	—	32C	165	2	+0	+0	N-B
VIPM	2+8	0	8	—	■	—	5°	—	32D	165	2	+0	+0	N-B
HosM	12	0	8	—	■	—	5°	—	32E	165	2	+0	+0	N-B
CarM	0	0	8	—	■	—	5°	—	32F	125	2	+0	—	N-B

NOTES:

N-A. Class A Augmentation Module

N-B. Class B Augmentation Module

N-F. This unit becomes available when the owning race has deployed fighters.

N-PF. This unit becomes available when the owning race has deployed PFs.

N-SCS: This unit becomes available when the owning player has deployed space control ships.

Ship Type	G9.0 Crew	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srcv	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
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THE FEDERATION STAR FLEET (R2.0)

BATTLESHIP

BB	82	26	326	2-6	2	3+1	2	F	73	175+	40	42	10	V,D%,CJ
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DREADNOUGHT AND VARIANTS

DN	50	14	180	3-6	1.50	4	2	E	2	167	10	24	10	
DN+	52	14	207	3-6	1.50	4	2	E	17	172	10	26	10	R
DNG	54	16	244	3-6	1.50	2	2	D	61	175	11	30	10	
CVA	49	10	172/150	3-6	1.50	2+4	2	D	13	171	12	26	10	D%,V
CVA+	49	10	182/160	3-6	1.50	2+4	2	D	13	173	12	26	10	D%,V, R
SCS	55	12	193/165	3-6	1.50	2+4+1	2	D	32	186	12	26	10	D%,V, N2, Y2
SCSA	55	12	193/165	3-6	1.50	2+4	2	D	32A	182	12	26	10	D%,V,CJ,P

HEAVY BATTLECRUISERS AND VARIANTS

BCG	50	16	180	5-6	1.00	3	3	D	33	177	9	22	10	Y1
BCF	50	16	180	5-6	1.00	3	3	D	34	178	9	22	10	Y1
BCJ	50	16	197	5-6	1.00	3	3	D	64	186	9	22	10	Y1, S, Y2
BCV	50	16	200	5-6	1.00	2+4	3	D	74	183	9	23	10	V,D%
BCS	50	16	203	5-6	1.00	3+2+1	3	D	75	184	9	23	10	V,D%,N1
BCP	50	16	203	5-6	1.00	3+2	3	D	75A	184	9	23	10	V,D%,P,CJ

HEAVY CRUISER AND VARIANTS

CA	43	10	125	5-6	1.00	3	3	D	4	130	8	18	8	
CA+	43	10	139	5-6	1.00	3	3	D	4	165	8	18	8	R
CAR	43	10	129	5-6	1.00	3	3	D	4	160	8	18	8	R
CAR+	43	10	143	5-6	1.00	3	3	D	4	165	8	18	8	R
CC	45	10	137	5-6	1.00	3	3	D	3	143	8	18	9	
CC+	45	10	147	5-6	1.00	3	3	D	3	165	8	18	9	R
CB	48	12	162	5-6	1.00	3	3	D	76	175	8	20	9	
CX	50	16	225	5-6	1.00	4	3	D	55	181	9	23	10	Y1
CVS	46	10	142	5-6	1.00	2+4	3	D	29	168	8	17	9	D%,V
CVS+	46	10	156	5-6	1.00	2+4	3	D	29	170	8	17	9	D%,V, R
CVB	46	10	156	5-6	1.00	2+4	3	D	29A	172	8	17	9	D%,V
CF	43	10	161	5-6	1.00	3	3	D	82	167	8	20	8	Y1, L
CAD	43	10	140	5-6	1.00	3	3	D	87	172	8	19	8	◆, DB, L, Y1
CAD+	43	10	154	5-6	1.00	3	3	D	87	173	8	19	8	◆, DB, R, L

GALACTIC SURVEY CRUISER

GSC	45	12	142/122	5-6	1.00	2	3	D	16	140	8	18	8	◆
GSC+	45	12	152/132	5-6	1.00	2	3	D	16	165	8	18	8	R◆
CVL	44	6	154/134	5-6	1.00	1+2	3	D	16A	167	8	18	8	V◆
CVL+	44	6	164/144	5-6	1.00	1+2	3	D	16A	167	8	18	8	R, V◆
COV	51	42	152	5-6	1.00	2	3	D	51	170	8	18	8	T◆

NEW HEAVY CRUISER

NCA	40	10	147	5-6	1.00	2	3	D	77	175	8	19	8	
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OLD LIGHT CRUISER AND VARIANTS

CL	37	8	98	4-6	0.75	2	3	C	5	120	6	14	6	
CL+	37	8	111	4-6	0.75	2	3	C	5	168	6	14	6	R
ECL	40	6	100	4-6	0.75	2+4	3	C	15	171	6	14	6	N1,E, LA
ACL	40	6	113	4-6	0.75	2+4	3	C	15A	175	6	14	6	N1,E, A
CMC	41	32	100/80	4-6	0.75	2	3	C	31	125	6	14	6	T
MS	30	6	94/80	4-6	0.75	2	3	C	21	158	6	13	6	MS
CLS	35	8	110/95	4-6	0.75	2	3	C	39	125	6	13	6	◆
CVE	37	8	118/103	4-6	0.75	2+2	3	C	39A	172	6	13	6	V◆
CLH	40	4	100/70	4-6	0.75	2	3	C	40	140	6	12	4	
CLD	37	8	104	4-6	0.75	2	3	C	88	173	6	14	6	◆, DB, L, Y1
CLD+	37	8	109	4-6	0.75	2	3	C	88	174	6	14	6	◆, DB, R, L
CLV	37	8	110/88	4-6	0.75	2+4	3	C	89	169	6	13	7	V, D%, L, Y1
CLV+	37	8	115/93	4-6	0.75	2+4	3	C	89	171	6	13	7	V, D%, R, L

Ship Type	G9.0 Crew	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srv	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmdnd Rtngr	Notes
WAR CRUISER (NEW LIGHT CRUISER) AND VARIANTS														
NCL	36	8	116	4-6	0.67	2	3	C	18	170	6	16	6	
NCL+	36	8	120	4-6	0.67	2	3	C	18	173	6	16	6	R
CLC	40	12	143	4-6	0.67	2	3	C	37	175	6	17	7	
NVL	42	8	120/100	4-6	0.67	1+2	3	C	35	173	6	14	6	D%,V
NVS	42	8	128	4-6	0.67	1+2	3	C	60	175	6	15	6	D%,V
NVH	38	8	110/90	4-6	0.67	1+2	3	C	56	177	6	14	6	D%,V,◆
NPF	38	8	110/90	4-6	0.67	1	3	C	56A	181	6	14	6	CJ,P,◆
NCD	36	8	119	4-6	0.67	2	3	C	36	171	6	16	6	DB
NSC	32	8	120/100	4-6	0.67	2	3	C	19	176	6	14	6	Y2,◆
NMS	30	8	116/90	4-6	0.67	2	3	C	30	175	6	14	6	MS
NEC	38	8	102	4-6	0.67	1+4	3	C	20	173	6	15	6	N1,E, LA
NEA	38	8	116	4-6	0.67	1+4	3	C	20A	175	6	15	6	N1,E, A
NER	38	8	116	4-6	0.67	1+4	3	C	63	175	6	15	6	N1,E, A
NAC	38	8	128	4-6	0.67	1+4	3	C	59	175	6	14	6	N1,E, A
LTT	30	6	116/75	4-6	↑	2	3	C†	38	174	6-8	13	6	TG
LBT	48	14	140	4-6	1.00	2	3	D	58	174	8	20	8	
LTV	46	10	134	4-6	1.00	2+2	3	D	57	174	8	16	7	D%, V
NCT	40	32	116/100	4-6	0.67	2	3	C	79	173	6	13	6	T
WAR DESTROYER AND BATTLE FRIGATE														
DW	20	8	97	5-6	0.50	1	4	C	65	176	5	12	5	
DWS	20	8	101/87	5-6	0.50	1	4	C	66	176	5	11	5	◆
DWD	20	8	100	5-6	0.50	1	4	C	67	176	5	12	5	
DWA	20	8	109	5-6	0.50	1+2	4	C	68	176	5	12	5	E,A, N1
DWT	20	8	97/65	5-6	0.50	1	4	C	69	176	5	9	5	
DWM	20	8	95/77	5-6	0.50	1	4	C	70	176	5	10	5	MS
DWC	22	10	107	5-6	0.50	1	4	C	71	176	5	12	5	
CDW	28	28	100/70	5-6	0.50	1	4	C	81	178	5	10	5	T
DWV	25	8	105	5-6	0.50	1+2	4	C	83	177	5	11	6	V
HDW	30	8	120	5-6	0.67	1	4	C	85	180	6	16	6	
DESTROYER AND VARIANTS														
DD	20	6	94	3-6	0.50	1	4	C	6	130	6	12	5	
DD+	20	6	100	3-6	0.50	1	4	C	6	171	6	12	5	R
DE	22	4	96	3-6	0.50	1+4	4	C	14	168	6	11	5	N1,E, LA
DEA	22	4	104	3-6	0.50	1+4	4	C	23	175	6	11	5	N1,E, A
DER	22	4	90	3-6	0.50	1+4	4	C	62	173	6	11	5	N1,E, LA
DAR	22	4	96	3-6	0.50	1+4	4	C	62A	175	6	11	5	N1,E, A
SC	19	6	120/100	3-6	0.50	1	4	C	7	130	6	10	5	◆
SC+	19	6	124/104	3-6	0.50	1	4	C	7	171	6	10	5	R, ◆
DDL	22	6	94	3-6	0.50	1	4	C	27	166	6	12	5	
DDG	22	6	94	3-6	0.50	1	4	C	28	167	6	12	5	Y2
BATTLE FRIGATE														
FFB	18	6	90	4-6	0.50	1	4	C	50	175	5	11	5	Y1
FRIGATE AND VARIANTS														
FF	16	6	71	5-6	0.33	1	4	B	25	127	4	8	3	
FFG	16	6	75	5-6	0.33	1	4	B	26	160	4	9	3	R
FFV	20	4	75/50	5-6	0.33	1+2	4	B	49	172	4	7	5	V
FFE	16	6	80	5-6	0.33	1	4	B	41	168	4	9	3	E, LA
FFA	16	6	90	5-6	0.33	1	4	B	41A	175	4	9	3	E, A
FFR	16	6	80	5-6	0.33	1	4	B	42	168	4	9	3	E, LA
FRA	16	6	90	5-6	0.33	1	4	B	42A	175	4	9	3	E, A
FFL	16	6	69	5-6	0.33	1	4	B	43	165	4	9	3	
FFS	16	6	71/55	5-6	0.33	1	4	B	44	170	4	8	3	◆
FFD	16	6	73	5-6	0.33	1	4	B	45	168	4	9	3	Y2
FFM	16	6	71/60	5-6	0.33	1	4	B	46	170	4	8	3	MS
FFT	12	2	68/50	5-6	0.33	1	4	B	47	140	4	8	3	
FFP	10+10	2	75/50	5-6	0.33	1	4	B	48	140	4	8	3	
CFF	28	32	79/55	5-6	0.33	1	4	B	80	150	4	8	3	T
FCR	12+6	2	76/58	5-6	0.33	-	4	B	84	173	4	7	3	LA, E
FLG	26	26	80/65	5-6	0.33	1	4	B	86	134	4	8	4	◆, MS
FLG+	26	26	83/68	5-6	0.33	1	4	B	86	170	4	8	4	◆, MS, R

Ship Type	G9.0 Crew	D7.0 Brdg Prtg	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srv	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
POLICE CUTTER AND VARIANTS														
POL	6	2	40	6	0.33	1	4	A	12	127	2	7	3	N
PV	18	2	97	5-6	0.50	1+4	4	B	24	176	4	8	4	V, Y2
TUGS, TUG+POD COMBINATIONS, AND PODS														
TUG	22	2	88/60	2-6	↑	1	3	↑	8	135	7-11	15	8	N3, TG
TUG+	22	2	96/68	2-6	↑	1	3	↑	8	165	7-11	15	8	R, N3, TG
BT	50	10	168	2-6	1.50	1	2	E	10	145	7-11	25	10	N3
BT+	50	10	196	2-6	1.50	1	2	E	10	165	7-11	25	10	N3, R
BTL	40	10	145	2-6	1.00	1	3	D	58	174	7-11	22	10	N3
BTL+	40	10	153	2-6	1.00	1	3	D	58	174	7-11	22	10	N3, R
CVT	46	6	162/94	2-6	1.50	1+4	2	E	22	172	7-11	20	9	D%, V, N3
BTV	66	14	204	2-6	2.00	1+2	2	F	78	170	11	28	10	V, D%
P-CVA	24	4	74/34	-	Δ	0+4	4°	-	22	172	4	+5	+1	D%, V, N5
P-CVL	16	4	36	-	Δ	0+2	4°	-	57	167	4	+3	+1	D%, V, N5
P-SL	4+30	2	48/20	-	Δ	-	4°	-	9	137	4	+3	-	
P-BP	28	8	88/45	-	Δ	-	4°	-	10	145	4	+10	+2	N5
P-BP+	28	8	108/65	-	Δ	-	4°	-	10	165	4	+10	+2	R, N5
P-LB	18	8	55/40	-	Δ	-	4°	-	58	174	4	+7	+2	N5
P-CP	0	0	21/15	-	■	-	4°	-	11	135	4	+0	-	
P-R	20	4	44/22	-	■	-	4°	-	52	160	4	+2	-	
P-T	35	62	40/24	-	Δ	1	4°	-	53	160	4	+3	-	T
P-SD	6	2	28/10	-	■	-	4°	-	54	170	4	+2	-	
P-PF	20	2	38/24	-	■	-	4°	-	72	181	4	+1	-	P, CJ, ◆
SEPARATED SAUCER SECTIONS														
BB Scr	30	8	130	2-6	1.00	-	3°	C	73	175‡	7	19	10	N4, CJ
BB Scr-S	30	8	100/50	-	Δ	-	3°	-	73	175‡	5	9	5	CJ
DN Scr	30	8	90	2-6	0.50	-	4°	C	-	167	6	12	10	N4
DN ScrS	30	8	60/30	2-6	Δ	-	4°	-	-	167	5	7	5	N4
DN+ Scr	30	8	100	2-6	0.50	-	4°	C	-	172	6	13	10	N4
DN+ ScrS	30	8	70/40	2-6	Δ	-	4°	-	-	172	5	8	5	N4
DNG Scr	30	8	115	2-6	0.50	-	4°	C	-	175	6	14	10	N4
DNG ScrS	30	8	85/55	2-6	Δ	-	4°	-	-	175	5	9	5	N4
CVA Scr	25	6	100	2-6	0.50	-	4°	C	-	171	6	12	10	N4
CVA ScrS	25	6	70/40	2-6	Δ	-	4°	-	-	171	5	9	5	N4
SCS Scr	25	6	107	2-6	0.50	-	4°	C	-	186	6	12	10	N4, Y2
SCS ScrS	25	6	77/47	2-6	Δ	-	4°	-	-	186	5	9	5	N4, Y2
BC Scr	25	8	93/58	2-6	0.50	-	4°	C	-	177	5	9	5	
BC ScrS	25	8	85/54	2-6	Δ	-	4°	-	-	177	5	9	5	
CB Scr	25	8	70/35	2-6	0.50	-	4°	C	76	175	5	7	5	
CB Scr-S	25	8	35	-	Δ	-	4°	-	76	175	5	6	5	
CC Scr	20	5	66/26	-	Δ	-	4°	-	-	143	5	5	4	
CA Scr	20	5	60/20	-	Δ	-	4°	-	-	130	5	5	3	
CVS Scr	20	5	74/34	-	Δ	-	4°	-	-	168	5	5	4	
NCA Scr	26	6	100/25	-	Δ	2	4°	-	77	175	4	7	3	
GSC Scr	20	4	93/21	-	Δ	-	4°	-	-	140	5	5	3	◆
NCL Scr	§	§	§	-	Δ	-	4°	-	-	170	4	5	3	
DD Scr	§	§	§	-	Δ	-	4°	-	-	130	4	5	3	
Tug Scr	§	§	§	-	Δ	-	4°	-	-	135	5	4	3	
FF Scr	§	§	§	-	Δ	-	4°	-	-	127	3	3	1	

N1: Federation escort with extra drone/fighter storage; see (R2.R5).

N2: Spare shuttles on SCS include 2 admin, 2 F-14, 2 F-18, 1 A-20. Ship could have been built in Y182.

N3: Docking points: 7 with one (or no) pods, 11 with two pods (pods, not pod weights).

N4: Lower ratings for docking points, explosion strength, and command rating are used if the warp engine is dropped.

N5: Two carrier and/or battle pods will not increase the command rating any more than one will.

§ Saucer will have entire crew of original ship. Economic value unchanged; combat value 15% of original.

Ship Type	G9.0 Crew	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srv	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
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THE KLINGON DEEP SPACE FLEET (R3.0)

BATTLESHIP AND VARIANTS

B10	81	32	316	2-6	2.00	2+2	2	E	17	195	36	44	10	D%,L,Y2,V
B10B	81	32	327	2-6	2.00	2+2	2	E	17	195	36	44	10	D%,L,Y2,V
B10K	81	32	348	2-6	2.00	2+2	2	E	17	195	36	44	10	D%,L,Y2,V
B10A	81	32	372	2-6	2.00	2+2	2	E	17A	195	36	44	10	D%,L,LA,Y2,V
B10S	87	30	360	2-6	2.00	2+4	2	E	84	189	38	40	10	D%,LA,V,P,Y2
B10V	86	30	360	2-6	2.00	2+4+2	2	E	83	184	38	40	10	D%,LA,V,CJ,Y2
B11	85	32	387	2-6	2.00	2+2	2	E	82	178½	40	47	10	D%,LA,V,CJ

See B10 rules sections for data on the possibility that these units could have been in service two decades earlier than they were. Note that the date for the B10V is the date the ship could have entered service in that configuration, but no B10 was ever completed as a B10V. In a campaign where battleships are built, the Klingons build the first B10 in Y173, the B10V in Y175, the B11 in Y178, and the B10S in Y180. Other races build their battleships in Y175 and corresponding variants two years after the Klingons build each variant type.

DREADNOUGHT AND VARIANTS

C9	62	24	205	3-6	1.50	2	2	D	2	167	12	29	10	
C9A	62	24	231	3-6	1.50	2	2	D	71	175	12	30	10	
C9B	62	24	211	3-6	1.50	2	2	D	2	168	12	29	10	R
C9K	62	24	215	3-6	1.50	2	2	D	2	175	12	29	10	R
C8	60	24	211	3-6	1.50	2	2	D	3	167	12	31	10	
C8B	60	24	218	3-6	1.50	2	2	D	3	168	12	31	10	R
C8K	60	24	226	3-6	1.50	2	2	D	3	175	12	31	10	R
C8V	66	20	235/220	3-6	1.50	2+6	2	D	28	174	13	30	10	D%,V
C8S	68	20	253/228	3-6	1.50	2+2	2	D	70	179	12	30	10	D%,V,P

HEAVY BATTLECRUISER AND VARIANTS

C7	55	20	180	5-6	1.00	2	3	C	72	177	8	24	10	Y1
C7A	55	20	190	5-6	1.00	2	3	C	73	184	8	24	10	Y2
C7V	55	20	202	5-6	1.00	2+2	3	C	86	182	9	27	10	V,D%
C7S	55	20	202	5-6	1.00	2+1	3	C	87	184	9	27	10	V,P,D%

D7 BATTLECRUISER AND VARIANTS

D7	45	14	121	5-6	1.00	1	3	B	4	135	7	19	8	
D7C	47	16	139	5-6	1.00	2	3	B	31	143	7	20	9	
D7V	47	10	123	5-6	1.00	1+2	3	B	44	172	7	18	8	D%,V
D7A	45	14	131	5-6	1.00	1	3	B	8	165	7	19	8	Y1
D7B	45	14	128	5-6	1.00	1	3	B	4	165	7	19	8	R
D7D	45	14	148	5-6	1.00	1	3	B	42	176	7	18	8	
D7E	40	16	140/120	5-6	1.00	1	3	B	43	137	7	17	8	◆
D7K	45	14	131	5-6	1.00	1	3	B	4	175	7	19	8	R
D7L	47	16	141	5-6	1.00	2	3	B	31A	175	7	20	9	
D7M	44	6	125	5-6	1.00	1	3	B	74	168	7	27	8	S, +
D7N	45	12	154/119	5-6	1.00	1	3	B	45	137	7	18	8	
D7P	44	8	113	5-6	1.00	1	3	B	22A	180	7	17	8	P, ◆
D7W	50	16	155	5-6	1.00	2	3	B	88	175	8	21	9	
DX	56	24	225	5-6	1.00	2	3	B	40	181	8	25	10	Y1
D7DX	56	24	235	5-6	1.00	2	3	B		183	8	24	10	Y1
FD7	45	14	147	5-6	1.00	1	3	B	92	162	7	22	8	Y1, L
FD7K	45	14	150	5-6	1.00	1	3	B	92	169	7	22	8	R, L

E7 HEAVY CRUISER

E7	39	14	130	5-6	1.00	1	3	B	102	174	7	19	8	Y1, L
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Ship Type	G9.0 Crew	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Svc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
D6 BATTLECRUISER AND VARIANTS														
D6	44	14	113	5-6	1.00	1	3	B	5	122	7	18	8	
D6B	44	14	123	5-6	1.00	1	3	B	5	165	7	18	8	R
AD6	40	10	119	5-6	1.00	1	3	B	76	176	7	18	8	E, A
D6D	46	6	113	5-6	1.00	1	3	B	32	135	7	18	8	DB, ♦
D6E	40	10	132/112	5-6	1.00	1	3	B	46	125	7	16	8	♦
D6G	51	44	120/90	5-6	1.00	1	3	B	48	125	7	15	8	T
D6J	44	14	123/98	5-6	1.00	1	3	B	36	124	7	18	7	
D6K	44	14	130	5-6	1.00	1	3	B	5	175	7	18	8	R
D6M	44	6	125	5-6	1.00	1	3	B	33	168	7	27	8	S, +
D6P	44	8	113	5-6	1.00	1	3	B	22	179	7	17	8	P, ♦
D6S	42	12	130/100	5-6	1.00	1	3	B	47	160	7	17	8	Y1, ♦
D6V	45	8	114	5-6	1.00	1+2	3	B	21	167	7	18	8	V, D%

D5W NEW HEAVY CRUISER

D5W 45 12 150 5-6 1.00 1 3 B 89 175 7 20 8

D5W has a special form of Limited Aegis. See ship descriptions and (D13.4).

D5 WAR CRUISER AND VARIANTS

D5	40	8	110	5-6	0.67	1	3	B	23	168	6	17	6	
AD5	40	8	120	5-6	0.67	1	3	B	29	175	6	17	6	E, A
D5A	40	8	118	5-6	0.67	1	3	B	24	172	6	17	6	
D5C	43	10	126	5-6	0.67	1	3	B	49	169	6	18	7	
D5D	40	8	111	5-6	0.67	1	3	B	50	170	6	17	6	DB
D5E	40	8	110	5-6	0.67	1	3	B	51	170	6	17	6	E, LA
D5F	40	8	110	5-6	0.67	1	3	B	52	172	6	17	6	
D5G	44	34	110/95	5-6	†	1	3	B†	53	170	6-7	14	6	T, TG
D5H	36	6	95	5-6	†	1	3	B†	54	170	6-7	15	6	TG
D5I	36	6	100	5-6	0.67	1	3	B	55	175	6	17	6	ISF
D5J	40	8	114/95	5-6	0.67	1	3	B	37	172	6	17	5	
D5K	40	8	112	5-6	0.67	1	3	B	56	175	6	17	6	R
D5L	43	10	132	5-6	0.67	1	3	B	57	175	6	18	7	R
D5M	38	8	115/100	5-6	0.67	1	3	B	58	170	6	15	6	MS
MD5	40	8	118	5-6	0.67	1	3	B	75	170	6	22	6	S, +
D5N	42	12	125/110	5-6	0.67	1	3	B	59	171	6	16	6	
D5P	44	6	125/100	5-6	0.67	1	3	B	60	179	6	14	6	P, ♦
D5S	40	6	120/100	5-6	0.67	1	3	B	61	169	6	15	6	♦
D5V	44	8	115/103	5-6	0.67	1+2	3	B	62	170	6	15	6	D%, V

Note that all D5s and D5 Variants have a special form of Limited Aegis. See ship descriptions and (D13.4).

CRUISERS PURCHASED FROM ROMULANS

RKL 36 10 110 5-6 0.67 1 3 B 63 174 7 16 6 L, CP

HF5 HEAVY WAR DESTROYER

HF5 38 12 112 5-6 0.67 1 4 A 95 180 5 17 5

F6 BATTLE FRIGATE

F6 26 12 108 4-6 0.67 1 4 A 64 176 5 15 5 L, S

F5W WAR DESTROYER AND VARIANTS

F5W	28	12	99	5-6	0.50	—	4	A	97	176	4	13	4	
F5WK	28	12	102	5-6	0.50	—	4	A	97	177	4	13	4	R
FWC	28	12	104	5-6	0.50	—	4	A	98	176	4	13	5	
FWL	28	12	107	5-6	0.50	—	4	A	98	177	4	13	5	R
FWV	30	10	108/98	5-6	0.50	1+2	4	A	93	176	4	12	5	V, Y1
FWVK	30	10	111/101	5-6	0.50	1+2	4	A	93	176	4	12	5	V, R

Ship Type	G9.0 Crew	D7.0 Brdg Pts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Svc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmdr Ratng	Notes
F5 FRIGATE AND VARIANTS														
F5	22	8	71	4-6	0.50	—	4	A	6	135	4	10	4	
F5B	22	8	76	4-6	0.50	—	4	A	6	165	4	10	4	R
FX	30	12	120	5-6	0.50	1	4	A	41	181	4	15	7	Y1
AF5	22	8	100	4-6	0.50	—	4	A	78	175	4	10	4	E, A
F5C	26	12	94	4-6	0.50	1	4	A	34	143	4	11	5	
F5D	22	6	90	4-6	0.50	—	4	A	35	137	4	11	4	
F5E	22	8	90	4-6	0.50	—	4	A	77	170	4	11	4	E, LA
F5G	26	30	90/60	4-6	0.50	—	4	A	90	155	4	10	4	T
F5I	22	8	68	4-6	0.50	—	4	A		150	4	10	4	ISF
F5J	22	8	75/60	4-6	0.50	—	4	A	38	136	4	10	3	
F5K	22	8	81	4-6	0.50	—	4	A	6	175	4	10	4	R
F5L	26	12	97	4-6	0.50	1	4	A	34	175	4	11	5	R
F5M	20	6	75/60	4-6	0.50	—	4	A	27	168	4	10	4	MS
F5S	20	6	80/60	4-6	0.50	—	4	A	20	138	4	10	4	◆
F5V	24	6	90/70	4-6	0.50	1+2	4	A	30	167	4	9	5	V
F5R	16+6	4	81/56	4-6	0.50	—	4	A	94	173	4	9	4	LA, E
E6 BATTLE FRIGATE														
E6	19	10	90	4-6	0.50	—	4	A	101	177	4	11	4	Y1, L
E5 BATTLE ESCORT														
E5	20	6	77	4-6	0.33	1	4	A	65	172	5	9	4	L
E5K	20	6	79	4-6	0.33	1	4	A	65	175	5	9	4	L, R
E4 ESCORT AND VARIANTS														
E4	14	6	55	4-6	0.33	—	4	A	7	121	3	8	3	
E4B	14	6	59	4-6	0.33	—	4	A	7	165	3	8	3	R
E4A	14	6	60	4-6	0.33	—	4	A	25A	175	3	8	3	E, A
E4D	15	6	63	4-6	0.33	—	4	A	79	174	3	8	3	
E4E	14	6	50	4-6	0.33	—	4	A	25	167	3	8	3	E, LA
E4J	14	6	62/40	4-6	0.33	—	4	A	39	135	3	8	2	
E4V	16	6	55/50	4-6	0.33	—	4	A	80	169	3	7	3	V, ISF
E4I	14	6	50	4-6	0.33	—	4	A		140	3	8	3	ISF
E4G	22	26	55/36	4-6	0.33	—	4	A	91	126	3	6	3	T
G4	24	26	65/45	4-6	0.33	1	4	A	96	130	3	7	4	◆, MS
G4B	24	26	68/48	4-6	0.33	1	4	A	96	169	3	7	4	◆, MS, R
E3 SMALL ESCORT AND VARIANTS														
E3	12	5	42	5-6	0.33	—	4	A	18	120	2	7	3	N
E3A	12	5	48	5-6	0.33	—	4	A	26A	175	2	7	3	E, A, N
E3D	12	5	40	5-6	0.33	—	4	A	81	164	2	7	3	N, ISF
E3E	12	5	40	5-6	0.33	—	4	A	26	167	2	7	3	E, LA, N
G2 POLICE SHIP AND VARIANTS														
G2C	12	6	53	5-6	0.33	—	4	A	99	130	2	7	4	N
G2	10	4	46	5-6	0.33	—	4	A	19	127	2	6	3	ISF, N
STARBASE VARIANT														
SBA	250	50	Varies	—	■	6	1	—	100	169	—	55+	10	◆, Y2, A, LA

Ship Type	G9.0 Crew	D7.0 Brdg Pts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Svc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmdnd Ratng	Notes
TUGS, TUG+POD COMBINATIONS, AND PODS														
TGA	20	7	125/110	3-6	†	1	3	†	9	141	7	20	8	TG
TGB	18	3	106/70	3-6	†	1	3	†	10	124	7	18	6	TG
CVT	40	13	158/139	3-6	1.00	1+4	3	E	16	168	7	24	9	V, D%, Y2
BT	40	19	187	3-6	1.00	1	3	E	14	145	7	28	10	
TSC	40	13	214/179	3-6	1.50	1+4	3	E	85	184	8	22	9	V,P,D%, ♦
P-C1	0	0	14/10	-	■	-	4°	-	11	124	3	0	-	
P-P2	3	1	28/15	-	■	-	4°	-	12	124	3	+4	+0	
P-T3	23	40	30/20	-	Δ	-	4°	-	13	124	3	+2	+0	T
P-B4	10	6	31	-	■	1	4°	-	14	145	3	+4	+2	N2
P-H5	10	3	14/12	-	■	0+2	4°	-	15	168	3	+2	+1	Y2,V, N2
P-PF6	10	2	20/12	-	■	-	4°	-	66	179	3	0	+0	P, ♦
P-V7	14	4	25	-	■	0+4	4°	-	67	175	4	0	+1	D%,V, N2
P-D8	10	6	22	-	■	-	4°	-	68	150	3	+3	+0	DB, ♦
P-R9	10	2	34/18	-	■	-	4°	-	69	160	3	+2	+0	
P-S10	20	6	80/60	-	■	0+4	4°	-	85	184	5	+2	+1	V, P, D%, ♦

SEPARATED BOOM SECTIONS

B-Bm	18	8	125	2-6	1.00	-	3°	C	-	185	7	17	10	Y2, N1
B-BmS	18	8	83/41	2-6	Δ	-	3°	-	-	185	5	7	5	Y2, N1
C-Bm	12	6	75	2-6	0.50	-	4°	C	-	167	5	10	10	Y1, N1
C-BmS	12	6	54/33	2-6	Δ	-	4°	-	-	167	4	5	5	Y1, N1
C7-Bm	10	6	70/50	2-6	0.33	-	4°	B	-	181	3	2	5	Y1
C7-BmS	10	6	62/46	2-6	Δ	-	4°	-	-	181	3	2	5	Y1
D-Bm	9	4	58/30	-	Δ	-	4°	-	-	122	3	2	4	
DJ-Bm	9	4	60/40	2-6	0.25	-	4°	A	36	124	3	2	3	
DJ-BmS	9	4	52/36	2-6	Δ	-	4°	-	36	124	3	2	3	
D5-Bm	8	4	55/26	-	Δ	-	4°	-	-	168	3	2	3	
D5J-Bm	8	4	60/30	2-6	0.25	-	4°	A	37	172	3	2	3	
D5J-BmS	8	4	52/26	2-6	Δ	-	4°	-	37	172	3	2	3	
F6-Bm	8	4	40/25	-	Δ	-	4°	-	-	176	2	1	3	Y1
F-Bm	6	3	35/20	-	Δ	-	4°	-	-	135	2	1	3	
FJ-Bm	6	3	40/25	2-6	0.125	-	4°	A	38	136	2	1	3	
FJ-BmS	6	3	36/23	2-6	Δ	-	4°	-	38	136	2	1	3	
EJ-Bm	5	2	33/18	-	Δ	-	4°	-	39	135	2	1	2	

Note that one B10 boom was operational as an independent unit before any B10s entered service.

Notes:

N1: These use the lower command, docking, and explosion ratings if the warp engines have been dropped.

N2: Two carrier and/or battle pods will not increase the command rating any more than one will.

ISF: Ships used by the Internal Security Forces.

Ship Type	G9.0 Crew	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Svc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
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THE IMPERIAL ROMULAN FLEET (R4.0)

NEW SERIES ("HAWK") SHIPS BUILT DURING THE GENERAL WAR

BATTLESHIP

KCN	80	24	415	3-6	2.00	2+2	2	E	81	175‡	36	33	10	V, CJ
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DREADNOUGHT AND VARIANTS

CON	60	20	234	5-6	1.50	2	2	E	6	170	12	28	10	R
CON+	60	20	246	5-6	1.50	2	2	E	6	176	12	28	10	
CNV	66	16	220	5-6	1.50	2+4	2	E	45	175	12	26	10	V
ROC	66	20	266	5-6	1.50	2	2	E	44	183	12	28	10	P
PHX	66	20	244	5-6	1.50	2+4	2	E	49	184	12	26	10	P, V

HEAVY CRUISER AND VARIANTS

FH-A	40	12	174	5-6	1.00	1	3	C	38	171	8	19	8	Y1
FH-K	40	12	179	5-6	1.00	1	3	C	38	174	8	19	8	
FH-F	40	12	169	5-6	1.00	1	3	C	75	175	8	26	8	S, +
KH-A	55	20	219	5-6	1.00	1	3	C	37	183	8	23	9	S, UNV
KH-K	55	20	224	5-6	1.00	1	3	C	37	183	8	24	9	S, Y1
NH-K	42	16	192	5-6	1.00	1	3	C	72	174	8	21	9	
SUP-A	45	15	192	5-6	1.00	1+2	3	C	34	170	8	21	9	V
SUP-B	42	8	196/181	5-6	1.00	1+4	3	C	29	173	8	19	9	V
SUP-K	45	15	197	5-6	1.00	1+2	3	C	34A	174	8	22	9	V
TH	47	14	196	5-6	1.00	1+2	3	C	50	183	8	19	9	L, V, P, ◆
RH-K	42	16	192	5-6	1.00	1	3	C	73	175	8	21	9	
SUN	45	15	203	5-6	1.00	1+2	3	C	82	182	8	22	9	V
FFH-A	40	12	183	5-6	1.00	1	3	C	87A	172	8	21	8	Y1, L
FFH-K	40	12	188	5-6	1.00	1	3	C	87	173	8	21	8	Y1, L
RG-K	40	12	179	5-6	1.00	1	3	C	90	173	8	20	8	Y2, L

SPARROWHAWK WAR CRUISER AND VARIANTS

SPA	36	10	125	5-6	0.67	1	3	B	14	168	7	16	6	
SPB	38	8	125/110	5-6	0.67	1+2	3	B	15	168	7	14	8	V
SPC	40	10	130/114	5-6	0.67	1	3	B	16	168	7	14	6	◆
SPD	32	6	110	5-6	0.67	1	3	B	17	168	7	14	6	MS
SPE	38	6	123	5-6	0.67	1	3	B	18	182	7	14	6	P, ◆
SPF	32	6	120	5-6	0.67	1	3	B	19	168	7	23	6	S, +
SPG	44	48	143/110	5-6	0.67	1	3	B	20	168	7	14	6	T
SPH	34	8	124/100	5-6	0.67	1	3	B	31	168	7	14	6	
SPJ	36	8	173	5-6	0.67	1	3	B	51	177	7	16	6	S
SPL	40	10	133	5-6	0.67	1	3	B	71	173	7	17	7	
SPM	36	10	150	5-6	0.67	1	3	B	70	175	7	17	6	E, A, Y1
SPR	32	8	135/115	5-6	0.67	1	3	B	52	170	7	14	6	

SABERHAWK HEAVY WAR DESTROYER

SBH	25	10	120	5-6	0.67	—	4	A	89	181	5	17	6	
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SKYHAWK DESTROYER AND VARIANTS

SKA	22	8	102	6	0.50	—	4	A	21	168	4	12	5	
SKB	24	6	92	6	0.50	0+2	4	A	22	168	4	10	6	V
SKC	24	6	93	6	0.50	—	4	A	23	182	4	10	5	P
SKD	20	6	95	6	0.50	2	4	A	24	168	4	10	5	MS
SKE	22	8	95	6	0.50	1	4	A	25	168	4	12	5	E, LA
SKEA	22	8	105	6	0.50	1	4	A	25A	175	4	12	5	E, A
SKF	22	8	110/90	6	0.50	1	4	A	26	168	4	10	5	◆
SKG	30	24	107/92	6	0.50	2	4	A	27	168	4	10	5	T
SKH	18	6	93/85	6	0.50	1	4	A	28	168	4	10	5	
SKL	25	10	122	6	0.50	1	4	A	74	172	4	14	6	
SKP	—	—	11	—	■	—	4°	—	28A	168	2	0	+0	

Ship Type	G9.0 Crew	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Svc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
SEAHAWK FRIGATE AND VARIANTS														
SEA	16	6	80	6	0.33	—	4	A	76	174	4	8	3	N
SEB	18	4	75	6	0.33	0+1	4	A	77	174	4	8	4	V,N
SEC	16	6	105/80	6	0.33	—	4	A	78	174	4	8	3	◆,N
SED	16	6	84	6	0.33	—	4	A	79	174	4	8	3	E,LA,N
SEE	16	6	92	6	0.33	—	4	A	80	175	4	8	3	E,A,N
SEG	23	25	85/65	6	0.33	—	4	A	86	177	4	7	3	T
SEL	18	8	90	6	0.33	—	4	A	91	176	4	10	4	N, Y1, L

K-SERIES ("KESTREL") SHIPS PURCHASED FROM THE KLINGONS**BATTLESHIPS**

K10R	84	30	418	2-6	2.00	2+2	2	E	83	175‡	36	40	10	V, CJ, N2, CP
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KLINGON C9 DREADNOUGHT CONVERTED TO ROMULAN SERVICE

K9R	64	20	250	3-6	1.50	2	2	D	40	172	12	27	10	Y2, UNV
K9RB	64	20	269	3-6	1.50	2	2	D	40	172	12	27	10	R

KLINGON C7 HEAVY BATTLECRUISER CONVERTED TO ROMULAN SERVICE

KCR	55	20	215	5-6	1.00	2	3	C	84	181	8	23	10	CJ, N2, CP
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KLINGON D7C COMMAND CRUISER CONVERTED TO ROMULAN SERVICE

KRC	48	16	171	5-6	1.00	1	3	B	32	165	7	19	9	
KRL	48	16	181	5-6	1.00	2	3	B	32	170	7	19	9	R

KLINGON D7 BATTLECRUISER CONVERTED TO ROMULAN SERVICE

K7R	44	12	150	5-6	1.00	1	3	B	35	167	7	19	8	
K7V	44	6	174	5-6	1.00	2+2	3	B	65	173	7	18	8	V,UNV
K7RB	44	12	166	5-6	1.00	1	3	B	35	170	7	19	8	R

KLINGON D6 BATTLECRUISER CONVERTED TO ROMULAN SERVICE

KR	40	10	115	5-6	1.00	1	3	B	4	160	7	17	8	
KRB	40	10	132	5-6	1.00	1	3	B	4	170	7	17	8	R
KRE	42	8	150/115	5-6	1.00	1	3	B	60	170	7	16	8	◆
KRG	50	48	133/103	5-6	1.00	1	3	B	57	166	7	15	8	T
KRP	46	6	124/104	5-6	1.00	1	3	B	58	182	7	17	8	P,◆
KRM	44	6	142	5-6	1.00	1	3	B	36	168	7	26	8	S,+
KRS	44	6	150/115	5-6	1.00	1	3	B	59	170	7	16	8	Y1◆
KRV	44	6	142	5-6	1.00	1+2	3	B	56	170	7	17	8	V
KRVB	44	6	159	5-6	1.00	1+2	3	B	56	172	7	17	8	V,R

KLINGON T6 TUG CONVERTED TO ROMULAN SERVICE

KRT	20	6	140/128	3-6	1.00	1	3	†	33	162	7	18	6	TG
P-C1	0	0	14/10	—	■	—	4°	—	33A	162	3	0	—	

KLINGON D5 WAR CRUISER CONVERTED TO ROMULAN SERVICE

KDR	36	8	137	5-6	0.67	1	3	B	61	174	6	16	6	N1, Y2, L
KDV	44	8	130/120	5-6	0.67	1+2	3	B	66	174	6	14	6	V,UNV, Y2

KLINGON F5 FRIGATE CONVERTED TO ROMULAN SERVICE

K5R	20	5	78	4-6	0.50	—	4	A	5	160	4	9	4	
K5B	20	5	84	4-6	0.50	—	4	A	5	170	4	9	4	R
K5C	24	10	98	4-6	0.50	1	4	A	63	162	4	11	5	
K5D	20	5	88	4-6	0.50	—	4	A	55	175	4	10	4	E, A
K5L	24	10	104	4-6	0.50	1	4	A	63	170	4	11	5	R
K5M	20	6	85/67	4-6	0.50	—	4	A	64	168	4	9	4	MS
K5S	18	4	85/60	4-6	0.50	—	4	A	11	164	4	9	4	◆

KLINGON F6 BATTLE FRIGATE CONVERTED TO ROMULAN SERVICE

KFR	26	12	120	4-6	0.67	1	4	A	62	176	5	14	5	CJ, S
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Ship Type	G9.0 Crew	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srv	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
KLINGON E4 ESCORT CONVERTED TO ROMULAN SERVICE														
K4R	13	4	60	4-6	0.33	-	4	A	10	168	3	7	3	
K4D	13	4	64	4-6	0.33	-	4	A	67	172	3	7	3	E, LA
K4B	13	4	63	4-6	0.33	-	4	A	10	168	3	7	3	R

OLD SERIES ("EAGLE") SHIPS CONVERTED FROM SUBLIGHT SHIPS
WAR EAGLE HEAVY CRUISER AND VARIANTS

WE	20	5	100	5-6	1.00	-	3	D	3	162	5	13	8	*
WER	20	5	103	5-6	1.00	-	3	D	3	172	5	13	8	R, *
KE	25	8	140	5-6	1.00	1	3	D	39	169	5	17	9	*
FE	16	2	90/50	5-6	1.00†	-	3	D	30	165	5	12	3	*
F-Pal	-	-	10	-	■	-	4°	-	30A	165	3	+0	-	
WB+	15	5	60	-	Δ	-	3	-	2	158	5	7	8	R, *
WB	15	5	45	-	Δ	-	3	-	2	33	5	4	8	*
SE	18	4	110/80	5-6	1.00	1	3	D	12	166	5	13	8	*♦
CE	28	24	110/70	5-6	1.00†	1	3	D	54	166	5	12	3	T, *
PE	18	4	120/90	5-6	1.00†	1	3	D	53	166	5	13	3	*, ♦

HAWK DESTROYER AND VARIANTS

BH	16	5	85	5-6	0.50	1	4	D	46	162	5	10	6	*
H+	16	5	50	-	Δ	1	4	-	47	158	5	10	6	R, *
H-S	16	5	30	-	Δ	1	4	-	48	33	5	-	6	*
WH	20	5	87/60	5-6	0.50	1+1	4	D	7	165	5	9	6	V, *
CH	22	4	93/58	5-6	0.50	1	4	D	13	182	5	9	6	P, *
PEL	14	5	72/40	4-6	0.50	1	4	D	8	164	5	6	6	*, MS
BHE	16	5	79	5-6	0.50	1	4	D	69	172	5	10	6	E, LA, *
COH	24	24	95/55	5-6	0.50	1	4	D	85	166	5	9	6	T, *
BHF	10+6	4	97/78	5-6	0.50	-	4	D	88	174	5	10	6	LA, E, *

FALCON MAULER

FAL	12	2	88	4-6	1.00	-	3	D	9	164	5	21	8	S, +, *
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SNIPER FRIGATE AND VARIANTS

SNS	10	4	38	-	Δ	-	4	-	41	33	2	4	3	N, *
SNA	10	4	65	5-6	0.25	-	4	D	42	162	2	5	3	N, *
SNB	10	4	75	5-6	0.25	-	4	D	43	169	3	6	3	N, *
SNP	10	4	55	5-6	0.25	-	4	D	42A	162	2	5	3	N, *, No Cloak
SNE	10	4	78	5-6	0.25	-	4	D	68	172	2	6	3	N, E, LA *

NOTE: All Romulan ships include the cloaking device except for freighters, Q-ships, pods, pallets, and the Snipe-P police ship. Romulan bases may be equipped with the cloaking device and, if so equipped, must add 15% to their BPV to pay for it. The presence or absence of a cloaking device on any given base is known before the scenario begins (and before the attacking player selects or deploys his forces).

N1: The KDR was the conversion of three D5s which arrived in the year shown. See rule for additional information.

N2: Could have been built, if Klingons provided the hull required.

Ship Type	G9.0 Crew	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srv	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
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THE KZINTI BATTLE FLEET (R5.0)

BATTLESHIP

BB	87	36	344	2-6	2.00	3+3	2	F	57	175†	36	41	10	V, CJ
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DREADNOUGHT AND VARIANTS

SSCS	70	30	251	4-6	1.50	3+3	2	E	24	196	12	32	10	Y1, P, V, ♦
SCS	65	24	224	4-6	1.50	3+3	2	E	11	181	12	32	10	Y1, P, V
DN	62	20	225	4-6	1.50	2	2	E	42	167	12	31	10	Y1
CVA	65	20	215	4-6	1.50	2+6	2	E	25	173	12	32	10	V, Y1

HEAVY BATTLECRUISER, STRIKE CARRIER

BCH	54	20	180	5-6	1.00	2	3	E	43	180	8	24	10	Y1
CV	50	20	147	5-6	1.00	3+3	3	E	6	166	8	22	9	V, Y1
CVS	50	20	169	5-6	1.00	3+3	3	E	7	170	8	22	9	V, Y1, R
BCV	54	20	202	5-6	1.00	3+3	3	E	59	181	8	24	10	V
BCS	54	20	205	5-6	1.00	2+2	3	E	60	182	8	24	10	V, P

STRIKE CRUISER, HEAVY CRUISER, BATTLE CRUISER AND VARIANTS

CS	40	16	116	5-6	1.00	2	3	C	2	125	7	19	8	
BC	40	16	128	5-6	1.00	2	3	C	3	160	7	20	8	R, Y1
BF	40	16	142	5-6	1.00	2	3	C	66	165	7	23	8	Y1, L
CC	44	20	135	5-6	1.00	2	3	C	4	147	7	21	9	
CD	40	16	113	5-6	1.00	2	3	C	47	133	7	19	8	DB, ♦
CA	40	16	126	5-6	1.00	2	3	C	48	138	7	20	8	
CVL	40	15	117	5-6	1.00	2+2	3	C	9	166	7	19	8	V, Y1
CVL+	40	15	142	5-6	1.00	2+2	3	C	9	170	7	19	8	V, Y1, R
SR	40	8	120/100	5-6	1.00	4	3	C	37	166	7	15	8	Y1, ♦
SRV	40	8	128/108	5-6	1.00	2+2	3	C	37A	168	7	15	8	V, ♦
CCH	50	24	147	5-6	1.00	2	3	C	61	175	7	22	9	

NEW HEAVY CRUISER

NCA	40	18	130	5-6	1.00	2	3	C	62	175	7	21	8	
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LIGHT CRUISER AND VARIANTS

CL	30	10	84	5-6	0.67	1	3	B	5	122	5	14	6	
CL+	30	10	96	5-6	0.67	1	3	B	5	166	5	14	6	
CLG	36	30	84/59	5-6	0.67	2	3	B	63	127	6	11	6	T
CVE	30	10	89	5-6	0.67	1+2	3	B	10	166	5	15	6	V
CVE+	30	10	101	5-6	0.67	1+2	3	B	10	170	5	15	6	V, R

MEDIUM CRUISER (WAR CRUISER) AND VARIANTS

CM	33	12	110	5-6	0.67	1	3	B	19	170	6	16	6	
MAC	33	12	112	5-6	0.67	1	3	B	29	175	6	16	6	E, A
MCC	36	14	125	5-6	0.67	1	3	B	26	173	6	17	7	Y1
MCG	39	32	110/95	5-6	0.67	1	3	B	54	173	6	13	6	T
MCV	34	10	112	5-6	0.67	2+2	3	B	27	174	6	14	6	V
MDC	32	12	110	5-6	0.67	1	3	B	31	170	6	16	6	DB
MEC	33	12	101	5-6	0.67	1	3	B	28	170	6	16	6	E, LA
MMS	30	8	110/102	5-6	0.67	1	3	B	30	172	6	15	6	MS
MPF	34	10	110	5-6	0.67	1	3	B	33	179	6	13	6	P♦
MSC	32	10	120/100	5-6	0.67	1	3	B	32	172	6	15	6	♦
MTT	30	8	120/95	5-6	†	1	3	B†	34	171	6	14	6	TG

DESTROYER AND VARIANTS

DD	30	12	90	5-6	0.50	1	4	B	35	160	4	13	4	
DDV	34	10	80/65	5-6	0.50	0	4	B	56	163	4	10	4	V, Y1
PFT	30	8	86/73	5-6	0.50	1	4	B	22	181	4	11	6	P, ♦

HEAVY WAR DESTROYER

HDW	30	10	120	5-6	0.67	1	4	B	69	182	5	18	5	
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MASTER SHIP CHART

STAR FLEET BATTLES

Ship Type	G9.0 Crew	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srv	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
WAR DESTROYER AND VARIANTS														
DW	28	8	84	5-6	0.50	1	4	B	44	174	5	12	4	Y2
DWA	28	8	90	5-6	0.50	1	4	B	51	175	5	12	4	E, A
DWD	28	8	86	5-6	0.50	1	4	B	52	175	5	12	4	Y2
DWE	28	8	80	5-6	0.50	1	4	B	50	174	5	12	4	Y2,E, LA
DWG	28	28	89/60	5-6	0.50	1	4	B	65	177	5	10	4	T
DWL	32	10	98	5-6	0.50	1	4	B	45	174	6	13	5	Y2
DWS	26	6	90/80	5-6	0.50	1	4	B	49	174	5	11	4	Y2◆
DWV	29	6	90	5-6	0.50	1+2	4	B	67	176	4	11	5	Y2
SDW	28	4	105	5-6	0.50	1	4	B	71	177	4	12	4	◆, DB, Y1
FRIGATE AND VARIANTS														
FF	20	6	62	5-6	0.33	1	4	A	8	122	4	9	3	
FF+	20	6	71	5-6	0.33	1	4	A	8	166	4	9	3	R
AFF	20	6	74	5-6	0.33	1	4	A	20A	175	4	9	3	E, A
DF	21	4	74	5-6	0.33	1	4	A	23	134	4	10	3	DB
EFF	20	6	65	5-6	0.33	1	4	A	20	168	4	9	3	E, LA
FCR	10+6	2	63/43	5-6	0.33	—	4	A	68	168	4	7	3	LA, E
FFG	24	26	81/51	5-6	0.33	1	4	A	64	128	4	7	3	T
FFK	20	6	80	5-6	0.33	1	4	A	46	167	4	9	4	
FH	24	8	70	5-6	0.33	1	4	A	41	160	4	10	3	S
FLG	25	16	77/57	5-6	0.33	1	4	A	70	139	4	8	4	◆, MS
FLG+	25	16	78/58	5-6	0.33	1	4	A	70	168	4	8	4	◆, MS, R
MS	18	2	70/45	5-6	0.33	1	4	A	21	168	4	8	3	MS
Pol	20	6	60	5-6	0.33	1	4	A	36	130	4	8	3	
SDF	20	4	90	5-6	0.33	1	4	A	55	160	4	10	3	◆
SF	18	4	90/55	5-6	0.33	1	4	A	18	127	4	8	4	◆
TUGS, TUG+POD COMBINATIONS, AND PODS														
TGT	28	8	114/90	4-6	†	2	3	†	12	130	7	19	6	TG
TGC	32	10	120	4-6	†	2	3	†	53	165	7	20	8	TG
CVT	54	18	158/144	4-6	1	2+4	3	E	14A	167	7	23	9	V, TG
TSC	54	18	209/177	4-6	1.50	2+4	3	E	58	183	8	22	9	V, P, ◆
P-C1	0	0	14/10	—	■	—	4°	—	13	130	3	+0	—	
P-V2	11	4	19/12	—	■	0+2	4°	—	14	167	3	+2	+1	V, N1
P-B3	12	8	37	—	■	—	4°	—	15	135	3	+6	+2	N1
P-SD4	6	6	30/20	—	■	—	4°	—	16	130	3	+4	+0	
P-T5	23	40	31/20	—	△	—	4°	—	17	130	3	+2	+0	T
P-PF6	12	4	20/12	—	■	—	4°	—	40	180	3	+0	+0	P◆
P-V7	14	4	25	—	■	0+4	4°	—	38	175	4	+0	+1	V,Y1, N1
P-R8	10	2	34/18	—	■	—	4°	—	39	160	3	+2	+0	
P-SC9	22	8	77/57	—	■	0+4	4	—	58	183	4	+2	+1	V, P, N1, ◆

N1: Two carrier and/or battle pods will not increase the command rating any more than one will.
 All Kzinti ships have increased drone percentages specified by (FD10.6) and (S3.223).

Ship Type	G9.0 Crew	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
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THE GORN CONFEDERATION FLEET (R6.0)

BATTLESHIP

BB	84	32	376	2-6	2.00	4+2	2	F	47	175‡	36	41	10	V, CJ
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DREADNOUGHT AND VARIANTS

DN	66	30	215	4-6	1.50	4	2	E	11	171	12	27	10	
DNF	66	30	229	4-6	1.50	4	2	E	11	175	12	27	10	R
CVA	70	24	240	4-6	1.50	2+4	2	E	48	175	12	27	10	V, CJ, Y2
SCS	70	24	268	4-6	1.50	2+4	2	E	20	183	12	27	10	V, P

HEAVY BATTLECRUISER AND VARIANTS

BCH	50	20	192	5-6	1.00	3	3	D	40	180	8	22	10	Y1
BCV	50	20	212	5-6	1.00	3+4	3	D	49	181	8	22	10	V, CJ
BCS	50	20	216	5-6	1.00	3+2	3	D	50	182	8	22	10	V, P

HEAVY CRUISER AND VARIANTS

CA	48	16	120	5-6	1.00	3	3	D	2	121	8	19	8	
CA+	48	16	146	5-6	1.00	3	3	D	2	170	8	19	8	R
BC	48	16	160	5-6	1.00	3	3	D	19	175	8	19	8	R
CC	50	20	124	5-6	1.00	3	3	D	18	140	8	19	9	
CC+	50	20	150	5-6	1.00	3	3	D	18	170	8	19	9	R
CCF	50	20	164	5-6	1.00	3	3	D	18	175	8	19	9	R
CCH	50	20	171	5-6	1.00	3	3	D	51	175	8	20	9	
CVS	52	16	180	5-6	1.00	1+4	3	D	52	175	8	19	8	V, CJ
BF	48	16	169	5-6	1.00	3	3	D	55	168	8	20	8	Y1, L
HSR	48	16	180/120	5-6	1.00	3	3	D	60	181	8	17	8	◆, L
HSRV	48	16	180/120	5-6	1.00	3+3	3	D	60A	181	8	17	8	◆, V, L

MEDIUM CRUISER (NEW HEAVY CRUISER) AND VARIANTS

CM	42	14	161	5-6	1.00	2	3	D	39	173	8	18	8	
CS	42	14	161	5-6	1.00	2	3	D	42	173	8	18	8	
MCC	44	14	168	5-6	1.00	2	3	D	43	175	8	19	9	

LIGHT CRUISER AND VARIANTS

CL	32	8	92	4-6	0.67	2	3	D	3	121	6	14	6	
CL+	32	8	108	4-6	0.67	2	3	D	3	170	6	14	6	R
CLF	32	8	122	4-6	0.67	2	3	D	3	175	6	14	6	R
CLA	32	8	142	4-6	0.67	2	3	D	38A	175	6	14	6	E, A
CLE	32	8	134	4-6	0.67	2	3	D	38	173	6	14	6	E, LA
COM	38	32	100/75	4-6	0.67	2	3	D	29	125	6	14	6	T
CV	36	8	120	4-6	0.67	2+4	3	D	16	173	6	14	6	V, Y1
LSC	30	8	110/80	4-6	0.67	2	3	D	10	170	6	12	6	Y1◆
SR	32	8	115/95	4-6	0.67	2	3	D	30	150	6	13	6	◆
SRV	32	8	115/95	4-6	0.67	2+2	3	D	30A	175	6	13	6	V, ◆

HEAVY DESTROYER (WAR CRUISER) AND VARIANTS

HDD	32	12	111	5-6	0.67	1	3	C	12	170	6	13	6	
HDD+	32	12	117	5-6	0.67	1	3	C	12	170	6	13	6	R
CDD	36	12	132	5-6	0.67	1	3	C	21	173	6	15	7	
HCD	38	32	116/96	5-6	0.67	1	3	C	44	172	6	12	6	T
HDA	30	10	130	5-6	0.67	1	3	C	25	175	6	15	6	E, A
HDE	30	10	116	5-6	0.67	1	3	C	24	174	6	15	6	E, LA
HDP	32	10	126/106	5-6	0.67	1	3	C	26	182	6	14	6	P, ◆
HDS	30	10	131/106	5-6	0.67	1	3	C	23	173	6	12	6	◆
HDT	26	8	116/86	5-6	†	1	3	C†	28	173	6	12	6	TG
HDV	32	10	116/101	5-6	0.67	1+2	3	C	27	174	6	13	6	V
HMS	30	10	116/96	5-6	0.67	1	3	C	22	173	6	13	6	MS

HEAVY BATTLE DESTROYER

HBD	28	12	115	5-6	0.67	1	4	B	58	181	5	16	6	
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Ship Type	G9.0 Crew	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srv	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
BATTLE DESTROYER (WAR DESTROYER) AND VARIANTS														
BDD	24	8	96	5-6	0.50	1	4	B	17	169	4	11	5	
BDD+	24	8	98	5-6	0.50	1	4	B	17	175	4	11	5	R
BDA	24	8	99	5-6	0.50	1	4	B	36A	175	4	11	5	E, A
BDE	24	8	89	5-6	0.50	1	4	B	36	174	4	11	5	E, LA
BDG	30	32	100/75	5-6	0.50	1	4	B	54	173	4	9	5	T
BDL	30	12	103	5-6	0.50	1	4	B	31	172	4	12	6	
BDP	24	6	100/80	5-6	0.50	1	4	B	46	182	4	10	5	P, ◆
BDS	24	8	95/75	5-6	0.50	1	4	B	45	169	4	10	5	◆
BDV	24	6	101/86	5-6	0.50	1+2	4	B	56	176	4	10	6	V, Y1
DESTROYER AND VARIANTS														
DD	20	6	68	4-6	0.50	1	4	C	4	120	4	10	4	
DD+	20	6	74	4-6	0.50	1	4	C	4	170	4	10	4	R
DDF	20	6	91	4-6	0.50	1	4	C	4	175	4	10	4	R
DDG	26	30	76/68	4-6	0.50	1	4	C	53	127	4	8	4	T
DDL	24	10	100	4-6	0.50	1	4	C	32	165	4	12	5	
DE	20	6	80	4-6	0.50	1	4	C	37	173	4	10	4	E, LA
DEA	20	6	90	4-6	0.50	1	4	C	37A	175	4	10	4	E, A
FCR	18+6	6	66/56	4-6	0.50	—	4	C	57	176	4	9	4	LA, E
FLG	25	16	75/55	4-6	0.50	1	4	C	59	138	4	8	5	◆, MS
FLG+	25	16	77/57	4-6	0.50	1	4	C	59	171	4	8	5	◆, MS, R
MS	20	4	70/55	4-6	0.50	1	4	C	15	168	4	9	4	MS
PFT	20	4	87/72	4-6	0.50	1	4	C	14	182	4	8	4	P, ◆
SC	20	6	80/55	4-6	0.50	1	4	C	13	125	4	9	4	◆
FRIGATE AND POLICE SHIP														
FF	12	4	45	4-6	0.33	1	4	B	33	125	3	7	3	
FF+	12	4	50	4-6	0.33	1	4	B	33	170	3	7	3	R
TUGS, TUG+POD COMBINATIONS, AND PODS														
Tug	23	4	96/44	2-6	↑	2	3	↑	5	130	8	14	8	TG
P-C	0	0	20/15	—	■	—	4°	—	6	130	3	0	—	
P-T	18	32	50/30	—	Δ	2	4°	—	7	130	3	+3	+0	T
P-SL	5+20	6	40/20	—	Δ	1	4°	—	9	130	3	+2	+0	
P-HB	20	8	45/96	—	■	—	4°	—	8	150	3	+4	+2	
P-HB+	20	8	60/120	—	■	—	4°	—	8	175	3	+4	+2	R
P-LB	10	2	20/50	—	■	—	4°	—	41	173	3	+4	+2	
P-LBE	10	2	16/34	—	■	—	4°	—	41A	173	3	+4	+2	UNV
P-PF	20	6	38/24	—	■	—	4°	—	34	182	3	+1	+0	P, ◆
P-R	20	4	40/20	—	■	—	4°	—	35	160	3	+2	+0	

Ship Type	G9.0 Crew	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srv	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmd Ratng	Notes
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THE THOLIAN DEFENSE FLEET (R7.0)

DREADNOUGHT AND VARIANTS

D	45	14	175	4-6	1.00	2	2	C	5	167	10	26	10	
DP	45	14	183	4-6	1.00	2	2	C	31	170	10	26	10	R
DPW	45	14	208	4-6	1.00	2	2	C	69	184	10	26	10	R

HEAVY CRUISER AND VARIANTS

C	34	10	120	4-6	0.67	1	3	B	6	147	7	15	8	
CVA	40	8	141	4-6	0.67	1+4	3	B	9	173	7	15	10	V
CC	36	10	148	4-6	0.67	1	3	B	15	165	7	18	9	
CCP	36	10	148	4-6	0.67	1	3	B	33	170	7	18	9	R,L
CCW	36	10	163	4-6	0.67	1	3	B	67	184	7	18	9	R
CA	34	10	128	4-6	0.67	1	3	B	20	160	7	16	8	R
CAP	34	10	128	4-6	0.67	1	3	B	32	170	7	16	8	R,L
CAW	34	10	143	4-6	0.67	1	3	B	68	184	7	16	8	R
CCH	36	10	153	4-6	0.67	1	3	B	41	175	7	18	9	
CPA	34	10	128	4-6	0.67	1	3	B	43	179	7	16	8	Y1, L

WAR CRUISER AND VARIANTS

CW	30	10	126	5-6	0.67	1	3	B	19	179	6	15	6	Y1
CWS	28	8	130/110	5-6	0.67	1	3	B	21	179	6	14	6	Y1, ♦
CWP	30	10	126	5-6	0.67	1	3	B	23	179	6	15	6	Y1
CWA	30	10	140	5-6	0.67	1	3	B	37	179	6	16	6	E, A, Y1
CWM	28	8	120/100	5-6	0.67	1	3	B	24	179	6	14	6	MS, Y1
LTT	26	8	120/90	5-6	↑	1	3	B↑	22	179	6-7	13	6	TG, Y1
CT	46	52	132/140	5-6	0.83	1	3	B	27	179	6	13	6	T, Y1
PFW	32	8	132/102	5-6	0.67	1	3	B	38	181	6	13	6	P, ♦
CWH	32	10	135	5-6	0.67	1	3	B	39	180	7	16	8	
CWV	36	8	126	5-6	0.67	1+2	3	B	907	180	6	15	6	V
CHP	32	10	135	5-6	0.67	1	3	B	40	180	7	16	8	

Note: Construction of CWs and variants is contingent on availability of Neo-Tholian technology. See ship description.

Docking point factor for an LTT is increased to 7 when carrying a pod.

DESTROYER AND VARIANTS

DD	18	8	80	5-6	0.50	1	4	A	4	115	4	10	5	N
DDP	18	8	80	5-6	0.50	1	4	A	34	170	4	10	5	N,R,L
PFT	20	6	70	5-6	0.50	1	4	A	8	180	5	7	3	V, P, ♦

PATROL CORVETTE AND VARIANTS

PC	12	6	59	5-6	0.33	1	4	A	2	83	4	8	3	N
PC+	12	6	65	5-6	0.33	1	4	A	3	98	4	8	3	R, N
BW	20	6	65	5-6	0.33	1+2	4	A	7	169	4	7	5	V
CMC	22	24	60/50	5-6	0.33	1	4	A	26	110	4	8	3	T, N
CPC	12	4	55/50	5-6	0.33	1	4	A	11	90	4	7	3	N, TG
DPC	12	6	59	5-6	0.33	1	4	A	16	112	4	7	3	N
DPC+	12	6	65	5-6	0.33	1	4	A	16	165	4	7	3	R, N
FCR	10+6	4	59/54	5-6	0.33	—	4	A	42	172	4	7	3	N, TG, LA, E
MS	12	4	60/50	5-6	0.33	1	4	A	13	168	4	7	3	MS, N
PCA	12	6	77	5-6	0.33	1	4	A	29	175	4	7	3	E, A, N
PCE	12	6	71	5-6	0.33	1	4	A	28	170	4	7	3	E, LA, N
PPC+	12	6	65	5-6	0.33	1	4	A	30	170	4	7	3	N, L
PR	12	4	60/50	5-6	0.33	1	4	A	18	160	4	7	3	N, TG
SC	12	4	90/50	5-6	0.33	1	4	A	12	125	4	6	3	N, ♦

The CPC is nimble only when NOT carrying a pack or pod.

WEB TENDER

WT	10	5	70/30	3-6	0.33	1	4	C	10	150	3	11	3	ML
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CAPTURED SHIP

TK5	20	6	80	4-6	0.50	1	4	A	17	170	5	10	4	CP
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Ship Type	G9.0 Crew	D7.0 Brdg Pts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srv	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
CARGO PACKS														
C-P	0	0	6	—	■	—	5°	—	14	85	1	+0	—	
R-P	8	0	10	—	■	—	5°	—	25B	179	1	+0	+0	
T-P	22	44	12/50	—	■	—	5°	—	25C	179	1	+0	+0	T
P-P	4	0	10	—	■	—	5°	—	25D	179	1	+3	+0	
SD-P	5	2	15	—	■	—	5°	—	25E	179	1	+2	+0	
B-P	5	2	20/30	—	■	—	5°	—	25F	179	1	+2	+0	
P1-P	5	2	18/36	—	■	—	5°	—	25G	179	1	+2	+0	

PURCHASED FEDERATION CARGO POD

CPF	0	0	21/15	—	■	—	4°	—	36	150	4	+0	+0	Y1
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NEO-THOLIAN SHIPS (R7.60)

NBB	80	26	376	3-6	2.00	2+2	2	D	60	178	32+2+2	33+3+4	10	HG, P, V
NBB Collar	8	2	30	—	■	0	4	—	60	178	2	3	+0	HG
NDN	60	20	240	4-6	1.50	2	2	C	62	178	12-10	24+4	10	L
NSCS	64	20	260	4-6	1.50	2+4	2	C	65	186	12-10	24+4	10	P, V, L
NCA	45	15	170	5-6	1.00	2	3	B	63	178	8-6	16+4	8	L
NCL	36	12	136	5-6	0.67	2	3	B	64	178	6-4	13+4	6	L
NDD	27	9	100	5-6	0.50	1	4	A	71	178	5-4	8+3	5	HG
NFF	18	6	75	6	0.33	1	4	A	72	178	4-3	6+3	3	HG
LCM	9	2	30/20	4-6	0.25	—	4°	A	73	178	1	3	2	HG, L, N
CoM	12	4	56/36	3-6	0.25	—	4°	A	61	178	2	4	5	L, N
FCoM	12	4	62/42	3-6	0.25	—	4°	A	61	178	2	4	6	L, N
SCoM	12	4	66/46	3-6	0.25	—	4°	A	66	186	2	4	6	V, L, N

Command ratings assume the normal assignment of command modules. (Ratings of ships and command modules are not additive.) NCA or NCL with FCoM or SCoM add one. NDN or NSCS with CoM subtract one. NBB is 10 with either command module. Ship without command module, subtract 3. Absence of a Light Command Module from the NDD or NFF reduced the commanding rating by 2.

Docking points: Lower number is used without a command module attached.

Explosion strengths show the rear hull (first) and command module separately.

Neo-Tholian BB shows the "collar" as the middle number in the Docking and Explosion columns; lack of this collar has no effect on the command rating.

HG: These Neo-Tholian ships existed, but not in this galaxy. Service date given is date of arrival of 312th Battle Squadron.

SPECIAL: THOLIAN UNITS WITH WEB CASTER (R7.R2)

Mon+Pal	36	15	106/166	2-6	0.50	2	3	D	R1.22	184	6	18	6	ML
SBW	250	50	See Descrp.	—	■	6	1	—	R1.1	180	—	54+	10	A, ◆
BATSW	100	24	See Descrp.	—	■	4	2	—	R1.2	183	—	18+	9	A, ◆
NSB	250	50	690	—	■	6	1	—	R1.1	178	—	54+	10	HG, ◆

THOLIAN MONITORS

MNP	30	15	85/145	2-6	0.50	2	3	D	R7.35	170	6	18	6	ML
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NOTE: The Tholian PC and Neo-Tholian ships were in service (in the Tholian Home Galaxy) long before the dates shown.

Y83 is the date of the first contact between the Klingons and Tholians.

See (S8.223) for command ratings of Tholian ships in Tholian space.

Ship Type	G9.0 Crew	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srv	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
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THE ORION PIRATES (R8.0)

HEAVY CRUISER AND VARIANTS

CA	30	16	127	5-6	1.00	2	3	B	3	132	7	27	8	
CA+	30	16	135	5-6	1.00	2	3	B	3	169	7	27	8	R
CV	36	10	160	5-6	1.00	2+2	3	B	28	175	7	27	8	V
BC	35	18	150	5-6	1.00	2	3	B	27	175	8	28	9	
BCH	40	20	180	5-6	1.00	2	3	C	17	180	10	30	10	Y1
DN	50	26	280	4-6	1.50	3	2	D	26	175†	12	38	10	CJ

CAPTURED KLINGON CRUISER

OK6	42	16	130	5-6	1.00	2	3	B	15	165	8	28	8	CP, Y1
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HEAVY BATTLE RAIDER

BRH	30	16	145	5-6	1.00	2	3	B	29	175	7	28	8	
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BATTLE RAIDER AND VARIANTS

BR	26	16	115	6	0.67	2	3	A	13	168	6	25	6	
CVS	30	10	120	6	0.67	1+2	3	A	16	171	6	24	6	D%, V
BRP	26	10	125	6	0.67	1	3	A	19	180	6	23	6	P
BRC	36	36	120/95	6	0.67	2	3	A	30	173	6	23	6	T
AR	26	16	100	6	0.67	2	3	A	22	166	6	23	6	Y1

OTHER ORION CRUISERS

HR	23	14	108	5-6	0.75	2	3	A	20	165	6	24	6	Y1
DCR	38	16	167	4-6	1.00	3	3	B	31	172	8	29	8	Y1, L
HDW	24	12	110	6	0.67	1	4	A	34	182	5	25	5	

RAIDER CRUISER AND VARIANTS

CR	20	12	92	6	0.67	2	3	A	2	127	5	22	6	N
CR+	20	12	100	6	0.67	2	3	A	2	169	5	22	6	R, N
MR	20	12	110	6	0.67	2	3	A	21	168	5	23	6	Y1, N

SALVAGE CRUISER AND VARIANTS

SAL	36	20	112/90	4-6	0.67	2	3	C	4	150	6	22	6	
SAL+	36	20	116/94	4-6	0.67	2	3	C	4	169	6	22	6	R
CVL	38	18	130/90	4-6	0.67	2+2	3	C	6	170	6	23	6	V, D%
PFT	36	18	138/98	4-6	0.67	2	3	C	9	180	6	23	6	P

WAR DESTROYER AND VARIANTS

DW	24	12	80	6	0.50	1	4	A	18	174	4	20	5	N
DWS	24	12	100/80	6	0.50	1	4	A	24	175	4	19	5	N, ◆
DWV	26	10	85	6	0.50	1+2	4	A	32	177	4	19	5	N, V

DOUBLE RAIDER AND VARIANTS

DBR	20	12	100	6	0.50	2	4	A	14	168	6	22	6	N
DBP	24	6	110	6	0.50	2	4	A	25	180	6	22	6	P

LIGHT RAIDER AND VARIANTS

LR	12	8	68	6	0.33	1	4	AA	7	129	3	17	3	N
LRS	12	8	88/68	6	0.33	1	4	AA	23	150	3	16	3	N, ◆
LR+	12	8	73	6	0.33	1	4	AA	7	169	3	17	3	N, R
FCR	10+6	4	87/70	6	0.33	—	4	AA	33	173	3	17	3	N, LA, E

ORION VARIANTS OF GENERIC CARGO SHIPS

OFT	8	4	80/32	4-6	0.50	1	4	C	10	126	3	16	3	
F-L	2	—	61/18	1-6	0.50	—	4	D	11	120	6	5	0	ML
F-S	1	—	26/12	1-6	0.33	—	4	C	11	120	3	2	0	ML

See (R8.12) for Q-ships. See (R8.11) for Armed Priority Transports, Repair Freighters, and Armed Freighters.

SLAVER CARGO SHIP AND VARIANTS

SLV	12	8	83/60	3-6	0.25	1	4	D	5	129	3	15	3	N
VIK	20	24	83	3-6	0.25	1	4	D	8	129	3	15	3	T, N

ORION BASES

BS	40	10	200/75	—	■	2	3	—	R1.3	129	—	11+	8	◆ No ph-4
BATS	80	30	500/125	—	■	4	2	—	R1.2	165	—	18+	9	◆ No ph-4

Note: See (C6.521) for double HET bonuses. This does not apply to freighters in Orion service.

Ship Type	G9.0 Crew	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
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THE ROYAL HYDRAN FLEET (R9.0)

BATTLESHIP

MNR	80	24	390	4-6	2.00	5+6	2	E	55	175‡	36	39	10	V, CJ
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DREADNOUGHT AND VARIANTS

PAL	54	18	180	4-6	1.50	3+4	2	D	4	169	12	27	10	V
PAL+	54	18	200	4-6	1.50	3+4	2	D	4	172	12	27	10	V, R
ID	60	18	205	4-6	1.50	2+6	2	D	42	173	12	26	10	V, N1
LP	64	26	210	4-6	1.50	3+2	2	D	54	180	12	27	10	V, P, N1

HEAVY BATTLECRUISER AND VARIANTS

OV	50	20	180	5-6	1.00	2+2	3	C	43	180	10	22	10	V, Y1
OS	50	20	202	5-6	1.00	2+6	3	C	56	182	10	21	10	V, N1
OM	50	20	206	5-6	1.00	2+3	3	C	57	183	10	21	10	V, P

COMMAND CRUISERS AND HEAVY COMMAND CRUISERS

LC	40	18	126	5-6	1.00	2+3	3	C	40	134	9	19	9	V
LM	40	18	138	5-6	1.00	2+3	3	C	19	160	9	19	9	V
LB	40	18	150	5-6	1.00	2+1	3	C	30	162	9	20	9	V
CHA	45	18	150	5-6	1.00	2+3	3	C	58	175	10	21	9	V
CHC	45	18	162	5-6	1.00	2+1	3	C	59	175	10	22	9	V

HEAVY CRUISER AND VARIANTS

RN	35	12	93	5-6	1.00	2+3	3	C	2	134	9	18	8	V
RN+	35	12	111	5-6	1.00	2+3	3	C	2	170	9	18	8	V, R
DG	36	14	130	5-6	1.00	2+1	3	C	8	158	9	20	8	V
DG+	36	14	148	5-6	1.00	2+1	3	C	8	170	9	20	8	V, R
CAV	40	10	140/105	5-6	1.00	2+6	3	C	15	170	9	15	8	V, N1
CAV+	40	10	148/113	5-6	1.00	2+6	3	C	15	175	9	15	8	V, N1, R
THR	36	14	160	5-6	1.00	2+1	3	C	67	167	9	22	8	V, Y1, L
PIC	33	12	107/77	5-6	1.00	2+3	3	C	68	171	9	15	8	V, ♦, Y1, L
PIC+	33	12	125/95	5-6	1.00	2+3	3	C	68	172	9	15	8	V, ♦, R, L
PICV	33	12	119/89	5-6	1.00	2+3	3	C	68A	171	9	15	8	V, ♦, Y1, L
PICV+	33	12	137/107	5-6	1.00	2+3	3	C	68A	172	9	15	8	V, ♦, R, L

NEW HEAVY CRUISERS

CHY	36	14	131	5-6	1.00	2+2	3	C	62	176	9	19	8	V
MHK	35	12	111	5-6	1.00	2+2	3	C	61	176	9	18	8	V
IRQ	36	14	136	5-6	1.00	2+1	3	C	60	176	9	20	8	V

MEDIUM CRUISER (WAR CRUISER) AND VARIANTS

MNG	34	12	100	5-6	0.67	1+2	3	B	49	176	8	15	6	V, Y2
TAR	35	12	125	5-6	0.67	1	3	B	50	176	8	16	6	Y2
COS	40	10	125/105	5-6	0.67	1+3	3	B	47	176	8	13	6	V, Y2, N1
COM	40	12	120	5-6	0.67	1+2	3	B	51	176	8	16	7	V, Y2
APA	42	12	139	5-6	0.67	2	3	B	52	177	8	17	7	Y2

LIGHT CRUISER (WAR CRUISER) AND VARIANTS

HR	30	10	83	5-6	0.67	1+2	3	B	10	168	7	15	6	V
HR+	30	10	95	5-6	0.67	1+2	3	B	10	173	7	15	6	V, R
TR	31	12	105	5-6	0.67	1	3	B	11	169	7	16	6	
TR+	31	12	117	5-6	0.67	1	3	B	11	173	7	16	6	R
BAR	32	14	121	5-6	0.67	1+2	3	B	32	173	7	16	7	V
NVL	36	10	90/80	5-6	0.67	1+3	3	B	33	173	7	13	6	V, N1
NVL+	36	10	102/92	5-6	0.67	1+3	3	B	33	174	7	13	6	V, N1, R
NEC	30	10	95	5-6	0.67	1+2	3	B	34	173	7	14	6	V, E, LA
NEC+	30	10	107	5-6	0.67	1+2	3	B	34	174	7	14	6	V, E, LA, R
NAC	30	10	105	5-6	0.67	1+2	3	B	34A	175	7	14	6	V, E, A
NAC+	30	10	117	5-6	0.67	1+2	3	B	34A	175	7	14	6	V, E, A, R
NMS	28	8	90/70	5-6	0.67	1	3	B	35	173	7	12	6	V, MS
NSC	28	8	120/100	5-6	0.67	1+1	3	B	36	173	7	13	6	V♦
NSC+	28	8	130/110	5-6	0.67	1+1	3	B	36	174	7	13	6	R, V♦
NPF	34	8	118/103	5-6	0.67	1	3	B	37	180	7	12	6	P, ♦
LTT	24	4	80/70	5-6	†	1	3	B†	38	172	7	11	6	V, TG
CAT	37	34	100/75	5-6	0.67	2+1	3	B	53	173	7	13	6	T

STAR FLEET BATTLES

MASTER SHIP CHART

Ship Type	G9.0 Crew	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Svc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Rtngr	Notes
DESTROYER AND VARIANTS														
LN	22	8	67	6	0.50	1+2	4	B	3	134	5	11	4	V
LN+	22	8	77	6	0.50	1+2	4	B	3	172	5	11	4	V, R
KN	23	10	80	6	0.50	1	4	B	9	158	5	12	4	
KN+	23	10	90	6	0.50	1	4	B	9	172	5	12	4	R
CNT	30	10	94	6	0.50	1+2	4	B	63	173	5	13	5	V
DA	22	8	90	6	0.50	1+2	4	B	16A	175	5	11	4	E, A
DDS	22	6	90/60	6	0.50	1+1	4	B	71	171	5	10	4	◆, V, L, Y1
DDS+	22	6	99/69	6	0.50	1+1	4	B	71	172	5	10	4	◆, V, L, R
DDP	22	6	80/50	6	0.50	1+1	4	B	72	179	5	9	4	◆, V, L, P, Y2
LNH	30	12	90	5-6	0.67	1+2	4	B	73	172	6	15	5	V, Y1, L
DE	22	8	80	6	0.50	1+2	4	B	16	169	5	11	4	E, LA
ERL	30	10	96	6	0.50	1	4	B	64	173	5	14	5	
LNG	29	28	77/57	6	0.50	2+1	4	B	65	138	5	9	4	T
MS	20	4	75/65	6	0.50	2	4	B	14	168	5	9	4	MS
MS+	20	4	77/67	6	0.50	2	4	B	14	173	5	9	4	MS, R
SR	20	8	105	6	0.50	1+1	4	B	31	145	5	9	4	V, ◆
SRG	31	34	130	6	0.50	1+1	4	B	31B	158	5	9	4	T, V◆
SRV	20	8	117	6	0.50	1+1	4	B	31A	158	5	9	4	V, ◆
UH	26	6	108/85	6	0.50	2+4	4	B	17	169	5	10	6	V, N1
WAR	30	10	105	6	0.50	1+1	4	B	48	173	5	13	5	V
WAR DESTROYER AND VARIANTS														
DWF	20	10	85	5-6	0.50	1+1	4	B	74	176	5	11	5	V, Y1
DWL	28	12	110	5-6	0.50	1+1	4	B	75	176	5	14	6	V, Y1
DWH	20	10	95	5-6	0.50	1	4	B	77	176	5	12	5	Y1
DWV	24	10	105	5-6	0.50	1+2	4	B	76	177	5	11	6	V, N1, Y1
DWS	20	10	90/70	5-6	0.50	1+1	4	B	78	177	5	10	5	◆, V, Y1
DWE	20	10	83	5-6	0.50	1+1	4	B	79	173	5	11	5	E, LA, V, Y1
DWA	20	10	93	5-6	0.50	1+1	4	B	79A	175	5	11	5	E, A, V
HDW	30	12	110	5-6	0.67	1+2	4	B	80	182	6	16	6	V
FRIGATE AND VARIANTS														
HN	10	6	48	6	0.33	1	4	A	6	134	4	8	3	
AH	10	4	54	6	0.33	1	4	A	13A	175	4	8	3	E, A
CRU	18	8	76	6	0.33	1	4	A	41	158	4	10	4	
CU	10	6	61	6	0.33	1	4	A	7	158	4	7	3	
CVE	15	6	68/48	6	0.33	1+1	4	A	46	175	4	7	5	V, N1
EH	10	4	50	6	0.33	1	4	A	13	169	4	8	3	E, LA
HNG	20	26	58/38	6	0.33	1	4	A	66	138	4	7	3	T
SAR	18	8	70	6	0.33	1	4	A	44	145	4	10	4	
SC	12	4	60/26	6	0.33	1	4	A	5	134	4	7	3	◆
FCR	8+6	4	62/44	6	0.33	-	4	A	69	169	4	7	3	LA, E
OTHER HYDRAN SHIPS														
PFT	24	6	78/40	3-6	0.67	1	3	D	12	180	8	12	6	P, ◆
D7H	45	20	145	5-6	1.00	1	3	B	18	170	7	18	8	V, CP
GEN	9	4	42	6	0.33	1	4	A	39	142	3	7	3	N
INS	14	14	57/35	6	0.33	1+1	4	A	70	150	3	5	4	◆, N, MS
INS+	14	14	59/37	6	0.33	1+1	4	A	70	167	3	5	4	◆, N, MS, R
TUGS, TUG+POD COMBINATIONS, AND PODS														
TUG	22	6	110/70	4-6	†	1+1	3	†	20	140	9	15	8	V, TG
TUG+	22	6	129/89	4-6	†	1+1	3	†	20	175	9	15	8	V, TG, R
P-C	0	0	14/10	-	■	-	4°	-	21	140	4	+0	-	
P-FC	2	0	15/10	-	■	-	4°	-	22	140	4	+0	+0	
P-FS	10	6	50/90	-	■	-	4°	-	23	165	4	+7	+2	
P-CM	10	6	40/80	-	■	-	4°	-	24	158	4	+6	+2	
P-CE	10	6	28	-	■	-	4°	-	45	140	4	+6	+2	
P-TT	34	60	30/20	-	■	1	4°	-	25	140	4	+0	+0	T
P-SD	10	4	30/25	-	■	-	4°	-	26	140	4	+4	+0	
P-CV	10	4	22	-	■	0+2	4°	-	27	165	4	+1	+1	
P-PF	12	4	36/24	-	■	-	4°	-	28	180	4	+1	+0	P, ◆
P-R	12	4	34/18	-	■	-	4°	-	29	160	4	+2	+0	

NOTES:

N1. This ship is a true carrier. See (R9.R4).

Ship Type	G9.0 Crew	D7.0 Brdg Pts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Svc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmdr Ratng	Notes
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THE ANDROMEDANS (R10.0)

BATTLESHIP

DEV	50	30	610	4-6	2.00	—	2	E	26	205?	72	44	10	L
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DREADNOUGHT

DOM	38	20	457	5-6	1.50	—	2	D	2	184	54	38	10	
DMX	49	20	507	5-6	1.50	—	2	D	40	188	54	44	10	

CRUISERS

INT	24	10	265	6	1.00	—	3	C	3	166	36	23	8	
INF	28	10	258/208	6	1.00	—	3	C	14	174	36	22	8	◆
IMP	28	10	285	6	1.00	—	3	C	27	175	36	27	8	L
INS	24	10	262	6	1.00	—	3	C	41	176	36	26	8	

LIGHT CRUISERS

COQ	20	8	172	6	0.67	—	3	B	8	171	12	18	6	
MIS	24	8	168/134	6	0.67	—	3	B	37	176	12	17	6	◆
EXP	20	8	192	6	0.67	—	3	B	38	177	12	20	6	L
KRA	—	12	—	6	0.67	—	T	B	23	—	—	—	—	Tournament
RAV	20	8	170	6	0.67	—	3	B	42	176	12	19	6	

LARGE SATELLITE SHIPS

PYT	16	8	132	6	0.67	—	4	B	9	171	6	17	5	
MAM	16	8	130	6	0.67	—	4	B	15	171	6	18	5	
ANA	16	8	142	6	0.67	—	4	B	25	178	6	16	5	◆
QNS	12	4	115	6	0.67	—	4	B	39	174	6	16	5	
ELM	12	4	170	6	0.67	—	4	B	43	188	6	18	5	S, +

MEDIUM SATELLITE SHIPS

COB	14	8	83	6	0.50	—	4	A	4	166	4	13	4	
TER	10	4	102	6	0.50	—	4	A	6	184	4	13	4	S, +
EEL	14	8	92	6	0.50	—	4	A	16	173	4	12	4	Y1, ◆
KIN	10	4	90	6	0.50	—	4	A	22	171	4	12	4	
DIA	25	24	100	6	0.50	—	4	A	21	171	4	12	4	T

SMALL SATELLITE SHIPS

VIP	11	6	60	6	0.33	—	4	A	17	166	3	10	3	
COU	10	4	70	6	0.33	—	4	A	5	166	3	9	3	◆
BUL	8	4	70	6	0.33	—	4	A	10	166	3	9	3	
RAT	22	18	80	6	0.33	—	4	A	20	167	3	9	3	T
ASP	8	4	85	6	0.33	—	4	A	24	182	3	10	3	S, +
RS	6	2	48/24	6	0.33	—	4	A	33	166	3	7	3	
OGS	6	2	40/24	6	0.33	—	4	A	34	166	3	7	3	
MLS	6	2	40/24	6	0.33	—	4	A	35	166	3	7	3	
CS	6	2	40/24	6	0.33	—	4	A	36	166	3	7	3	

SPECIAL ANDROMEDAN UNITS

EM-S	—	—	30	—	■	—	4	—	13A	184	3	0	—	
EM-M	—	—	40	—	■	—	4	—	13B	184	3	0	—	
EM-L	—	—	60	—	■	—	4	—	13C	184	3	0	—	
PSS	—	—	25	—	See rule	—	4	A	12	180	1	5	—	

CARGO PODS

P-CM	0	0	28/20	—	■	—	4	—	19	170	4	0	—	
P-CS	0	0	21/15	—	■	—	4	—	18	166	3	0	—	

STAR FLEET BATTLES

MASTER SHIP CHART

Ship Type	G9.0 Crew	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srv	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmdnd Ratng	Notes
BASES														
COR	4	2	50/4	—	■	—	4	—	28	175	4	7	0	non-operable
SAT	12	6	75/200	—	■	—	4	—	11	171	4	17	8	◆
BS	28	14	200/400	—	■	—	3	—	29	175	4+4+4	40	9	◆
BATS	40	20	300/600	—	■	—	2	—	30	180	4+4+4+4	57	10	◆
SB	100	50	1000/600	—	■	—	1	—	7	165	—	54	10	◆
ADefSat	—	—	20	—	■	—	7	—	32	176	—	0	—	
AGB2	5	2	7	—	■	—	5	—	31A	176	2	0	0	
AGBT	5	2	14	—	■	—	5	—	31B	176	2	0	0	
AGSO	8	2	10	—	■	—	5	—	31C	176	2	0	0	
AGMS	16	4	20/8	—	■	—	5	—	31D	176	2	0	0	
AGSA	7	2	8	—	■	—	5	—	31E	176	2	0	0	
AGMG	10	12	20	—	■	—	5	—	31F	176	2	0	0	
AGWS	6	2	22	—	■	—	5	—	31G	176	2	0	0	◆
AGPS	6	2	15	—	■	—	5	—	31H	176	2	0	0	

NOTES: All service dates are when the ships were first observed in action in this galaxy.

See (S8.221) for command ratings. The Andromedans do not use command ratings as such, but use the “two DisDev” rule noted in (S8.221). The command ratings given above are nominal for the class types and may be used in a future campaign situation.

THE LYRAN STAR EMPIRE (R11.0)

BATTLESHIP

BB	80	30	336	3-6	2.00	2	2	E	47	175‡	36	42	10	P, CJ
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DREADNOUGHT AND VARIANTS

DN	62	22	211	3-6	1.50	2	2	D	2	168	14	30	10	P
SCS	64	20	238	3-6	1.50	2+4	2	D	29	179	14	30	10	P, V, D%
CVA	64	20	220	3-6	1.50	2+6	2	D	48	175	14	30	10	V, D%, CJ
DND	22	6	90	5-6	0.50	1	4	B	53	177	5	12	5	Y2

BATTLECRUISER AND VARIANTS

BC	52	20	161	4-6	1.00	2	3	C	3	168	11	23	10	
BCH	56	20	180	4-6	1.00	2	3	C	36	180	11	23	10	P, Y1
BCV	56	20	194	4-6	1.00	2+4	3	C	49	181	11	25	10	V, CJ, D%
BCS	56	20	194	4-6	1.00	2+2	3	C	50	182	11	25	10	P, V, D%

HEAVY CRUISER AND VARIANTS

CA	42	12	133	5-6	1.00	1	3	C	4	120	7	19	9	
CC	45	20	150	5-6	1.00	1	3	C	30	120	7	20	9	
STT	44	10	160	5-6	1.00	1	3	C	21	170	7	27	8	S, +
CV	44	10	131	5-6	1.00	2+4	3	C	12	172	7	19	9	D%, V, Y1
CCH	50	20	170	5-6	1.00	1	3	C	51	175	7	22	9	
CF	42	12	161	5-6	1.00	1	3	C	56	165	7	21	8	Y1, L

NEW HEAVY CRUISER

NCA	40	12	146	5-6	1.00	1	3	C	52	175	8	20	9	
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LIGHT CRUISER AND VARIANT

CL	34	9	92	5-6	0.67	1	3	C	5	120	6	12	6	
JGP	38	12	112	5-6	0.75	1	3	C	61	163	7	16	6	Y1, L

WAR CRUISER AND VARIANTS

CW	34	10	113	5-6	0.67	1	3	B	13	165	7	17	6	
CVL	40	10	120/100	5-6	0.67	2+4	3	B	22	171	7	15	6	V, D%
CWL	40	16	134	5-6	0.67	1	3	B	23	168	7	18	7	
CWE	32	8	118	5-6	0.67	1	3	B	24	171	7	17	6	E, LA
CWA	32	8	128	5-6	0.67	1	3	B	25	175	7	17	6	E, A
CWM	30	8	115/105	5-6	0.67	1	3	B	26	172	7	14	6	MS
CWS	32	8	133/103	5-6	0.67	1	3	B	27	172	7	15	6	Y2, ◆
PFW	36	8	132/102	5-6	0.67	1	3	B	28	178	8	13	6	P, ◆
LTT	30	8	118/98	5-6	†	1	3	B†	33	171	7	15	6	TG
LTV	44	12	145/125	5-6	1.33	1+4	3	D	45	177	7	15	7	D%, V
STJ	36	10	137	5-6	0.67	1	3	B	43	171	7	23	6	S, +
CWG	39	36	115/100	5-6	0.67	1	3	B	44	172	7	14	6	T

Ship Type	G9.0 Crew	D7.0 Brdg Pts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Svc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmdr Ratng	Notes
HEAVY WAR DESTROYER														
HDW	30	10	137	5-6	0.67	1	4	A	59	180	6	17	6	
WAR DESTROYER AND VARIANTS														
DW	27	6	89	6	0.50	1	4	A	14	165	5	13	5	
DWL	30	10	99	6	0.50	1	4	A	38	166	5	14	6	
DWE	27	6	85	6	0.50	1	4	A	39	171	5	13	5	E, LA
DWA	27	6	95	6	0.50	1	4	A	40	175	5	13	5	E, A
DWS	25	6	98/80	6	0.50	1	4	A	41	168	5	13	5	◆
DWM	28	6	90/80	6	0.50	1	4	A	42	168	5	11	5	MS
DWV	30	6	94/80	6	0.50	1+2	4	A	57	173	5	12	6	V
DESTROYER AND VARIANTS														
DD	26	6	79	6	0.50	1	4	B	6	120	4	11	4	
DDG	29	26	81/66	6	0.50	1	4	B	55	124	4	10	4	T
MS	22	4	80/60	6	0.50	1	4	B	8	168	4	10	4	MS
PFT	28	4	82/52	6	0.50	1	4	B	10	178	5	9	5	P, ◆
SC	25	6	100/60	6	0.50	1	4	B	9	120	4	10	4	◆
FRIGATE AND VARIANTS														
FF	18	4	63	6	0.33	1	4	A	7	120	4	9	3	
FFE	18	4	70	6	0.33	1	4	A	11	171	4	9	3	E, LA
FFA	18	4	78	6	0.33	1	4	A	11A	175	4	9	3	E, A
FCR	12+6	4	71/54	6	0.33	—	4	A	58	172	4	7	3	LA, E
FLG	23	14	75/59	6	0.33	1	4	A	60	136	4	7	4	◆, MS
FLG+	23	14	77/61	6	0.33	1	4	A	60	168	4	7	4	◆, MS, R
POLICE CORVETTE AND VARIANTS														
POL	16	4	52	6	0.33	1	4	A	31	125	2	6	3	N
MP	24	8	71	6	0.50	1	4	A	46	170	4	11	3	Y2
LYRAN TUGS AND PALLETS														
TGP	34	6	119/100	3-6	†	1	3	†	15	125	7	17	6	TG
TGC	40	10	134/120	3-6	†	1	3	†	16	125	7	19	8	TG
BT														
SR	36	8	128/98	3-6	†	2	3	†	32	125	7	17	8	TG◆
SRV	50	12	153/123	3-6	1.0	2+2	3	D	32A	180	7	19	9	V, D%, TG◆
TSC	70	16	196/180	3-6	1.50	1+2	3	E	54	183	7	21	9	D%, V, P, ◆
Pal-BT	20	12	50/60	—	■	—	4°	—	17	150	5	+6	+2	
Pal-C	0	0	14/10	—	■	—	4°	—	18	125	5	+0	—	
Pal-TT	36	64	50/30	—	Δ	—	4°	—	20	125	6	+4	+0	T
Pal-CV	14	4	25	—	■	0+2	4°	—	35	171	5	+2	+1	D%, V
Pal-PFT	20	4	36/24	—	■	—	4°	—	19	178	5	+2	+0	P◆
Pal-R	20	2	36/20	—	■	—	4°	—	34	160	5	+2	+0	
PAL-SC	30	6	60/58	—	■	0+2	4°	—	54	183	6	+2	+1	V, P, ◆
KLINGON TUG PODS MODIFIED FOR LYRAN SERVICE														
P-C1	0	0	14/10	—	■	—	4°	—	37A	166	3	+0	—	
P-P2	3	1	28/15	—	■	—	4°	—	37B	166	3	+4	+0	
P-T3	3+20	40	30/20	—	Δ	—	4°	—	37C	166	3	+2	+0	T
P-B4	10	6	34	—	■	1	4°	—	37D	166	3	+4	+2	N1
P-H5	10	3	14/12	—	■	0+2	4°	—	37E	171	3	+2	+1	D%, V, N1
P-PF6	10	2	20/12	—	■	—	4°	—	37F	180	3	+0	+0	P, ◆
P-V7	14	4	25	—	■	0+4	4°	—	37G	177	4	+0	+1	D%, V, N1
P-R9	10	2	34/18	—	■	—	4°	—	37H	166	3	+2	+0	

N1: Two carrier and/or battle pods will not increase the command rating any more than one will.

NOTE: The listed BPVs of Lyran ships, excepting PFTs, the BB, BCS, BCH, SCS, and others listed in the rules, do not include mech links.

Ship Type	G9.0 Crew	D7.0 Brdg	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srv	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmdnd Ratng	Notes
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THE WYN CLUSTER DEFENSE FORCE (R12.0)

SHIPS PURCHASED FROM ORIONS

OCR	20	12	86	6	0.67	2	3	A	14	160	5	12	6	N1, N
OLR	12	8	64	6	0.33	1	4	AA	14	160	3	7	3	N1, N
OBR	26	16	107	6	0.67	2	3	A	14	169	6	15	6	N1
ODR	20	12	93	6	0.50	2	4	A	14	169	6	12	6	N1, N
OCRX	30	16	170	6	0.67	2	3	A	203	182	6	15	7	Y1, N, N1

SHIPS RECEIVED FROM OTHER RACES

LDD	24	4	89	6	0.50	1	4	B	3	139	5	14	4	CP, N2
ZFF	22	4	90	5-6	0.33	2	4	A	4	136	4	10	3	CP, N2
ZDF	22	4	92	5-6	0.33	2	4	A	4	183	30	11	3	CP, DB
KG2	10	4	54	5-6	0.33	-	4	A	5	136	3	7	3	CP, N, N2
KE4	12	4	75	4-6	0.33	-	4	A	15	154	3	11	4	CP, N2
KE4-Bm	5	2	35/20	-	Δ	-	4°	-	15	154	2	1	2	CP, N2
PBB	40	10	165	5-6	0.67	2	3	C	12	181	9	20	7	CP, N2
ZDW	36	8	105	5-6	0.50	2	4	B	39	183	4	15	4	CP, N2
PBC	31	6	129	6	0.50	1	4	A	38	186	7	17	6	CP, N2

SMALL AUXILIARY WARSHIPS

AxC	8	4	65	3-6	0.33	-	4	C	6	140	3	10	3	N2, ML
AxCV	20	2	75/50	3-6	0.33	0+2	4	C	7	170	3	7	3	N2, ML, D%, V
AxPFS	20	2	70/50	3-6	0.33	-	4	C	8	179	3	6	3	N2, ML, P, ♦
AxMS	8	2	60/40	3-6	0.33	-	4	C	11	165	3	4	3	N2, ML, MS
AxCC	18	24	74/30	3-6	0.33	-	4	C	30	148	3	6	3	T, ML

LARGE AUXILIARY WARSHIPS

AxBC	20	6	136	3-6	0.67	1	3	D	9	173	7	22	6	ML, N2
AxCVA	40	4	120/80	3-6	0.67	2+4	3	D	10	173	6	11	6	ML, D%, V, N2
AxSCS	48	4	150/90	3-6	0.67	1+2	3	D	13	181	6	11	6	ML, D%, V, P, N2, ♦

AUXILIARY DREADNOUGHT AND VARIANTS

AxDN	44	14	272	2-6	1.00	2	3	E	16	175	9	35	7	N2, ML
AxBCS	64	12	256/216	2-6	1.00	3+4	3	E	17	183	9	27	7	V, P, N2, ML, D%

NEW CONSTRUCTION SHIPS

CA AND VARIANT

CA	42	16	145	5-6	1.00	2+1	3	C	27	184	10	20	9	
CF	42	16	163	5-6	1.00	2+1	3	C	34	185	10	26	9	Y1, L
CAX	56	24	225	5-6	1.00	2+1	3	C	29	186	11	25	10	Y1

WAR CRUISER AND VARIANTS

CW	36	12	120	5-6	0.67	2	3	C	23	182	7	17	6	
CVL	38	8	125	5-6	0.67	2+2	3	C	24	183	7	16	7	V, D%
PFT	40	10	140/100	5-6	0.67	2	3	C	25	183	7	14	7	P, ♦
NAR	36	12	125	5-6	0.67	2	3	C	26	185	7	22	6	S, +
CWG	39	42	115/95	5-6	0.67	2	3	C	33	183	7	14	6	T, CJ

DESTROYER AND VARIANTS

DD	22	8	98	6	0.50	1	4	B	19	181	5	13	4	
SC	22	8	110/70	6	0.50	1	4	B	20	182	5	12	4	♦
DE	22	8	110	6	0.50	1	4	B	21	183	5	13	4	E, A
DDG	22	8	110	6	0.50	1	4	B	22	184	5	13	4	DB, ♦
DDX	30	12	155	6	0.50	1	4	B	28	185	6	15	6	Y1
CDD	26	30	95/75	6	0.50	1	4	B	32	183	5	11	4	T, CJ
HDW	36	12	115	5-6	0.67	1	4	C	37	187	6	15	5	Y1
DWV	24	6	103	6	0.50	1+1	4	B	35	186	5	13	5	V, Y1

Ship Type	G9.0 Crew	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Svc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmdnd Ratng	Notes
FRIGATE														
FF	16	6	80	5-6	0.33	1	4	A	18	175	3	10	3	N
CFF	29	26	75/45	6	0.33	1	4	A	31	178	3	8	3	T,N
FCR	10+6	6	96/76	6	0.33	—	4	A	36	184	3	9	3	N, LA, Y1, E

NOTES

N1: These ships were built by the Orions (R12.14), but do NOT have engine doubling (G15.28) or suicide bombs (G15.8); they do have stealth.

N2: Limited deployment. See (R12.1F).

ML for WYN ships is modified by (R12.1E).

See (S8.222) for data on WYN command ratings.

THE INTERSTELLAR CONCORDIUM FLEET (R13.0)**BATTLESHIP**

BB	85	30	360	3-6	2.00	4+4	2	E	44	175‡	36	42	10	V, CJ
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DREADNOUGHT AND VARIANTS

DN	64	24	280	3-6	1.50	4	2	E	2	171	14	31	10	
DNT	64	24	270	3-6	1.50	4	2	E	37	188	14	31	10	
CVA	66	20	245	3-6	1.50	4+8	2	E	3	176	14	31	10	V
SCS	70	20	248	3-6	1.50	4+4	2	E	4	182	14	31	10	P,V

HEAVY CRUISER AND VARIANTS

CA	46	14	185	5-6	1.00	3	3	D	6	160	10	22	8	
CC	48	16	220	5-6	1.00	3	3	D	5	168	10	24	9	
CV	50	12	166	5-6	1.00	3+3	3	D	7	172	10	22	8	V
CVS	50	12	176	5-6	1.00	3+3	3	D	8	173	10	22	8	V
BCV	50	12	238	5-6	1.00	2+3	3	D	45	180	10	23	9	V
BCS	50	12	241	5-6	1.00	1+2	3	D	46	183	10	23	9	V, P
CF	46	14	177	5-6	1.00	3	3	D	48	184	10	23	8	Y1, L

LIGHT CRUISER AND VARIANTS

CL	36	12	145	5-6	0.67	2	3	C	9	160	6	17	6	
CE	34	10	129	5-6	0.67	2	3	C	27	172	6	17	6	E, LA
CEA	34	10	145	5-6	0.67	2	3	C	27A	175	6	17	6	E, A
CS	36	12	155	5-6	0.67	2	3	C	11	168	6	17	6	
SR	36	10	140/120	5-6	0.67	2	3	C	13	160	6	12	6	◆
CVL	40	10	135	5-6	0.67	2+2	3	C	10	171	6	17	6	V
CVLS	40	10	145	5-6	0.67	2+2	3	C	12	172	6	17	6	V
HSC	32	10	170/120	5-6	0.67	2	3	C	14	175	6	15	6	◆
LTT	32	6	140/100	5-6	†	2	3	C†	31	175	6	14	6	TG
PFT	36	10	160/140	5-6	0.67	2	3	C	15	183	6	17	6	P, ◆
CCL	40	34	120/100	5-6	0.67	2	3	C	33	165	6	15	6	T
CPF	46	32	155/125	5-6	0.67	2	3	C	52	155	6	14	7	◆, MS
CM	36	12	150	5-6	0.67	2	3	C	53	167	6	18	6	Y1, L

HEAVY DESTROYER

HDD	36	12	135	5-6	0.67	2	4	C	50	189	5	17	5	Y1
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DESTROYER AND VARIANTS

DD	24	8	92	6	0.50	2	4	B	17	160	4	12	4	
CDD	24	28	100/82	6	0.50	2	4	B	47	165	4	10	4	T
CVE	30	6	100/90	6	0.50	1+2	4	B	30	170	4	12	5	V
DDG	24	8	94	6	0.50	2	4	B	34	177	4	12	4	
DDL	28	10	110	6	0.50	2	4	B	16	168	4	13	5	
DE	24	8	88	6	0.50	2	4	B	28	171	4	12	4	E, LA
DEA	24	8	100	6	0.50	2	4	B	28A	175	4	12	4	E, A
DPT	23	6	90	6	0.50	2	4	B	36	188	4	12	4	
MS	20	6	92	6	0.50	1	4	B	19	168	4	11	4	MS
SC	22	8	126/90	6	0.50	1	4	B	18	160	4	11	4	◆
FLG	34	28	108/80	6	0.50	2	4	B	51	142	4	10	5	◆, N, MS

Ship Type	G9.0 Crew	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Svc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmdr Rtngr	Notes
FRIGATE AND VARIANTS														
FF	16	6	73	6	0.33	1	4	A	20	160	4	9	3	N
FFL	16	6	83	6	0.33	1	4	A	35	170	4	9	4	N
FFE	16	6	67	6	0.33	1	4	A	29	170	4	9	3	E, LA, N
FFA	16	6	77	6	0.33	1	4	A	29A	175	4	9	3	E, A, N
FCR	10+6	6	87/67	6	0.33	—	4	A	49	174	4	8	3	N, LA, E
POLICE FRIGATE														
POL	8	2	44	6	0.33	—	4	A	21	160	2	6	3	N
TUGS, TUG+POD COMBINATIONS, AND PODS														
Tug	40	10	124/90	3-6	†	2	3	†	22	160	7	18	8	TG
P-C	0	0	21/15	—	■	—	4°	—	23	160	3	+0	—	
P-T	22	32	36/20	—	△	—	4°	—	24	160	3	+2	+0	T
P-B	10	4	38/55	—	■	—	4°	—	25	168	3	+4	+2	N1
P-LB	8	4	30/60	—	■	—	4°	—	32	175	3	+4	+1	
P-R	15	2	32/18	—	■	—	4°	—	26	160	3	+1	+0	
P-CV	7	2	15	—	■	0+2	4°	—	38	175	3	+2	+1	V, N1
P-CVA	14	2	25	—	■	0+4	4°	—	39	178	3	+2	+1	V, N1
P-CVL	12	2	22	—	■	0+3	4°	—	40	175	3	+1	+1	V
P-PFT	14	2	28/12	—	■	—	4°	—	41	184	3	+1	+0	P, ◆
P-LPF	14	2	38/24	—	■	—	4°	—	42	185	3	+1	+0	P, ◆
P-TB	10	4	33/50	—	■	—	4°	—	43	188	3	+4	+2	N1
DCP	0	0	12	—	■	—	4°	—	36A	188	1	+0	+0	

N1: Two carrier and/or battle pods will not increase the command rating any more than one will.

THE LYRAN DEMOCRATIC REPUBLIC (R14.0)

DREADNOUGHT

DN	62	22	220	3-6	1.50	2	2	D	N1	168	14	30	10	CJ, P
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BATTLECRUISER

BC	55	20	202	4-6	1.00	2	3	C	2	172	11	26	10	P
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HEAVY CRUISER AND VARIANTS

CA	42	12	145	5-6	1.00	1	3	C	3	163	7	19	9	
CC	45	20	158	5-6	1.00	1	3	C	3	169	7	20	9	
CC+	45	20	163	5-6	1.00	1	3	C	3	170	7	20	9	R
CCH	50	20	178	5-6	1.00	1	3	C	30	180	7	22	9	

LIGHT CRUISER

CL	34	9	100	5-6	0.67	1	3	C	4	164	6	12	6	
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WAR CRUISER AND VARIANTS

CW	34	10	125	5-6	0.67	1	3	B	5	167	7	17	6	
CW+	34	10	127	5-6	0.67	1	3	B	5	169	7	17	6	R
CWL	40	16	142	5-6	0.67	1	3	B	6	170	7	18	7	
CWS	32	8	143/113	5-6	0.67	1	3	B	7	168	7	15	6	◆
PFW	36	8	143/113	5-6	0.67	1	3	B	9	179	8	13	6	P, ◆
CVL	40	10	128/108	5-6	0.67	1+2	3	B	8	169	7	15	6	V, D%
LTT	30	8	130/110	5-6	†	1	3	†	10	172	7	15	6	TG
NCA	40	12	150	5-6	1.00	1	3	C	27	177	7	20	9	

HEAVY WAR DESTROYER

HDW	30	10	147	5-6	0.67	1	4	A	33	181	6	17	6	
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DESTROYER AND VARIANTS

DD	26	6	91	6	0.50	1	4	B	11	162	4	11	4	
SC	25	6	110/70	6	0.50	1	4	B	23	160	4	10	4	◆

Ship Type	G9.0 Crew	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srv	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
WAR DESTROYER AND VARIANTS														
DW	27	6	99	6	0.50	1	4	A	12	166	5	13	5	
DWL	30	10	112	6	0.50	1	4	A	21	174	5	14	6	
CDW	27	26	110/95	6	0.50	1	4	A	28	168	5	10	5	T,CJ
DWV	30	6	104/90	6	0.50	1+2	4	A	31	180	5	12	6	V
MILITARY POLICE SHIP AND VARIANTS														
MP	24	8	75	6	0.50	1	4	A	14	166	4	11	3	
MPV	27	6	80/70	6	0.50	1+1	4	A	16	172	4	11	5	V
MPM	22	6	80/65	6	0.50	1	4	A	15	168	4	10	3	MS
MPS	22	6	90/80	6	0.50	1	4	A	17	167	4	10	3	◆
MPE	24	8	75	6	0.50	1+4	4	A	26	169	4	11	3	LA
MPA	24	8	93	6	0.50	1+4	4	A	26A	175	4	11	3	A, R
CMP	24	28	80/60	6	0.50	1	4	A	29	168	4	9	3	T
FRIGATE AND VARIANTS														
FF	18	4	73	6	0.33	1	4	A	13	162	4	9	3	
FCR	12+6	4	83/63	6	0.33	—	4	A	32	181	4	7	3	LA, E
POLICE SHIP AND VARIANTS														
POL	16	4	56	6	0.33	1	4	A	18	163	2	6	3	N
PSC	14	4	60/40	6	0.33	1	4	A	19	151	2	6	3	N, ◆
KLINGON PODS MODIFIED FOR LDR SERVICE														
P-C1	0	0	14/10	—	■	—	4°	—	22A	172	3	+0	—	
P-P2	3	1	32/19	—	■	—	4°	—	22B	172	3	+4	+0	
P-T3	23	40	32/22	—	Δ	—	4°	—	22C	172	3	+2	+0	T
P-B4	10	6	38	—	■	1	4°	—	22D	172	3	+4	+2	
P-H5	10	3	18/16	—	■	0+2	4°	—	22E	175	3	+2	+1	V,D%
P-R9	10	2	34/18	—	■	—	4°	—	22F	172	3	+2	+0	

NOTE: Conventional CA, CL, DD, FF, SC, and POL were in service from Y145 until the dates shown.

All values are for gatling phaser conversions. Before this conversion, use the Lyran values.

See (S8.223) for special rules on LDR command ratings when in LDR territory.

LDR PFs are identical to Lyran PFs, but they do not operate Bobcat-Fs.

N1: There was no LDR DN; this entry is provided for players to use in a non-historical campaign.

Ship Type	G9.0 Crew	D7.0 Brdg Pts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srv	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
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THE SELTORIAN TRIBUNAL FORCES (R15.0)

HIVE SHIP

HVS 150 40 600/250 0-6 2.00+ 4 1 H 13 182 N/A 46+ 10 P, ♦
 The movement cost and explosion strength are increased by adding those values for any ships docked internally.

DREADNOUGHT

DN 60 30 230 3-6 1.50 1+2 2 E 2 182 12 30 10 HG

HEAVY BATTLECRUISER

BCH 52 30 190 3-6 1.00 1+2 2 E 3 182 11 24 10 HG

HEAVY CRUISER

CA 50 20 142 4-6 1.00 1+1 3 D 4 182 8 21 8
 CF 50 20 158 4-6 1.00 1+1 3 D 18 185 8 22 8 Y1
 CVS 56 20 157 4-6 1.00 1+1+4 3 D 20 184 8 21 8 V, Y1

LIGHT CRUISER

CL 43 20 127 4-6 0.67 1+1 3 D 5 182 7 16 8
 CLE 43 20 139 4-6 0.67 1+1 3 D 22 184 7 16 8 E, A, Y1

HEAVY DESTROYER

HDD 43 20 120 4-6 0.67 1+1 4 D 19 185 6 17 4 Y1

DESTROYER AND VARIANTS

DD 25 10 95 4-6 0.50 1+1 4 C 6 182 5 12 4
 SC 25 10 100/65 4-6 0.50 1+1 4 C 8 182 5 11 4 ♦
 PFT 25 10 105/65 4-6 0.50 1+1 4 C 9 183 5 11 4 P, ♦
 MS 25 10 95/80 4-6 0.50 1+1 4 C 10 183 5 12 4 MS, Y2
 CMD 35 30 100/80 4-6 0.50 1+1 4 C 11 182 5 11 4 T
 DDE 25 10 109 4-6 0.50 1+1 4 C 23 184 5 12 4 E, A, Y1
 DDV 25 10 100 4-6 0.50 1+1+2 4 C 21 184 5 12 4 V, Y1

FRIGATE AND VARIANT

FF 20 10 73 4-6 0.33 1+1 4 C 7 182 4 9 4
 CMF 30 30 75/60 4-6 0.33 1+1 4 C 12 182 4 9 4 T
 FCR 20+6 10 78/65 4-6 0.33 - 4 C 24 184 4 9 4 LA, Y1, E

BASE

SB 250 50 675 - ■ 6 1 - 1 HG - 54+ 10 HG, ♦
 BTS 100 24 200 - ■ 4 2 - 2 HG - 18+ 9 HG, ♦

NOTE: Seltorians do not have fighters. The second number under the spare shuttles is the number of spare GAS shuttles.

NOTES

Y182 is the date of Seltorian arrival. Seltorian ships were in service in their home galaxy long before the dates given here.

All PFs are Nimble, but are not marked "N" in the notes column. They do not have the double HET bonus.

The presence or absence of warp booster packs has no effect on the explosion strength.

HG: These ships were built in the Home Galaxy and never came to this galaxy.

OLD THOLIAN GALAXY PIRATES, REBELS, etc. (R15.Z2)

PIRATES

OGR 27 18 120 5-6 0.67 1 3 B R15.91 HG 10 16 6

See special rules in its R-section describing its ability to dock and move captured freighters, which changes the move cost and turn mode.

Ship Type	G9.0 Crew	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srv	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmdr Ratng	Notes
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(R16.0) JINDARIANS**DREADNOUGHTS (asteroid hull)**

DN	50	14	280	NA	1.5	6	2	F	2	1	NA	20	10	
CVA	50	14	310	NA	1.5	2+4	2	F	3	169	NA	20	10	V
SCS	50	14	310	NA	1.5	2+2	2	F	4	182	NA	20	10	V, P
DNX	50	14	350	NA	1.5	6	2	F	5	184	NA	27	10	X

HEAVY BATTLECRUISERS (asteroid hull)

BCH	45	10	200	NA	1.0	4	2	E	6	1	NA	16	10	
BCV	45	10	230	NA	1.0	4	2	E	7	169	NA	16	10	V
BCS	45	10	220	NA	1.0	4	2	E	8	182	NA	16	10	V, P
BCX	45	10	270	NA	1.0	4	2	E	9	184	NA	22	10	X

HEAVY CRUISERS (asteroid hull)

CA	36	8	165	NA	0.67	3	3	D	10	1	NA	12	8	
CVS	36	8	185	NA	0.67	3	3	D	11	169	NA	12	8	V
CAP	36	8	205/165	NA	0.67	3	3	D	12	182	NA	12	8	P♦
CAX	36	8	235	NA	0.67	3	3	D	13	183	NA	17	8	X
CAD	36	8	300/165	NA	0.67	3	3	D	44	1	NA	12	8	Shipyard

HEAVY STRIKE CRUISER (non-asteroid)

HCS	39	16	180	5-6	1.00	2	3	C	40	1	10	18	8	L
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LIGHT CRUISERS (asteroid hull)

CL	30	8	135	NA	0.50	2	3	C	14	1	NA	10	6	
CVL	30	8	145	NA	0.50	2	3	C	15	168	NA	10	6	V
CLP	30	8	165/135	NA	0.50	2	3	C	16	182	NA	10	6	P♦
CLC	40	28	160	NA	0.50	2	3	C	18	1	NA	10	6	T
CLT	30	8	165/135	NA	0.50	2	3	C	17	1	NA	10	6	
CLX	30	8	195	NA	0.50	2	3	C	19	183	NA	12	6	X
CLD	30	8	300/125	NA	0.50	2	3	C	45	1	NA	10	6	Shipyard

LIGHT STRIKE CRUISER (non-asteroid)

LCS	32	12	135	5-6	0.67	2	3	C	41	1	8	15	6	L
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HEAVY WAR DESTROYER (non-asteroid)

HDW	28	25	128	6	0.67	2	4	B	42	183	7	18	5	L
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DESTROYERS (non-asteroid)

DD	20	10	90	6	0.50	2	4	B	20	1	6	12	4	
DW	28	25	100	6	0.50	2	4	B	21	170	6	14	5	
DV	20	10	98	6	0.50	2	4	B	22	169	6	12	5	V
DDE	20	10	100	6	0.50	2	4	B	23	169	6	12	4	E, LA
DDA	20	10	108	6	0.50	2	4	B	23A	175	6	12	4	E, A
DDC	20	10	110/70	6	0.50	2	4	B	24	1	6	11	4	♦
DDC	40	50	130/110	6	0.50	2	4	B	25	1	6	12	4	T
DMS	20	10	99/80	6	0.50	2	4	B	26	1	6	12	4	MS
DDT	20	10	90/70	6	0.50	2	4	B	27	1	6	9	4	
DDP	20	10	100/90	6	0.50	2	4	B	28	1	6	12	4	
DDX	20	10	130	6	0.50	2	4	B	29	182	6	15	5	X

FRIGATES (non-asteroid)

FF	14	6	80	6	0.33	1	4	A	30	1	4	10	3	
FFV	14	6	90	6	0.33	1	4	A	31	169	4	10	3	V
FFE	14	6	90	6	0.33	1	4	A	32	169	4	10	3	E, LA
FFA	14	6	98	6	0.33	1	4	A	32A	175	4	10	3	E, A
FFC	24	26	100/85	6	0.33	1	4	A	33	1	4	10	3	T
FFS	14	6	90/50	6	0.33	1	4	A	34	1	4	9	3	♦
FFT	14	6	70/50	6	0.33	1	4	A	35	1	4	7	3	
FFP	14	6	90/80	6	0.33	1	4	A	36	1	4	10	3	
FFX	14	6	110	6	0.33	1	4	A	37	182	4	12	4	X
PRF	26	16	90/70	6	0.33	2	4	A	43	1	4	9	4	♦, MS

GROUND BASES

GRG	5	2	14	—	■	—	5	—	38	1	4	0	0	
GLG	5	2	14	—	■	—	5	—	39	1	4	0	0	

Ship Type	G9.0 Crew	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srv	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmrnd Ratng	Notes
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ANNEX #3B MASTER FAST PATROL SHIP CHART

GENERAL VARIANTS AND VERSIONS

PFC	3	1	20	6	0.20	—	5	AA	PF1	—	1	8	3	
PFS	3	1	100/50	6	0.20	—	5	AA	PF2	—	1	8	3	◆
PFF	3	1	30	6	0.20	—	5	AA	PF5	—	1	8	3	VF
PFL	4	2	40/50	6	0.20	—	5	AA	PF6	—	1	8	3	
PFG	8	11	25	6	0.20	—	5	AA	PF3	—	1	8	3	
PFM	3	1	25	6	0.20	—	5	AA	PF4	—	1	8	3	MS

FEDERATION STAR FLEET (Conjectural Units)

PF	3	1	20/40	6	0.20	—	5	AA	PF1	181	1	8	3	CJ
PFB	3	1	20/40	6	0.20	—	5	AA	PF2	181	1	8	3	CJ
PDF	3	1	20/40	6	0.20	—	5	AA	PF3	181	1	8	3	CJ
PFE	3	1	20/40	6	0.20	—	5	AA	PF4	181	1	8	3	CJ
PFP	3	1	20/40	6	0.20	—	5	AA	PF6	181	1	8	3	CJ
PFF	3	1	30	6	0.20	—	5	AA	PF5	—	1	8	3	CJ, VF
INT	2	1	15/22	6	0.17	—	5	AA	PF0	179	1	5	3	CJ

KLINGON DEEP SPACE FLEET and INTERNAL SECURITY FORCES

G1	3	1	20/38	6	0.20	—	5	AA	PF1	179	1	8	3	
G1B	3	1	20/38	6	0.20	—	5	AA	PF5	180	1	8	3	
G1D	3	1	20/38	6	0.20	—	5	AA	PF4	180	1	8	3	
G1K	3	1	20/38	6	0.20	—	5	AA	PF2	180	1	8	3	
G1P	3	1	20/38	6	0.20	—	5	AA	PF3	180	1	8	3	
G1N	4	2	50	6	0.20	—	5	AA	PF6	180	1	8	3	Special rules
H1	2	1	15/22	6	0.17	—	5	AA	PF0	177	1	5	3	

ROMULAN IMPERIAL FLEET

CEN	3	1	20/44	6	0.20	—	5	AA	PF1	182	1	8	3	
CEN-E	3	1	22/46	6	0.20	—	5	AA	PF3	182	1	8	3	
STH-A	3	1	30/44	6	0.20	—	5	AA	PF2	184	1	8	3	
STH-B	3	1	30/44	6	0.20	—	5	AA	PF2	184	1	8	3	
STH-C	3	1	20	6	0.20	—	5	AA	PF2	184	1	8	3	
STH-D	3	1	30/44	6	0.20	—	5	AA	PF2	184	1	8	3	
STH-E	3	1	30/44	6	0.20	—	5	AA	PF2	184	1	8	3	
STH-F	3	1	30	6	0.20	—	5	AA	PF2	184	1	8	3	VF
STH-G	8	11	25	6	0.20	—	5	AA	PF2	184	1	8	3	
STH-H	3	1	25	6	0.20	—	5	AA	PF2	184	1	8	3	
STH-L	4	2	40/50	6	0.20	—	5	AA	PF2	184	1	8	3	
STH-M	3	1	25	6	0.20	—	5	AA	PF2	184	1	8	3	MS
STH-S	3	1	100/50	6	0.20	—	5	AA	PF2	184	1	8	3	◆
DEC	2	1	17/25	6	0.17	—	5	AA	PF0	179	1	5	3	

KZINTI HEGEMONY FLEET

PF-N	3	1	20/37	6	0.20	—	5	AA	PF1	181	1	8	3	
PF-D	3	1	20/37	6	0.20	—	5	AA	PF4	181	1	8	3	
Fi-Con	3	1	30	6	0.20	—	5	AA	PF3	182	1	8	3	VF
Fi-Con-S	3	1	50	6	0.20	—	5	AA	PF3	182	1	8	3	VF, ◆
Fi-Con-L	3	1	40	6	0.20	—	5	AA	PF3	182	1	8	3	VF
INT	2	1	15/22	6	0.17	—	5	AA	PF0	179	1	5	3	
MRN-A	3	1	30/37	6	0.20	—	5	AA	PF2	183	1	8	3	
MRN-B	3	1	30/37	6	0.20	—	5	AA	PF2	183	1	8	3	
MRN-C	3	1	30	6	0.20	—	5	AA	PF2	183	1	8	3	
MRN-D	3	1	30/37	6	0.20	—	5	AA	PF2	183	1	8	3	
MRN-E	3	1	30/35	6	0.20	—	5	AA	PF2	183	1	8	3	
MRN-F	3	1	30	6	0.20	—	5	AA	PF2	183	1	8	3	VF
MRN-G	8	11	30	6	0.20	—	5	AA	PF2	183	1	8	3	
MRN-J	3	1	30/37	6	0.20	—	5	AA	PF2	183	1	8	3	
MRN-K	3	1	30/37	6	0.20	—	5	AA	PF2	183	1	8	3	
MRN-L	4	2	(+20)	6	0.20	—	5	AA	PF2	183	1	8	3	
MRN-M	3	1	30	6	0.20	—	5	AA	PF2	183	1	8	3	MS
MRN-S	3	1	100/50	6	0.20	—	5	AA	PF2	183	1	8	3	◆

Ship Type	G9.0 Crew	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srv	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
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GORN CONFEDERATION FLEET

Pter PF	3	1	20/40	6	0.20	—	5	AA	PF1	182	1	8	3	
Pter PFE	3	1	20/40	6	0.20	—	5	AA	PF2	182	1	8	3	
Pter PFD	3	1	20/40	6	0.20	—	5	AA	PF3	182	1	8	3	
INT	2	1	15/22	6	0.17	—	5	AA	PF0	179	1	5	3	

THOLIAN DEFENSE FORCES

Arachnid	3	1	20/38	6	0.20	—	5	AA	PF1	180	1	8	3	
Ar-P	3	1	20/38	6	0.20	—	5	AA	PF3	181	1	8	3	
Ar-W	3	1	20/38	6	0.20	—	5	AA	PF2	181	1	8	3	
Ar-PW	3	1	20/38	6	0.20	—	5	AA	PF4	181	1	8	3	
INT	2	1	15/22	6	0.17	—	5	AA	PF0	179	1	5	3	

ORION PIRATE RAIDERS

BUC	3	1	20/36	6	0.20	—	5	AA	PF1	180	1	13	3	
BRG	2	1	15/22	6	0.17	—	5	AA	PF0	179	1	8	3	

HYDRAN ROYAL FLEET

HAR	3	1	20/37	6	0.20	—	5	AA	PF1	180	1	8	3	
HEL	3	1	24/42	6	0.20	—	5	AA	PF2	180	1	8	3	
HOW	3	1	20/37	6	0.20	—	5	AA	PF3	181	1	8	3	
VAL	3	1	20/30	6	0.20	—	5	AA	PF4	181	1	8	3	VF
INT	2	1	15/22	6	0.17	—	5	AA	PF0	179	1	5	3	

LYRAN STAR EMPIRE FLEET

Bob-A	3	1	20/37	6	0.20	—	5	AA	PF1	178	1	8	3	
Bob-P	3	1	20/30	6	0.20	—	5	AA	PF3	180	1	8	3	
Fi-Con	3	1	20/25	6	0.20	—	5	AA	PF2	181	1	8	3	VF
INT	2	1	15/22	6	0.17	—	5	AA	PF0	176	1	5	3	

WYN CLUSTER DEFENSE FORCES

PF	3	1	20/37	6	0.20	—	5	AA	PF1	183	1	8	3	
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The WYNs use Interceptors and some PFs from other races. The above listing is the Freedom Fighter PF.

ISC CONSTABULARY FORCES

PF	3	1	23/40	6	0.20	—	5	AA	PF1	183	1	8	3	
PFP	3	1	23/40	6	0.20	—	5	AA	PF3	183	1	8	3	
PFE	3	1	23/40	6	0.20	—	5	AA	PF2	183	1	8	3	
INT	2	1	15/22	6	0.17	—	5	AA	PF0	180	1	5	3	

LYRAN DEMOCRATIC REPUBLIC

PFs of the Lyran Democratic Republic are identical to the Lyran PFs above.

SELTORIAN TRIBUNAL FORCES

PF	3	1	25/43	6	0.20	—	5	AA	PF1	183	1	8	3	
PFP	3	1	25/43	6	0.20	—	5	AA	PF2	183	1	8	3	
PFL	4	2	40/50	6	0.20	—	5	AA	PF3	183	1	8	3	
PFS	3	1	105/55	6	0.20	—	5	AA	PF4	183	1	8	3	◆
PFC	3	1	25	6	0.20	—	5	AA	PF5	183	1	8	3	
PFG	8	11	30	6	0.20	—	5	AA	PF6	183	1	8	3	
PFM	3	1	30	6	0.20	—	5	AA	PF7	183	1	8	3	MS

NOTES

All PFs are Nimble, but are not marked "N" in the notes column. They do not have the double HET bonus.

VF = Fi-Con PF, carries (but cannot service) fighters.

The presence or absence of warp booster packs has no effect on the explosion strength.

Ship	G9.0	D7.0	S2.1	C6.5	C2.12	J1.42	R0.6	C3.3		Year	C13.3	D5.2	F&E	Notes
Type	Crew	Brdg	BPV	Break	Move	Spare	Size	Turn	Rule	in	Dock	Explo	Cmnd	
	Unts	Prts		Down	Cost	Shttl	Class	Mode	Nbr	Srvc	Pts	Str	Ratng	

EXPLANATION OF TERMS

SYMBOLS used at various places in the chart:

△ this is a sub-light ship (max speed of 1 in SFB).

◦ when detached.

† see tug chart, Annex #3A.

‡ Arbitrary date of Y175 is assigned to introduction of conjectural battleships. Exceptions: B10= Y173, B10V= Y175, B11= Y178, B10S= Y180.

■ does not move under own power.

◆ = Scout.

✚ = Mauler.

* = Has one large nuclear space mine included in BPV.

CREW: In the case of crew listed as X+Y, the Y figure indicates non-crew passengers.

BRDG PRTS: The number of boarding parties on board the ship.

BPV: Unless otherwise noted in the rulebook, no ship's BPV includes its fighters, PFs, satellite ships, or mines; all include their admin shuttles. Split BPVs are read economic/combat ratings. The BPV does not include MRS and SWAC shuttles mentioned in the ship descriptions. It DOES include GAS, MLS, MSS, and HTS shuttles specified as normal equipment. Temporary replacements (mostly on tugs carrying troop pods) require the appropriate cost.

MOVEMENT COST: This is expressed in decimals.

The movement cost designation of 0.13 is considered to be 1/8.

The movement cost designation of 0.20 is considered to be 1/5.

The movement cost designation of 0.17 is considered to be 1/6.

The movement cost designation of 0.33 is considered to be 1/3.

The movement cost designation of 0.67 is considered to be 2/3.

SHUTTLES: The Spare Shuttle column is read as: admin shuttles + fighters.

TUGS: If a specific "tug+pod" combination is listed (e.g. Fed BT), the combination factors must be used, NOT the sum of the individual factors. If no combined listing is shown, add the relevant factors.

RULE NUMBER: The rule reference number refers to the rule number in Section R that provides explanatory information about the ship.

YEAR IN SERVICE: Service dates are the beginning of series production. One or more prototypes may have existed 1–2 years previously. F&E has detailed and accurate production histories for some classes. This is the date of the first ship entering service for size-2 ships (i.e. no prototypes). PFs appeared in limited numbers the year before the date shown. Each race had one or two PF tenders operating one year earlier than PFs for use with interceptors.

F&E COMMAND RATING: This rating determines how many ships can be in a given battle; see (S8.2). The rating of pods is added to that of their tug, but no more than one pod can count for this purpose.

NOTES:

A = Ship has the Full Aegis fire control system. Such ships are, in some regards, a "refit" of the Limited Aegis version, but do not have the R Note.

CJ = Conjectural ship, never built, possibly even never intended for production.

CP = Ship built on captured (or purchased) hull. Date is historical service date; could have been built earlier had it been provided earlier. Cannot be built without captured (or purchased) hull. All of these are unique ships. All Romulan KR-series ships are in this category but are not marked as such.

D% = Ship is authorized a higher than normal percentage of special drones by (FD10.6) and by (S3.223).

DB = Drone bombardment platform, has (drone factors) in F&E. These have a higher percentage of special drones provided by (S3.222).

E = Carrier escort. Never appears except as part of carrier group.

L = Ship was designed as a standard class but produced only in limited numbers.

LA = Limited Aegis.

ML = Manueuver limitations on acceleration and/or disengagement. See ship description.

MS = Ship is a minesweeper.

MW = Ship is a minelayer.

N = Nimble.

N# = Note applicable only to that race. See note at end of race section.

P = True PF Tender.

R = This ship is a refit of another class listed on the chart, not a new ship type.

S = Subject to shock.

T = Designated troopship able to have extra commandoes and heavy weapon squads.

TG = Tug or Light Tactical Transport (or otherwise capable of carrying a standard pod or pallet).

Ship	G9.0	D7.0	S2.1	C6.5	C2.12	J1.42	R0.6	C3.3	Year	C13.3	D5.2	F&E	Notes
Type	Crew	Brdg	BPV	Break	Move	Spare	Size	Turn	in	Dock	Explo	Cmnd	
	Unts	Prts		Down	Cost	Shttl	Class	Mode	Srv	Pts	Str	Ratng	

UNV: Unbuilt Variant. Ships existed to convert but no conversions were actually performed.

V = True carrier able to lend EW to fighters and with the supplies listed in (J4.7).

Y1 = Service date is the date that the earliest example of the class entered operations. No earlier prototypes. All size-2 ships are in this category, although not marked as such. Also, no ship can have full aegis before Y175.

Y2 = Could have been built earlier, but for various reasons the start of series production was delayed (i.e. prototypes are available several years early; consult ship description). Full Aegis is not available before Y175.

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

TUG CLASS	0 PODS	1 POD	2 PODS	3 PODS
Federation	1 D	1 D	1.5 E	2.0 F
Klingon	1 D	1 D	1.0 E	1.5 E
Romulan KRT	1 D	1 D	1.0 E	—
Romulan FE‡	1 D	1.33 D	—	—
Romulan SKH‡	0.5 A	.67 B	—	—
Kzinti	1 D	1 D	1.0 E	1.5 E
Gorn	1 D	1 D	1.5 E	2.0 F
Tholian†	†	†	†	†
Tholian CPC, PR	0.33 A	0.67 C	—	—
Hydran	1 C	1.5 D	—	—
Lyrans TGC/P, SR	1 D	1 D	1.5 E	2.0 F
ISC Tug	1 C	—	1.5 E	—
ISC DPT‡	0.5 B	0.67	—	—
Any LTT*	0.67	1	1.33	—

*LTT includes: Fed LTT, Klingon D5G or D5H, Kzinti MTT, Gorn HDT, Tholian LTT (with actual pods, rather than packs), Hydran Mule LTT, Lyrans LTT, ISC LTT, LDR LTT. Turn mode increases by one letter for each pod carried. Note that no LTT can carry two pods, but most can carry a double-weight pod.

† Tholian ships can carry a variety of cargo packs at various movement cost surcharges; see (R7.N1). CPC and PR are carrying pods, not packs.

‡ This refers to a special cargo pod or pallet designed only for that ship, not a standard pod; see ship description.

Klingon and Kzinti tugs with two CVA pods have "3 pod weights;" they cannot carry two pods of different weights.

NOTE: The number of pods is the total equivalent weight. Some pods are "double weight." No tug can carry three pods (some can only carry one), but some can carry three "pod weights."

(ZG1.0) NOTES ON MODULE G1**(ZG1.1) PRODUCT ORGANIZATION**

STAR FLEET BATTLES CAPTAIN'S EDITION MODULE G1 MASTER ANNEXES is a modular component of the Star Fleet Battles Captain's Edition game system. To use this product, you must have Star Fleet Battles Basic Set. To use some of the material in this product, you must also have Advanced Missions and other modules.

Module G1 is a single 80-page book designed to be retained and used as a single unit.

(ZG1.2) DESIGN CREDITS**DESIGN AND DEVELOPMENT STAFF**

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(ZG1.3) PUBLISHER'S INFORMATION

STAR FLEET BATTLES CAPTAIN'S EDITION MODULE G1 was created by Amarillo Design Bureau and published by:

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The TFG telephone number is 806-372-1266.

(ZG1.4) 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 two International Reply Coupons, not foreign stamps or money. It is imperative that you place your name and address (and the date) on EVERY page of your correspondence. Please do not put questions and expansion material on the same sheet.

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(ZG1.6) DESIGNER'S NOTES

Many players asked for and indeed demanded that we produce this product in order to give them a completely-updated and integrated set of annexes. We originally did not intend to include the Master Ship Chart (reserving it for a separate product) but player demand convinced us to expand the product and include it here.

A few notes on things that are NOT here ...

Modules J2 and R7 are in preparation at the time Module G1 was sent to press. The ships from those products are not included. There really wasn't any point in waiting for those products as another product with more ships would be on the schedule a few months after that, and another one a few months after that. We'll reprint G1 including various future products when (and if) players demand it.

X-Ships are not included. The Annexes and Master Ship Charts in Module X1 are still completely accurate and did not need to be updated. It seemed pointless to charge you an extra couple of dollars for a non-updated reprint, and many players want the X-ships kept on a separate Master Ship Chart.

The Simulator Races in Module C4 are not included in the Master Ship Chart (since the Master Ship Chart in C4 is still quite adequate, the only ships added since then being a few playtest versions in various products. When a future simulator ship product is done, we'll include an updated Master Ship Chart there in order to keep the real and simulator ships separate. You told us you wanted them that way. We did include the simulator ships in the other annexes in order to make them complete.

(ZG1.7) STAR FLEET TIMES

The official newsletter of the Star Fleet Universe, *Star Fleet Times* brings a wealth of information, rules, ships, and scenarios onto your bridge ten times each year.

Those who want new subscriptions can send \$15 per year (US, APO, FPO) to Agents of Gaming, P.O. Box 31571, Dayton OH 45437. Canadians must send \$16 (in US funds); airmail overseas subscriptions are \$22 per year.

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(ZG1.8) STAR FLEET BATTLES ON THE NETWORKS

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Star Fleet Battles is active on the GENie computer network. Star Fleet Battles is Category 10, page 805, in the Games Roundtable. Topics discuss SFB, F&E, doomsday, questions, rules changes, major projects, errata, tournaments, conventions, new ships, etc. You can send in term papers directly.

Many downloads (new SSDs, software to allow most computers to read SSD files, playtest scenarios, prototype rules, drafts of articles, lists of players by zip code, etc.) are available in the library on page 1020. (All downloads are official ADB material; non-ADB uploads are allowed only if approved in advance.) Files downloaded from GENie remain under ADB's copyright and are not to be uploaded to other systems. If you see SFB material on other bulletin boards, advise ADB or TFG by mail with all relevant information.

Real Time Conferences with top SFB staff members are held on Tuesday nights (11pm ET) in Room 3 of page 805;2. We alternate between product development conferences hosted by Steve Cole or Bruce Graw and tactics seminars hosted by Steve Petrick. We schedule RTCs on F&E (hosted by Jeff Laikind) or Prime Directive as needed.

You can send Electronic Mail to Amarillo Design Bureau care of ADB\$ and to Task Force Games at TFG\$. You can contact Agents of Gaming at B.GRAW1 and ask questions about Star Fleet Warlord in topic #39. Prime Directive is in topic #34. Federation & Empire is in topics #19-20.

Call GENie at 800-638-9636, and ask for information.

If you cannot find the SFB section, send Email to ADB\$, STEVE.COLE, SFB-ASSIST, TFG, or TFG\$.

STAR FLEET BATTLES ON COMPUERVE

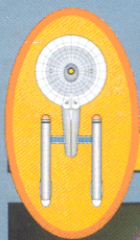
ADB is now available on CompuServe. You can contact ADB at 71333,2123 and TFG at 76443,3031. You will find messages in Section 13 of the PBM/Board/Card Games Forum. Errata files and playtest material are in the libraries.

CompuServe offers the usual services (Email, news, travel, research, finance, computer user support, etc.) and forums discussing everything from games to dinosaurs to politics to photography to genealogy.

To get on line, call 800-524-3388 and ask for Representative #437 for a free introductory membership.

SFB ON PRODIGY

The Prodigy SFB Club is going strong is easily found on the Prodigy GAMES Bulletin Board. The topic is SCI-FI GAME CLUBS and the subject is Star Fleet Battles. Or drop Andrew Apter a line at EGCC88A@prodigy.com for info.



MASTER ANNEX FILE

Completely revised and integrated Annexes and Master Ship Chart for Star Fleet Battles.



WELL,
ENSIGN,
WHAT
IS IT?

AND
WHAT'S
IT GOT?

"Reading high-frequency sensor output. The database says it's either a D6 Delta drone bombardment cruiser or a D6 Sierra fleet scout. Judging from those six drones, I'd make it a Delta."

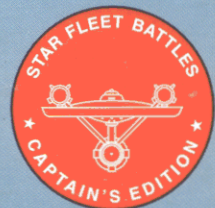
"What's the read-out, Ensign? What am I dealing with?"

"Crew standard, but that Delta is short on marines. Same maneuverability as a standard D6. No disruptors, but six drone racks and two scout-sensors. Carries above-average number of special drones. Whoa, Nellie! That thing's got TWO HUNDRED drones on board!"

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