

STAR FLEET BATTLES **BATTLESHIPS!**

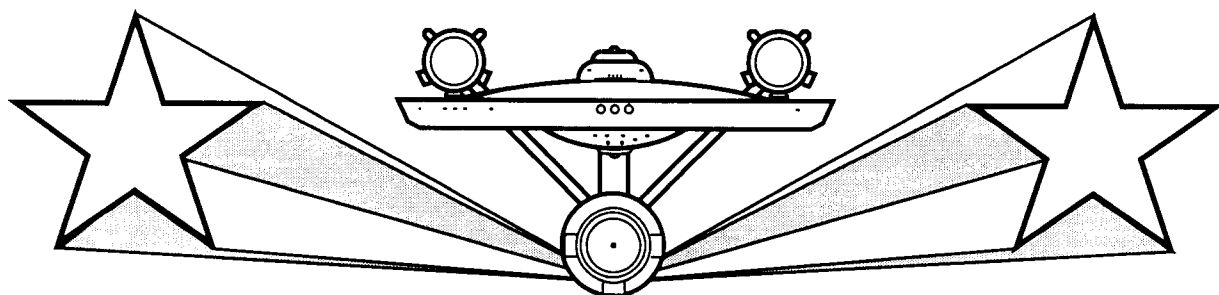


MODULE R5

**TASK
FORCE
GAMES™**

101.11.91

STAR FLEET BATTLES



CAPTAIN'S MODULE R5

BATTLESHIPS

БОЛЬШИЕ ЗВЕЗДНЫЕ КОРАБЛИ

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(Z18.0) NOTES ON MODULE R5**(Z18.1) PRODUCT ORGANIZATION AND COMPONENTS**

STAR FLEET BATTLES CAPTAIN'S MODULE R5 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 ships, you will also need Advanced Missions, Module C1, Module C2, Module J, and Module K.

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

A complete copy of Module R5 includes:

- 48-page rulebook (this book)
- 64-page SSD book
- one sheet of 108 die-cut counters

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Questions, comments, suggestions, and any expansion material for the STAR FLEET UNIVERSE should be sent only to Amarillo Design Bureau, Post Office Box 8759, Amarillo, TX 79114. All correspondence must include a stamped self-addressed envelope if you wish to receive an answer or evaluation of your submission. Your return envelope **MUST** bear enough postage to cover the return of your questions (about four pages to one first class stamp). Foreign customers should enclose three International Reply Coupons, not foreign stamps or money. It is imperative that you place your name and address on **EVERY** page of your correspondence. Please do not put questions and expansion material on the same sheet.

When sending questions, phrase each one so that it can be answered with a yes or no, a brief answer, or by circling one of several choices. Leave several blank lines after each question (not each group of questions). In order to better serve the player community, letters asking 10 or fewer questions are given priority and are answered in 2-3 days. Letters with more questions are answered only as time permits (allow 2-3 weeks). Please attempt to look up the answer yourself first. We will cheerfully answer questions about how the rules work, but cannot answer questions as to "WHY?" various things work the way that they do. Such "WHY?" questions are sometimes printed (with answers) in Captain's Log. All future products for the STAR FLEET UNIVERSE will be prepared by ADB; all questions relating to existing products will be answered by ADB.

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R1.0 GENERAL UNITS

There are no "general units for use by all races" in this product; however, there is a need to discuss each of the classes of ships included and explain how and why they were produced.

As the General War continued, all of the belligerent races found themselves in a subtle arms race to field larger and more powerful ships.

It might be noted that there are no plans for general auxiliaries based on the Large Ore Carrier beyond the two WYN designs (which did not work very well).

BATTLESHIPS: While the Klingon B10s did indeed remain unique as the only battleships ever completed, other races contemplated production of their own battleships. Module R5 includes these "conjectural" battleship designs. (These designs will never be made "historical.")

It is probable that any battleship would have carried two MRS shuttles, but these are not included in the BPV due to the optional nature of that system.

- R2.73 Federation *Ares* Battleship
- R3.82 Klingon B11 Improved Battleship
- R4.81 Romulan King Condor
- R4.83 Romulan K10R
- R5.57 Kzinti Battleship
- R6.47 Gorn Battleship
- R7.60 Neo-Tholian Battleship
- R9.55 Hydran Monarch Battleship
- R11.47 Lyran Cave Lion Battleship
- R13.44 ISC Battleship

All of the above battleships are conjectural units (except for the Tholian, which may as well have been). As such, it is impossible to assign an in-service date. We have arbitrarily set Y175 as the year for battleship introduction, with the Klingons receiving their first B10 in Y173. (This applies only to campaigns which allow races to build battleships and does NOT reflect a change in the historical service dates of the actual B10s.)

Production at a maximum rate of one every second year could be expected. Players may experiment with different production rates in their local campaigns and might wish to use the system provided in F&E rule (436.0).

No battleships have aegis (except the B10 and B11, which have the limited form of that system). The Romulan variant of the B10 does not have aegis. The Klingon carrier and SCS variants of the B10 do have limited aegis.

It should be noted that most ships in the game are designed for a consistent racial "fleet speed," but the battleships are not. They are designed to have a consistent amount of power across all racial lines, perhaps indicating that this was the maximum amount of power any ship could carry (the B11 being a unique exception).

Most of these battleships have fighters and, as such, have a carrier data table, but battleships (except for the B10V and B10S) do not have formal carrier escort groups in the normal sense of the term.

All battleships (had they been built) would be "limited production standard warships" (L in notes column) and "no prototypes" (Y1), but this is not listed.

BATTLE CARRIERS: Just as fleet carriers were built on the hulls of heavy cruisers, most races at least contemplated the concept of building fleet carriers on the hulls of heavy battlecruisers. The larger hullforms allowed these "battle carriers" or BCVs (not to be confused with the F-15-carrying Federation CVB) to operate full squadrons and still have firepower superior to the average cruiser. (The ISC version of this and the BCS were converted from CCs and CVs, and do not entirely fit the pattern.)

They were built after PFs had entered service and were something of an anachronism. Even so, they were the finest fleet carriers ever built, and very popular.

In the game, this class includes:

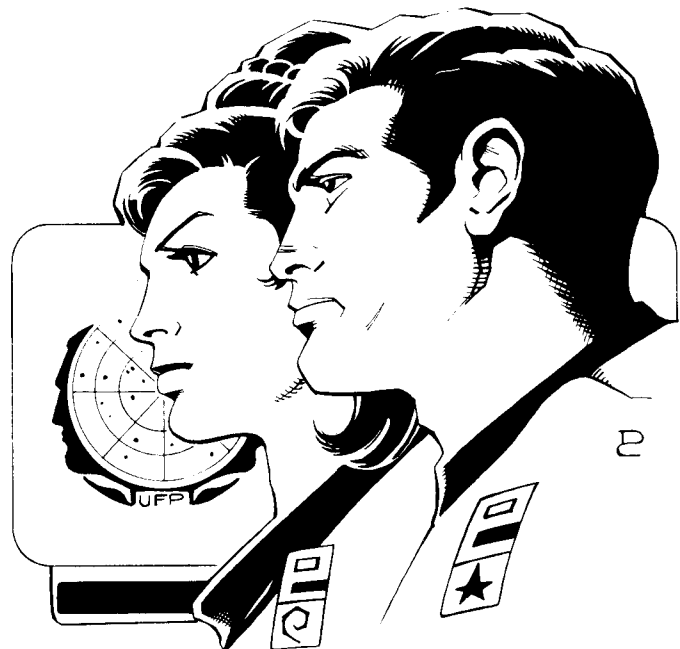
- R2.74 Federation BCV *Shangri-La*
- R3.86 Klingon C7V
- R4.82 Romulan SuperHawk-N
- R5.59 Kzinti BCV
- R6.49 Gorn BCV (a conjectural unit)
- R9.56 Hydran Overseer
- R11.49 Lyran BCV (a conjectural unit)
- R13.45 ISC BCV

Battle carriers are not shown with mech link refits, even though these would be commonly available at the time they were deployed. Players may add them using (R1.R1).

BATTLE CONTROL SHIPS: Few BCVs actually entered service because, as the BCHs were under construction, PFs came into widespread use. Half-finished designs for battle carriers were tossed out the window, and new designs for battle control ships were created.

- R2.75 Federation Battle Control Ship *Atlantis*
- R3.87 Klingon C7S Battle Control Ship
- R4.50 Romulan ThunderHawk (Module R4) is equivalent.
- R5.60 Kzinti Battle Control Ship
- R6.50 Gorn Battle Control Ship
- R9.57 Hydran Overmind Battle Control Ship
- R11.50 Lyran Firecat Battle Control Ship
- R13.46 ISC Battle Control Ship

The concept of battle control ships, in a somewhat different form, was first proposed by *Frank Crull*.



HEAVY COMMAND CRUISERS: Command cruisers had long stood as the ultimate expression of the heavy cruiser hull, and peacetime designers could push those hulls no further than the D7C and the various other CCs.

In wartime, however, competition allowed (indeed, forced) warship size to increase. New more efficient designs allowed more systems to be packed into the same hull volume, and a relaxation of peacetime production standards (intended to produce ships for decades of service) allowed the CCs to grow slightly into what were variously called CBs, CHs, or CCHs. In game terms, a CCH is about half-way between a CC and a BCH. It should be noted that when the larger BCHs were needed, they had to be based on entirely new hulls in most cases.

R2.76 Federation CB Heavy Command Cruiser

R3.88 Klingon D7W Heavy Command Cruiser

R5.61 Kzinti CCH Heavy Command Cruiser

R6.51 Gorn CCH Heavy Command Cruiser

R7.41 Tholian Heavy Command Cruiser

R8.27 Orion Battlecruiser

R9.58 Hydran Lord Admiral Heavy Command Cruiser

R9.59 Hydran Lord Cardinal Heavy Command Cruiser

R11.51 Java Tiger Heavy Command Cruiser

NEW HEAVY CRUISERS: Production of heavy cruisers was never high enough to meet the demands of wartime combat attrition, and there were other demands for hulls (and shipyard space) of this size (e.g., survey ships, fleet carriers, tugs, etc.). All of the races quickly realized that the number of heavy cruisers in service was going to start dwindling rather rapidly as the war went along, and all sought solutions to it.

The most universal solution was to take the war cruiser design, add hull volume and warp power, and produce a ship that had about the same size and capabilities of a heavy cruiser or command cruiser, but which could be built in shipyards intended to produce war cruisers. This left the heavy cruiser slipways clear for their traditional production requirements.

The NCAs of two races deserve special note. The Romulan NCA (FireHawk) entered mass production as their standard cruiser. This was because the Romulans had no modern pre-war cruiser design to continue in production. The Gorns deliberately designed their HDD in such a way that a "rear bubble" could be added to it later, producing the excellent CM which was tactically superior to the pre-war BC.

In game terms, a new heavy cruiser is generally a CW with an added hull section and a third (smaller) warp engine. Most have slightly more power than the standard CAs which they supplemented and eventually supplanted.

R2.77 Federation NCA New Heavy Cruiser

R3.89 Klingon D5W New Heavy Cruiser

R4.38 Romulan FireHawk (Advanced Missions)

R5.62 Kzinti NCA New Heavy Cruiser

R6.39 Gorn Medium Cruiser (Module R4)

R7.39 Tholian Heavy War Cruiser

R7.40 Tholian Heavy War Cruiser (photon-armed)

R8.29 Orion BRH Heavy Battle Raider

R9.60 Hydran Iroquois (hellbore)

R9.61 Hydran Mohawk (fusion)

R9.62 Hydran Cheyenne (combined)

R11.52 Lyran NCA New Heavy Cruiser

NOTE: There are no plans for variants of NCAs, and no proposals are being accepted by ADB. The existing war cruiser hulls are adequate to provide all required support classes, and the whole point of NCAs is to alleviate the shortage of standard combat heavy cruisers.

OTHER LARGE UNITS: This product includes a number of other "big ships" which were designed, produced, or considered by various races at various times. Some examples of these include:

- CVAs are provided for the Gorns and Lyrans, which never produced (or even contemplated) such ships. These are included so that players can use the Gorns and Lyrans in the various CVA campaign games.
- The Orions don't have a dreadnought in the original game, so we gave them a DN (R8.26) instead of a BB. We couldn't see giving them a battle carrier or battle control ship, but did give them a fleet carrier on their heavy cruiser hull (R8.28).
- The WYNs didn't seem to need a true battleship either, so we gave them an auxiliary dreadnought (and the auxiliary battle control ship version) based on the large ore carrier.
- The Andromedans don't use the normal class designations, so we gave them two new ships without trying to fit them into a class.
- We included the Hydran Count and Earl Destroyer Leaders, even though they were not really "big ships," because of their importance in explaining Hydran ship construction history.
- We included the Lyran Mountain Lion, the smallest ship in this product, because of its relationship to the history of big ships.
- The Klingon C7 (surely a "big ship") had never been converted to Romulan technology, so we provided an SSD for a conjectural KCR.
- We provided new Space Control Pods (and Tugs) for the Klingons, Kzintis, and Lyrans, and an SSD for the Federation's favorite tug-pod combination.
- This product would hardly be complete without the carrier and space control versions of the B10.

CONJECTURAL UNITS: Some of the ships in this product are "conjectural" units, ships that were never actually built but could have been. The idea of "never built" has been a feature of naval wargaming (from which SFB derives) for decades. (Any decent battleship game will include factors for the US *Montana*-class and the German H-series, none of which were ever built.)

The use of conjectural ships in local campaigns is best left to the discretion of the campaign organizers, but should such a campaign decide to incorporate ships of these classes, the ones in this product are what historically would have been used.

In previous editions of SFB, some ships were originally released as "conjectural" and later became "real," examples being the Federation FFB, Klingon B10, and Romulan ThunderHawk. After the game was updated to the Captain's Edition, however, this "creeping realism" has stopped and units declared to be conjectural will remain so forever.

A NOTE ON FIGHTERS: While the Carrier Data Tables of some carriers list the "fighter refits," most do not. When not listed, the best available version of the fighter in the year of the scenario is considered to be available.

БОЛЬШИЕ ЗВЕЗДНЫЕ КОРАБЛИ

Many have asked us what the Russian words "Bolshoya Zvesdaya Korabali" stand for. Literally, they mean Big Stellar Ship, or Big Starship, or simply Stellar Battleship.

**(R2.0) THE UNITED
FEDERATION OF PLANETS****FEDERATION BATTLESHIP**

(R2.73) BATTLESHIP (BB): The Federation counterpart to the B10 would doubtless have had equivalent weapons, i.e., eight photons FA and two RA, plus an assortment of phasers. The BB uses a DNG saucer, with almost all of the extra systems going into a greatly expanded rear hull.

The inclusion of a half-squadron of F-15s was somewhat radical, but matches the eight Z-Ys on the B10. The hangar bay would not have been large enough for F-14s, and the ship would never carry a SWAC. There is no balcony.

The labs were spartan by pre-war Federation standards, but match those on the DNG and reflect wartime requirements. This was offset somewhat by the extra probe launcher. It was impossible to add more forward phasers, resulting in the unusual case of a Federation ship able to fire more to the rear than the front.

The center warp engines are mounted on the saucer and would separate with it, should that be required. In the event of separation, the center engines become left and right and the forward hull becomes center hull.

Year	Escorts	Fighters
Y175+	None	6 x F-15

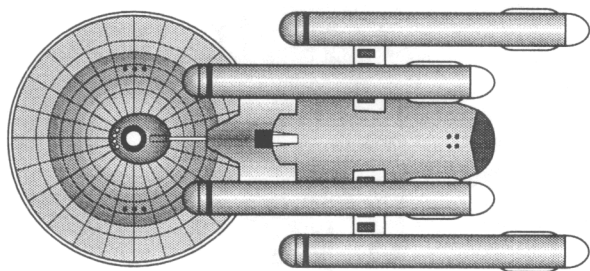
There were no refits for this class.

This ship is conjectural.

Names: 2151-Ares, 2152-Mars, 2153-Nebu, 2154-Kali.

Design by Stephen V. Cole with comments from dozens of staff and playtesters and special thanks to Ray D Olesen.

SSD and counter are in Module R5.

**FEDERATION HEAVY BATTLECRUISER VARIANTS**

(R2.74) BATTLE CARRIER (BCV): After the CVA *MacArthur* was destroyed in Y181, the Federation ordered the next BC hull completed as a carrier. This became the *Shangri-La* and was completed in Y183. When the CVA *Napoleon* was heavily damaged in Y183, the subsequent BC was completed as the BCV *Atlantis*. The design was significant as it sacrificed nothing from the basic BCG design in the way of firepower or energy.

Both BCVs had distinguished careers in the late war years. The *Shangri-La* was known as the "ghost ship" because of its sudden appearances in various theaters. The Klingons thought (for most of Y183) that there was no such ship, simply a clever Federation deception campaign ascribing raids by several other carriers to a single ship.

Both BCVs had drone racks in the dorsal turret; this was considered to be more efficient because of the drone-armed fighters, and there was no plasma-armed version of the BCV.

The hangar is a "tunnel deck" (J1.58) with doors at the forward and aft end. The BCVs carried either one MRS or one E2C SWAC, depending on availability; these are not included in the BPV. There is no balcony.

Year	Escorts	Fighters
Y183+	NAC, DWA	12 x F-14

There were no refits for this class.

The BCV is a variant of the BCG. There is no carrier variant of the BCF.

Designed by Cole & Petrick.

SSD and counter are in Module R5.

(R2.75) BATTLE CONTROL SHIP (BCS): The second BCV, *Atlantis*, was either completed in or converted to this configuration. (The records are unclear.) It carried six F-111s on tractors in a single "bay" and had cargo storage able to use (R2.R5).

The single shuttle bay for six F-14s plus the admin shuttles had only one door (to the rear) since the space for the forward portion of the bay (on the BCV) was taken up by cargo storage. The F-111s and F-14s form separate squadrons and cannot be mixed in a squadron. All of the deck crews (listed separately to simplify conversion to a BCP) can, of course, work on any type of fighter. The BCVs carried either one MRS or one E2C SWAC, depending on availability; these are not included in the BPV. There is no balcony.

There was no version carrying A-20s due to the power demands.

Year	Escorts	Fighters
Y184+	NAC, DWA	6 x F-14, 6x F-111

There were no refits for this class.

The BCV is a variant of the BCG. There is no BCS variant of the BCF.

Designed by Cole & Petrick.

SSD and counter are in Module R5.

(R2.75A) BATTLE CONTROL SHIP WITH PFs (BCP): Players wishing to use the conjectural PFs may accomplish this by: replacing the cargo with repair, replacing the F-111s with PFs or interceptors, and deleting the F-111 deck crews. (Assume all links are repair capable.) No counter is provided, and the SSD is combined with the BCS.

This ship is conjectural.

FEDERATION CRUISERS

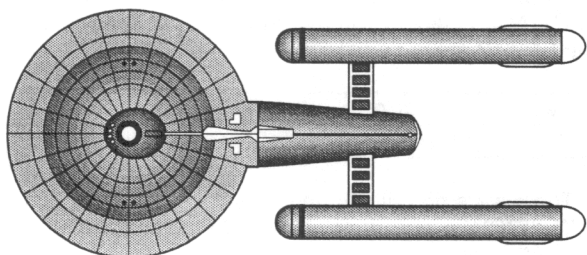
(R2.76) HEAVY COMMAND CRUISER (CB): The first of these improved command cruisers (*Gettysburg*) appeared in Y175. The new design provided a 20% increase in phaser firepower, a 100% increase in drone capability, a 25% increase in reserve power, and a 7.5% increase in warp power (resulting in a warp-capable saucer).

Names (decisive battles and "turning points"):
 1728 *Gettysburg*, 1729 *Kadesh*, 1730 *Thermoplae*,
 1731 *Cannae*, 1732 *Alesia*, 1733 *Isandhlwana*,
 1734 *Gravelotte*, 1735 *Tannenberg*, 1736 *Kursk*,
 1737 *Coral Sea*, 1738 *Inchon*, 1739 *Khe Sanh*,
 1740 *Golan*, 1741 *Alfeld*, 1742 *Austerlitz*,
 1743 *Panjsher*, 1744 *Suomussalmi*, 1745 *Rocroi*,
 1746 *Poltava*, 1747 *Rosbach*, 1748 *Gaugamela*,
 1749 *Vincennes*, 1750 *Basra*.

There were no refits for this class.

Designed by *Cole & Petrick*.

SSD and counters are in Module R5.



(R2.77) FEDERATION NEW HEAVY CRUISER (NCA):

Faced with a shortage of heavy cruiser hulls, the Federation (like many other races) looked to its war cruiser design and created a "new heavy cruiser" that could be assembled in shipyards that were building NCLs (leaving the CA shipyards free to build CBs). The addition of the rear hull and the small center engine increased power, versatility, and range.

The shift in the center of gravity reduced the chances of a breakdown.

The NCA cannot drop the rear hull but could, of course, drop its warp engines.

There were no refits for this class.

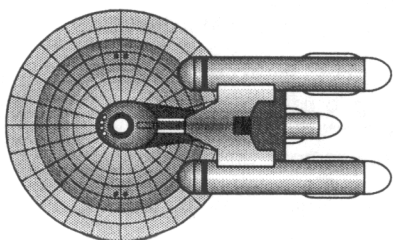
Variants: None.

Names (major cities on Earth and other Federation worlds):

1651 *Chicago*, 1652 *New York*, 1653 *Dayton*,
 1654 *Los Angeles*, 1655 *London*, 1656 *Tokyo*,
 1657 *Beijing*, 1658 *Berlin*, 1659 *Mecca*,
 1660 *Buenos Aires*, 1661 *Kinshasa*.

Designed by *Cole & Petrick*.

SSD and counters are in Module R5.



FEDERATION TUGS AND PODS

(R2.78) FEDERATION BATTLE CARRIER TUG (BTv): One of the most powerful battle tug combinations in space was a Federation battle tug with an additional light carrier pod, combining firepower with fighter power. The combination was, however, the slowest warship in Star Fleet and tended to be used to defend fixed installations. In one such battle, the tug had to abandon the pods in order to escape from a superior Klingon force.

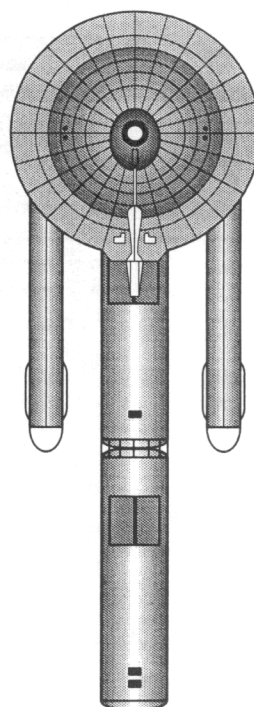
The forward doors of the two "tunnel deck" bays of the light carrier pod are blocked by the battle pod. The impulse engines of the battle pod cannot be used for movement while the light carrier pod is attached.

Such a combination was used by the Federation on more than one occasion. BTvs could have been created as early as Y167, although the first recorded incident was in Y170. (Earlier use may require operating without escorts as FFEs were not available at the time the light carrier pod entered service.) The light carrier pod increases the seeking weapon control rating of the tug to double the sensor rating. (If used before the tug refit, the combination can control seeking weapons equal to the sensor rating.)

Refits apply to the individual elements.

Year	Escorts	Fighters
Y170-75	2 x FFE	12 x F-8
Y173-76	NEC, FFE	12 x F-18
Y175-82	NEA, FFA	12 x F-18
Y178+	NAC, DWA	12 x F-18B
Y183+	NAC, DWA	12 x F-18C

SSD and counter for the combination are in Module R5.



R3.0 THE KLINGON EMPIRE

KLINGON BATTLESHIPS

(R3.82) B11 SUPER BATTLESHIP: The Klingons had envisioned a follow-on class of improved B10s with additional power and weapons. This conjectural design is taken from a Klingon project study dated Y184 and represents the four additional battleships in the Klingon 8+8 plan (which called for eight B10s and eight C7s to lead the fleet to its ultimate victory over the oppressive forces of the Alliance).

The refits that were applied to the B10s during their construction would have been included as original equipment in the B11 series. Note the addition of wing phasers and an increase in the impulse engines to provide adequate power to maintain fleet battle speeds. The additional ADDs, combined with the limited aegis of the B10K, would have made the ship virtually drone-proof from all but a point-blank or massively overwhelming drone strike. A slight increase in shielding was also projected for the B11 class.

There is no heavy weapon "I" to avoid confusion with "1".

Year	Escorts	Fighters
Y178+	None	8 x Z-Y

Two shuttle bays (boom, rear); no transfers. Rear bay has a four-space balcony.

UIM: There are three UIM modules as standard equipment. Backups are available for purchase under (S3.2).

Names: B116 *Incomparable*, B117 *Indisputable*, B118 *Inevitable*, and B119 *Insufferable*. None of these were ever started. There was no possibility of a Romulan version.

Designed by *Cole & Petrick*. Conjectural Ship.

SSD and counter are in Module R5.

(R3.83) B10V SUPER CARRIER

Insatiable, the second B10, was nearly completed as a carrier before it was converted to an SCS. The SSD shows the ship as it would have appeared if completed in this role.

There are three shuttle bays in the rear hull. The upper left bay holds nine Z-Y fighters, one of which is an EWF. The bay has three launch tubes and a three-position balcony. The upper right bay is identical to the upper left. The lower bay holds six Z-D (sometimes Z-P) fighters, two administrative shuttles, and two MRS shuttles (not in BPV); it has a four-position balcony but no launch tubes. Internal transfers by (J1.59) are possible between all three rear bays; the upper and lower bays are connected by elevators (R3.R6).

The B10V has 1,000 points of drone storage. There are two spare admin shuttles, four spare Z-Ys, and two spare Z-Ds. The two fighter squadrons each consist of eight Z-Ys, one Z-YE, and three Z-Ds, but players can reorganize the two squadrons as they wish.

Year	Escorts	Fighters
Y184+	AD5, 2xAF5	18 x Z-Y, 6 x Z-D

The B and K refits would have been installed whenever the ship was completed and are assumed in the SSD. This includes the limited aegis system, which controlled the ADDs and phaser-3s.

The two phasers on either side of the boom (marked RF+LS and LF+RS) cannot fire directly to the rear due to the higher shuttle bay structure on this variant.

UIM: There are three UIM modules as standard equipment. Backups are available for purchase under (S3.2).

Design by *Stephen V Cole*.

SSD and counter are provided in Module R5.

(R3.84) B10S SPACE CONTROL SHIP

The *Insatiable* was completed as a space control ship, entering service in Y186. There are two shuttle bays in the rear hull, each of which holds six Z-Y fighters, one admin shuttle, and one MRS (not in BPV). Each bay has three launch tubes and a three-position balcony. There is 1 EWF among the 12 Z-Ys; it can be serviced in either bay.

Year	Escorts	Fighters
Y186+	AD5, 2 x AF5	12 x Z-Y

There are six PFs; note that two of the six mech links are on the boom portion, allowing the boom to carry PFs for self-defense if operating detached. There are two internal repair bays for PFs (on the lower deck). In rare cases one or two additional PFs might be carried there; these would be commando or other special types and would not be part of the flotilla (K0.33). The B10S had no external PF repair facilities, an unusual shortcoming in a Klingon ship that is probably the result of complications in the original design.

There are 1,000 spaces of drone storage. There are two spare admin shuttles and four spare Z-Ys.

The B10S is otherwise identical to the B10V, including the boom phaser firing arc restrictions, the limited aegis system, and the anti-drone racks.

UIM: There are three UIM modules as standard equipment. Backups are available for purchase under (S3.2).

Designed by *Stephen V Cole*.

SSD and counter are in Module R5.

KLINGON PODS

(R3.85) SPACE CONTROL POD (P-S10): The Klingons built one pod of this type near the end of the war. It is, as the SSD indicates, a huge pod taking all available docking links on a tug. (It was impossible for a D5H or D5G to carry this pod.) The special sensors seem to have been present more to enable the ship to see danger coming and flee (due to its extremely slow speed) than to support its PF flotilla by finding targets.

The pod is the equivalent of three pod weights.

The fighters are in two separate bays, each with a single door and no balcony. Transfers are not possible.

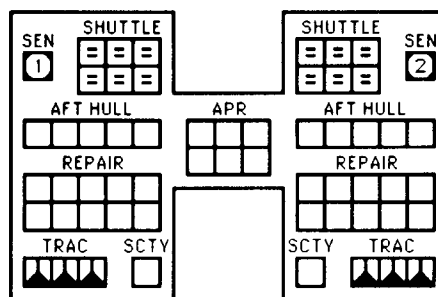
The pod adds shield boxes to the tug, as seen on the TSC SSD. Special sensors are destroyed on "phaser" hits.

When a tug carries this pod, it operates with the escort group given below.

Year	Escorts	Fighters
Y181+	AD5, AF5	12 x Z-YB

Design by *Steven P Petrick*.

An SSD and counter for this pod on a fleet tug are in Module R5. An SSD of the pod by itself is below:



KLINGON HEAVY BATTLECRUISER VARIANTS

(R3.86) C7V BATTLE CARRIER: The Klingons quickly saw the advantages of larger carriers, and drafted plans for a carrier version of the C7, but were unable to spare a hull for such a conversion until the *Pestilence* in Y182. It is entirely possible that at least one more was built.

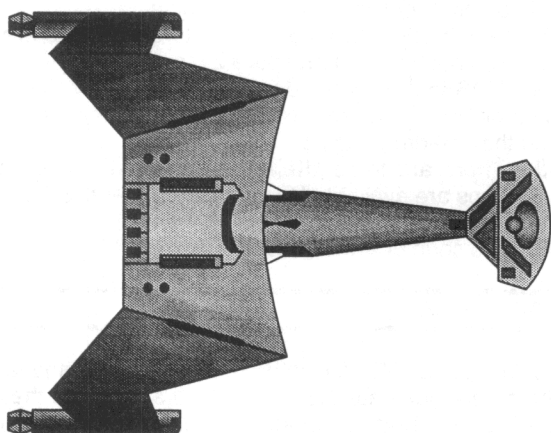
The deckhouse was expanded to provide for a full fighter squadron without sacrificing weapons. There is a four-position balcony behind the single hangar bay.

Year	Escorts	Fighters
Y182+	AD5, AF5	12 x Z-Y

UIM: There are two UIM modules as standard equipment. Backups are available for purchase under (S3.2).

Designed by *Cole, Petrick, & Gara*.

SSD and counter are in Module R5.



(R3.87) C7S BATTLE CONTROL SHIP: The Klingons completed some of the later C7s as C7S battle control ships, replacing half of the C7V's fighters with PFs.

There is a four-position balcony behind the single hangar bay. PFs on the four rear mech links can be repaired.

Year	Escorts	Fighters
Y184+	AD5, AF5	6 x Z-Y

UIM: There are two UIM modules as standard equipment. Backups are available for purchase under (S3.2).

Designed by *Cole, Petrick, & Gara*.

SSD and counter are in Module R5.

KLINGON HEAVY CRUISERS

(R3.88) D7W HEAVY COMMAND CRUISER: The Kareli Design Bureau, exploring further enhancements in the venerable D7 hull, incorporated several innovative design features into the D7W. This was the most powerful D7 variant ever built, barring the DX. The ship had more copious shuttle bays and extra wing phasers when compared to the D7C.

UIM: There is one UIM module as standard equipment. Backups are available for purchase under (S3.2).

Design: The original design (which was considerably more powerful) was done by *Stephen V Cole*. After playtesting revealed it to be too powerful, the design was revised by *Cole & Petrick*.

SSD and counters are in Module R5.

(R3.89) D5W NEW HEAVY CRUISER: The Klingon D5W is similar to the Federation NCA: a war cruiser built up to heavy cruiser size and power. The addition of a frigate engine over the deckhouse increased the overall engine power. (This engine is not part of the boom and does not block any firing arcs.)

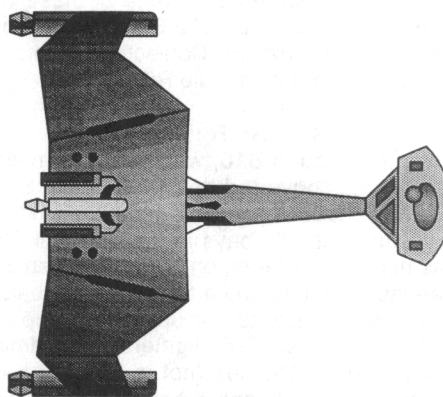
The D5W retained the limited aegis rig of the standard D5, controlling the phaser-2s, phaser-3s, and ADDs.

UIM: There is one UIM module as standard equipment. Backups are available for purchase under (S3.2).

No variants.

Designed by *Stephen V Cole*.

SSD and counters are in Module R5.



NOTE: This product also includes counters for Klingon Z-H fighters and a B10 boom.

The rule numbers (R3.82) through (R3.85) were previously assigned to other ships; these ships were renumbered in this edition and will appear in Module R6.

(R4.0) ROMULAN STAR EMPIRE

(R4.81) KING CONDOR BATTLESHIP (KCN): The Romulans had envisioned an enlarged Condor-class ship with a greatly expanded rear hull and a second heavy torpedo launcher. It appears that the project was cancelled after the shipyards were unable to produce a reliable warp engine of the required output. (The cost of such a project would have been immense.) It is unclear if this design was intended to be built in addition to procuring a B10 for conversion (R4.83) or if one of the designs was a backup for the other.

The plasma racks were apparently added to increase firepower and short-range defense. Perhaps based on the Klingon pattern, the design study did include a rear-firing plasma-S torpedo, possibly from concern that the large ship might prove unmaneuverable and need to discourage an enemy from approaching that quarter.

Note the massive transporter array, which presumably would have allowed the ship to board and capture crippled enemy starships.

Year	Escorts	Fighters
Y175-79	None	4xG-II, 4xG-SF
Y180+	None	4xG-III, 4xG-FSF

This ship is conjectural.

Based on a proposal by Ron Spitzer.

SSD and counter are in Module R5.



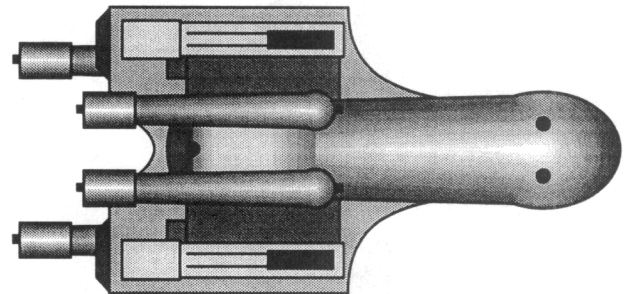
(R4.82) SUPERHAWK-N (SUN): The Romulans completed two pairs of "N-Modules" about Y182 and used them both on SuperHawk Command Cruisers. The primary change from the K-module was the provision of extra fighters, bringing the SuperHawk-N (or SunHawk) into the class of a full-fledged fleet carrier. The N-Modules can only be carried by SuperHawks.

These ships were given formal escort groups and are the Romulan equivalent of battle carriers.

Year	Escorts	Fighters
Y182+	SPM, SKEA	6xG-FSF, 6xG-III

Designed by *Cole & Petrick*.

SSD and counter are in Module R5.



(R4.83) K10R BATTLESHIP: This SSD is purely conjectural as no such ship was ever built, although the Klingons had actually signed a contract to deliver one.

This ship does not have limited aegis as the B10 did.

Name: *Inseparable*.

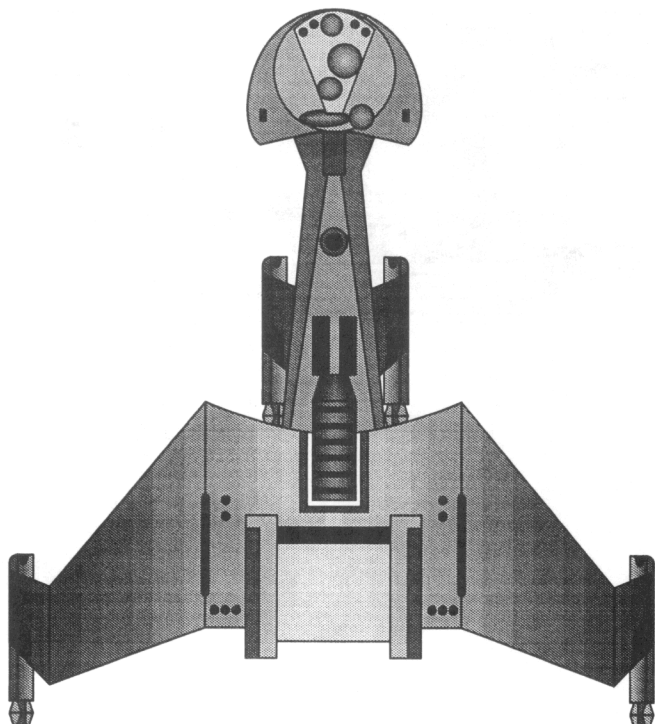
No V or S variant was considered.

Year	Escorts	Fighters
Y173-79	None	8xG-SF
Y180+	None	8xG-FSF

This ship is conjectural.

Designed by *Stephen V Cole*.

SSD and counter are in Module R5.



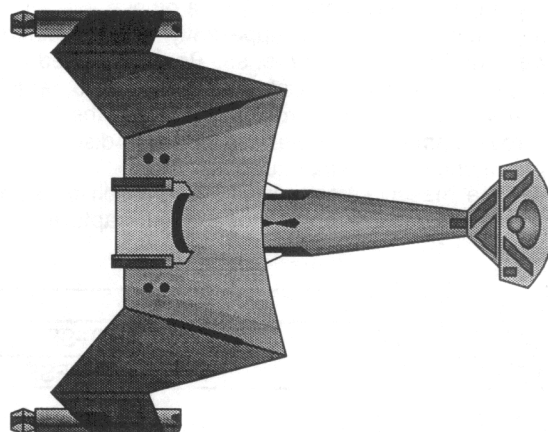
(R4.84) HEAVY BATTLECRUISER (KCR): The Romulans never obtained a Klingon C7, but did actively try to purchase one and had worked out plans for the conversion. (The Klingons could not spare any of their C7s, and delivery at that point in the General War would have been problematical in any case.)

Note the unusual combination of three plasma racks.

This ship is conjectural.

Designed by *Steven P Petrick*.

SSD and counter are in Module R5.



NOTE: Module R5 includes counters for a squadron of Tribune Heavy Fighters.

(R5.0) KZINTI HEGEMONY

(R5.57) BATTLESHIP (BB): The Kzinti battleship design project was envisioned as an enlarged version of the dreadnought. Additional firepower was provided. The inclusion of rear-firing weapons may well reflect a stolen set of B10 plans.

The Kzintis never began construction of this ship, but there is evidence that they attempted (and failed) to build the large warp engines it would require. Computer simulations with four of the warp engines used on the DN were unsatisfactory as the proximity of the engines required extra shielding and made them more vulnerable to damage. Doubtless, had the B10 been completed during the General War, the Kzintis would have had the incentive to find a solution to the engine problem.

Note the expanded disruptor arcs.

The cargo space is used to store 400 of the 500 points (Annex #7G) of spare drones; these drones can be used by the fighters or for use by ships following the BB.

Year	Escorts	Fighters
Y175-79	None	8x TAAS
Y180+	None	8x TADS

This ship is conjectural.

The original design by Stephen V Cole was heavily modified by David Zimdars.

SSD and counter are in Module R5.

(R5.58) SPACE CONTROL POD (P-S9): The Kzintis built one pod of this type near the end of the war, after observing a similar Klingon pod in operation. It is, as the SSD indicates, a huge pod taking all available docking links on a tug. (It was impossible for an MTT to carry this pod.)

The pod is the equivalent of three pod weights.

The fighters are in two separate bays, each with a single door and no balcony. Transfers by (J1.59) are not possible. The special sensors seem to have been present more to enable the ship to see danger coming and flee (due to its extremely slow speed) than to support its PF flotilla by finding targets.

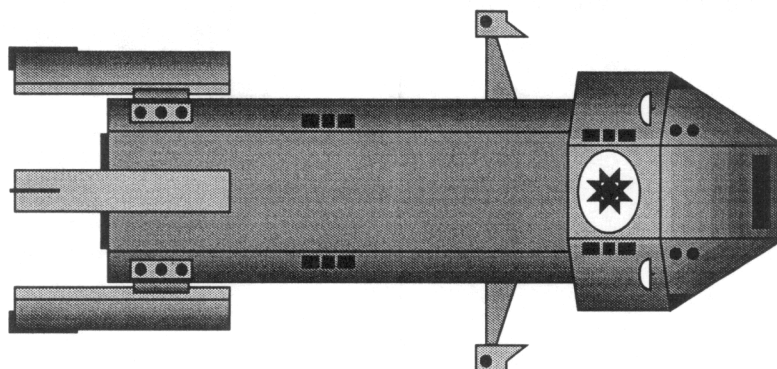
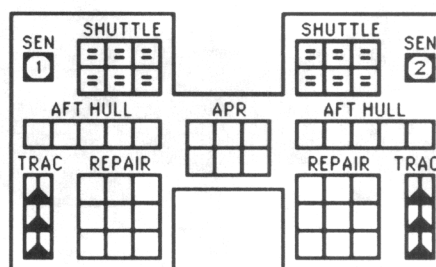
The pod adds shield boxes to the tug; see the TSC SSD.

When a tug carries this pod, it operates with the escort group given below.

Year	Escorts	Fighters
Y183+	MAC, DWA	12 x TADS

Design by *Steven P Petrick*.

SSD and counter for the tug carrying this pod are in Module R5. A separate pod SSD is shown below.



KZINTI BATTLESHIP

KZINTI HEAVY BATTLECRUISER VARIANTS

(R5.59) BATTLE CARRIER (BCV): The Kzintis completed at least one of their BCH hulls as a carrier, combining the firepower of the BCH with the carrier capabilities of the CVS. At least one CVS was upgraded to a BCV, and possibly others were as well.

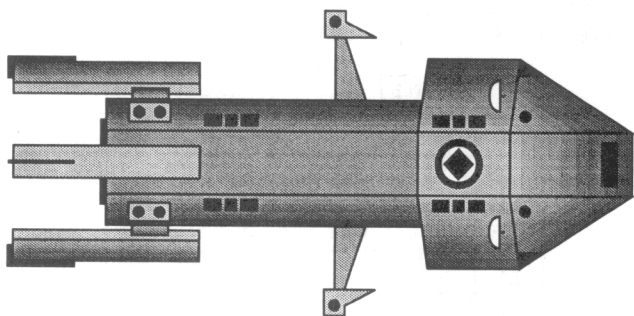
The bay has a forward hatch on the face of the lower hull and a rear hatch on the belly. Shuttles can launch from or land in either hatch, but the normal procedure is to launch from the forward hatch and land in the rear one.

Year	Escorts	Fighters
Y181+	MAC, DWA	12 x TADS

The BCV is a development of the BCH, which is a variant of the CVS (R5.7).

Designed by *Tony Zbaraschuk*.

SSD and counter are in Module R5.



(R5.60) BATTLE CONTROL SHIP (BCS): The Kzintis completed at least one of their BCH hulls as a battle control ship, combining the firepower of the BCH with some of the capabilities of the SCS. Note that the shuttle bay has only the forward hatch. As with other Kzinti ships, only the one internal mech link is repair capable, although it could also carry a seventh PF (not part of the flotilla; see K0.33).

Year	Escorts	Fighters
Y182+	MAC, DWA	6 x TADS

Designed by *Tony Zbaraschuk*.

The BCS is a development of the BCH, which is a variant of the CVS (R5.7).

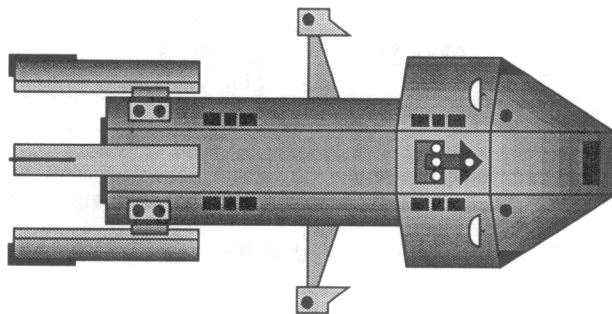
SSD and counter are in Module R5.

KZINTI HEAVY CRUISERS

(R5.61) HEAVY COMMAND CRUISER (CCH): As with the other races, the Kzintis attempted to improve their command cruiser design. The CCH design was limited by the shattered Kzinti economy, and the enhancements of the Kzinti CCH are, perhaps, slightly less than those of other races. The hull was lengthened by 6 meters, providing space for enhanced battery and power systems, but the major changes were reserved for the weapons pylons, which could be built easily in various facilities and installed as completed units. Due to the power requirements, drone transfer systems, and firing circuits, attempts to install these pylons on existing ships (without the full CCH conversion) proved impossible. The enhancements included an upgrade of two phaser-3s to phaser-1s and two anti-drone systems.

Designed by *Cole & Petrick*.

SSD and counters are in Module R5.

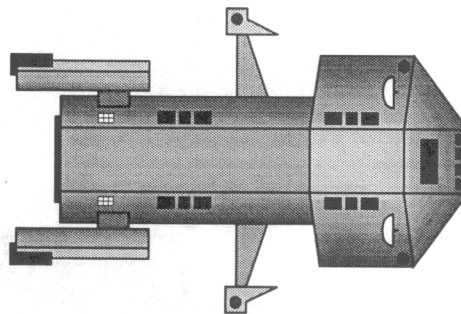


(R5.62) NEW HEAVY CRUISER (NCA): The Kzinti solution to the question of how to convert a medium cruiser into a heavy cruiser reflected the constraints under which it was built. Rather than use heavy cruiser engines, the Kzintis added a fourth medium cruiser engine, providing for a slight increase in energy over the BC.

The ship incorporated the effect of the Y175 refit.

Designed by *Cole & Petrick*.

SSD and counters are in Module R5.



NOTE: This product includes a counter for the Kzinti SRV Survey Cruiser (Carrier Configuration).

(R6.0) GORN CONFEDERATION

(R6.47) BATTLESHIP (BB): Given the extreme length of the Gorn DN, the design staff envisioned that a battleship design would have been based on a wider, rather than a longer, DN hull. Given the problems that the Romulans had building large engines, it is entirely possible that this also stopped any Gorn plans to build battleships.

The BB would have carried four admin shuttles, one HTS, two MRS, six GAS, and six fighters. The MRS and fighters are not included in the BPV.

Year	Escorts	Fighters
Y175+	None	6 x G-18
Y180+	None	6 x G-12

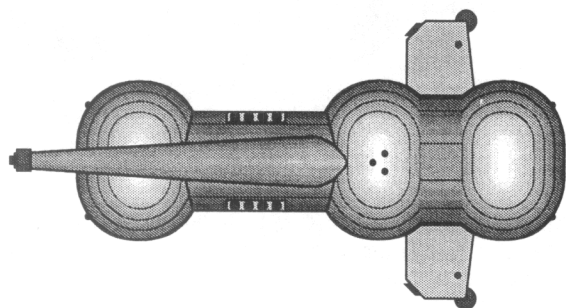
Federation Reporting Name: *Godzilla*.

Balcony positions: 4 left + 4 right.

Based on a 1985 proposal by the SFB gaming group at Game Keepers hobby store, Parma, Ohio.

This ship is conjectural.

SSD and counter are in Module R5.



(R6.48) HEAVY CARRIER (CVA): The Gorns were not a major fighter-using race and never built a CVA (other than some auxiliaries). This design, based on the Tyrannosaurus DN, is purely conjectural, i.e., the best guess of the SFB staff as to what such a ship would have looked like had one ever been built.

The two hangar bays are NOT connected by (J1.59).

Balcony: 3 on each side of front bay, 4 on each side of rear bay (14 total).

This ship had double the normal number of plasma-D reloads in storage, as shown on the SSD.

Federation reporting name: *Tyrannosaurus-V*.

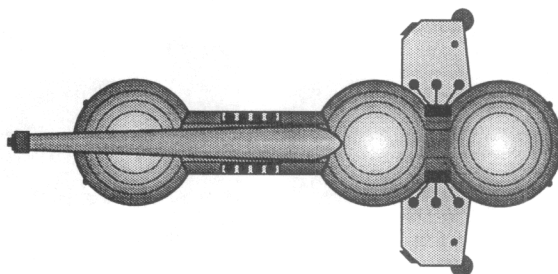
Year	Escorts	Fighters
Y173	CLE, 2xDE	12xG-18, 12xG-10
Y174	HDE, 2xBDE	12xG-18, 12xG-10
Y175+	HDA, 2xBDA	12xG-18, 12xG-10
Y180+	HDA, 2xBDA	12xG-12, 12xG-10

It is unlikely that a CVA would have been built before Y175, but the data for the period is provided. Note that if the Gorns built a CVA, they would have had G-10s earlier.

This ship is conjectural.

Designed by *Stephen V Cole*.

SSD and counter are in Module R5.



(R6.49) BATTLE CARRIER (BCV): The Gorns were never a major fighter-using race and never built large carriers, limiting themselves to those built on light cruiser and heavy destroyer hulls.

If the Gorns had built a carrier version of their heavy battlecruiser, it presumably would have followed the form of other races and used an enlarged hull to add fighters without reducing firepower or energy. The conjectural design provided calls for a stretched center hull section with the same sort of fighter bay used on the HDV and CV.

There would have been three balcony positions on each wing. There would have been one bay, with two doors (one to each side, similar to a tunnel deck but across the ship rather than lengthwise) just as on the HDV. It could be presumed that this would be the premier Gorn carrier (short of a CVA) and would, therefore, have the best fighters, the G-12s.

Year	Escorts	Fighters
Y181+	HDA, BDA	12 x G-12

This ship had double the normal number of plasma-D reloads in storage, as shown on the SSD.

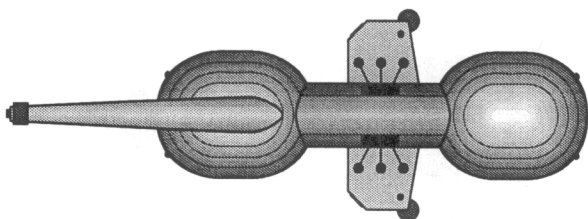
Balcony: 3 left + 3 right.

Federation Reporting Name: *Albertosaurus-V*.

This ship is conjectural.

Designed by *Steven P Petrick*.

SSD and counter are in Module R5.



(R6.50) BATTLE CONTROL SHIP (BCS): The Gorns completed at least one BCH as a BCS, combining a minimal fighter capability and a PF flotilla with the firepower of a BCH. Other BCHs may have been converted to this pattern.

This historical design lends some support to the conjectural design for the BCV.

There is one bay, with two doors (one to each side, similar to a tunnel deck but across the ship rather than lengthwise) just as on the HDV. This ship did carry G-12s, supporting the theory that the BCV would have.

Year	Escorts	Fighters
Y182+	HDA, BDA	6 x G-12

This ship had double the normal number of plasma-D reloads in storage, as shown on the SSD.

Balcony: 3 left + 3 right.

Federation Reporting Name: *Albertosaurus-S*.

Designed by *Steven P Petrick*.

SSD and counter are in Module R5.

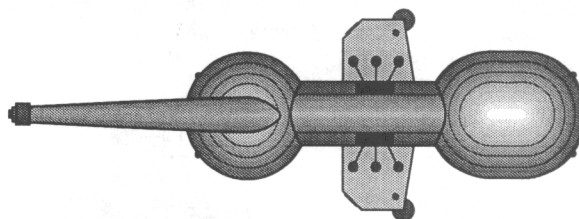
(R6.51) HEAVY COMMAND CRUISER (CCH): The evolution of the CC to the BCH is seen in this intermediate hull design, which entered service in Y175. The CCH had all of the refits and improvements of the latest CCs, but used an expanded front hull bubble to provide for additional phasers, although not enough power for them. The Gorns had actually designed the CCH before entering the General War and began production shortly thereafter, having seen reports of the Romulan FireHawk.

In the final analysis, the CCH was a disappointment, if not exactly a failure. The increase in combat power was not equal to the increase in the expense of production, although once CCHs had replaced CCs it was considered best to continue with the new design. The CCH became only a historical footnote on the way to the BCH class, and most were eventually converted to BCHs.

Balcony: 3 left + 3 right.

Federation Reporting Name: *Allosaurus Bull*.

SSD and counters are in Module R5.



(R6.52) STRIKE CARRIER (CVS): While the Gorns, with their characteristic fundamental disinterest in fighters and carrier operations, never built a heavy cruiser version of their CL-based carrier, they certainly were capable of such a ship and the conjectural design presented was entirely possible, had the Gorns chosen to build it. There is some indication that the Federation tried to encourage the Gorns to develop such a ship.

There is one bay, with two doors (one to each side, similar to a tunnel deck but across the ship rather than lengthwise) just as on the HDV.

Year	Escorts	Fighters
Y175-82	HDA, BDA	6 x G-18, 6 x G-10
Y180+	HDA, BDA	6 x G-12, 6 x G-10

Balcony: 3 left + 3 right.

Federation Reporting Name: *Allosaurus-V*.

This ship is conjectural.

Designed by *Steven P Petrick*.

SSD and counter are in Module R5.

NOTE: This product includes a counter for the Gorn SRV Survey Carrier.

The only real difference (on the SSD) between a G-12 and a G-18 fighter is the second chaff pack on the G-12. This makes it relatively easy for players to use whichever fighter is provided on a given SSD for the other type.

(R7.0) THOLIAN HOLDFAST

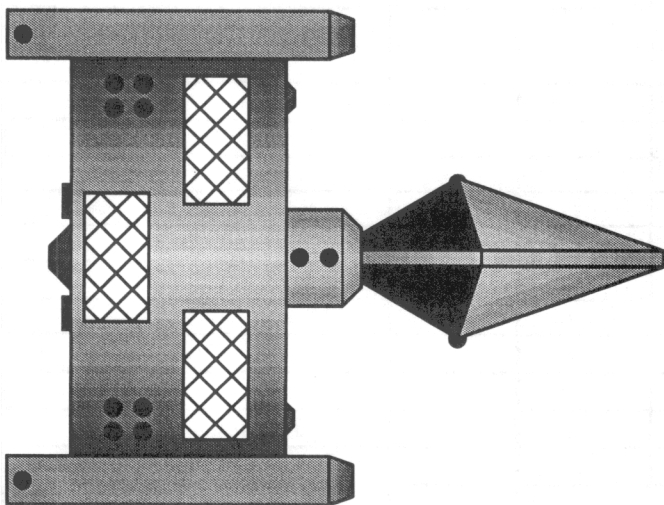
(R7.60) NEO-THOLIAN BATTLESHIP (NBB): This ship is real; it is not "conjectural" like most of the other battleships. Unfortunately, none were with the 312th and none arrived in our Galaxy. This SSD shows what an original home-galaxy battleship would look like if refitted in the Holdfast for duty here. (Prior to Y181, delete mech links from tractors and treat repair as cargo.)

The Tholians had blueprints of this (indeed all) Neo-Tholian ships, but could never have hoped to build any of them in their shipyards, even with help from other races.

The Collar (the structure between COM and rear hull) can be left with the ship or taken with the COM (increasing its movement cost to 0.33). If left with the rear hull, its phasers will have a 360° firing arc. The COM can dock to the hull without the Collar; this does not affect the movement cost, turn mode, or other ratings of the NBB. The Collar has no sensor, scanner, or damage control boxes; it has one excess damage box. The Collar cannot fire weapons or move if operated separately. The Collar could be docked to any COM, but cannot be docked to other Neo-Tholian ships as it is on the NBB.

Year	Escorts	Fighters
Y178	None	2 x Spider-II 2 x Spider-III

The NBB, with the mech-link refit, is a true PFT. This ship is real, but is treated as conjectural. Designed by *Stacy Bartley and Stephen V Cole*. SSD and counter are in Module R5.



(R7.39) HEAVY WAR CRUISER (CWH): The Tholians found that their CW was an adequate ship. Even so, the increasing numbers of heavier cruisers in use by the Klingons left them at something of a disadvantage in their operations outside the Holdfast (supporting Alliance offensives). Unfortunately, it proved impossible to build larger hulls, and D hulls took too long to fill the gap.

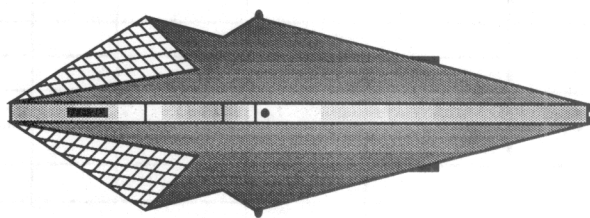
The Tholians produced what amounted to a "product improvement" of the basic CW design, rather than a heavy cruiser equivalent. This design involved welding the second hull to the first 10 meters further forward than before, creating space for additional weapons and the power systems to operate them. (Obviously, this ship and the CHP cannot be built prior to the arrival of the Neo-Tholians.)

The resulting ship was certainly more powerful than the standard CW, but due to the increased structural reinforcement necessary to keep the hulls together at the joints, the ship could not be built as quickly as the normal CWs. It did eventually supplant most CA production, principally because of its superior weapons arcs and lower cost.

This ship cannot pinwheel (C14.0).

Designed by *Steven P Petrick*.

SSD and counters are in Module R5.



(R7.40) HEAVY PHOTON WAR CRUISER (CHP): The Tholians also produced a photon-armed version of the CWH. Only two such ships were built. The reason for this is unclear, but all photon variants were produced in limited numbers, and this may indicate a shortage of photon shipments from the Federation. This ship cannot pinwheel (C14.0).

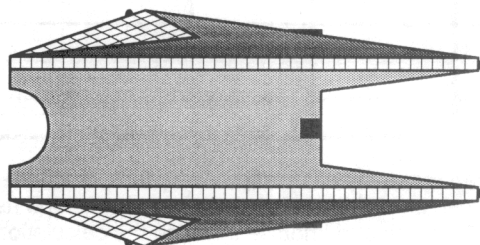
Designed by *Steven P Petrick*.

SSD and counters are in Module R5.

(R7.41) HEAVY COMMAND CRUISER (CCH): Seeking improvements in firepower, the Tholians added a fifth disruptor to their CC. However, the restricted firing arc and lack of power made it an unpopular design. The later CCW (a command cruiser with a web caster) was based on this ship.

Designed by *Thomas Carroll*.

SSD and counters are in Module R5.



[illegible]

10. Divide the number in Column 6 by the number in Column 9 and discard any fractions; record this in Column 10.

(R8.0) ORION PIRATES

(R8.26) DREADNOUGHT (DN): While the Orions never built a ship of this size and had no real need for it, one has been provided for use in player-operated campaigns.

Based on the data in the BCH description, indicating that the Orions could not build ships of a greater cross-section than the CA, the dreadnought follows this form with a further stretched hull.

See Scenario (SG39.0) Dreadnoughts Over Orion.

Federation codename: *Godfather*

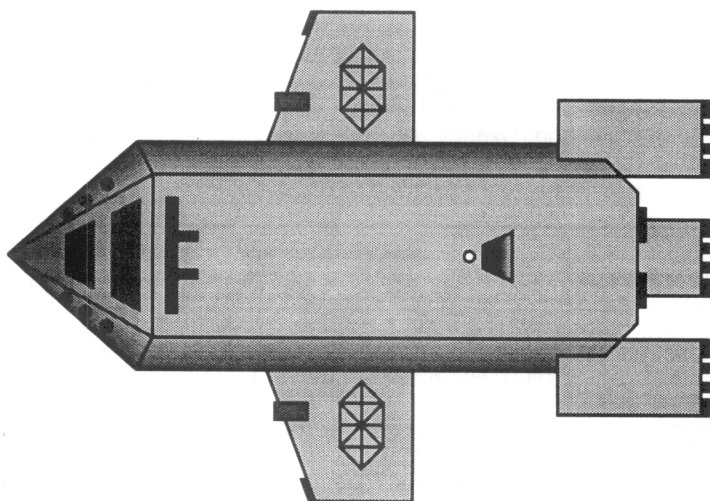
Cost of Oakdisc: 25 Cargo boxes: 25 points.

Landing: Can take off (once), but cannot land.

This ship is conjectural.

Designed by *Cole & Petrick*.

SSD and counter are in Module R5.



(R8.27) BATTLECRUISER (BC): Built on a slightly stretched CA hull, the BC featured additional phasers and other systems. It began supplementing the CA as an enforcer in Y175 with the *Song of Orion*.

NOTE: In the previous Commander's Edition, the designation BC was applied to the ship designated BCH in the Captain's Edition.

Federation codename: *Heavy Marauder*.

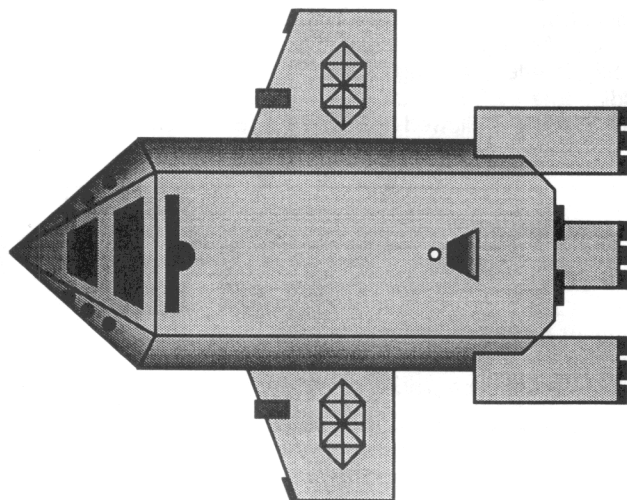
Cost of Oakdisc: 15

Cargo boxes: 25 points.

Landing: Aerodynamic, Gravity, Powered. Bonus.

Designed by *Cole & Petrick*.

SSD and counters are in Module R5.



(R8.28) FLEET CARRIER (CV): Some Cartel Lords converted their heavy cruisers into carriers as early as Y173 to provide increased firepower and to allow the irreplaceable cruisers to escape from a dangerous situation behind a screen of attrition units if necessary. Conversion accelerated after BCs began supplanting CAs and allowed the CAs (in the guise of CVs) to continue to render valuable service.

The ship sacrificed cargo and hull volume to include a fighter bay, meaning that such a ship could not be sent on an independent piracy mission as there was no way to bring back the loot.

When used in mercenary units (the first recorded use in this role was not until Y176), a formal escort group would be provided.

Year	Escorts	Fighters
Y176+	CRE or BRE, LRE or DWE	See (G15.7) +2 Bonus

Federation codename: *Marauder-V*.

Cost of Oakdisc: Standard (no cost).

This ship gets a +2 bonus for (G15.7) die rolls. The SSD shows Romulan fighters, with tables for both the SF and FSF.

Cargo boxes: None.

Landing: Aerodynamic, Gravity, Powered. Bonus.

Designed by *Stephen V Cole and Bruce Graw*.

SSD and counter are in Module R5.

(R8.29) HEAVY BATTLE RAIDER (BRH): Cartel Lords seeking more powerful ships for mercenary duty, raids on defended targets, and enforcement of their franchises tried a number of solutions. The most successful was this design, based on an enlarged Battle Raider with a third engine and a fourth centerline option mount. The wing mounts were always drone racks or plasma racks.

Federation codename: *Master Assassin*.

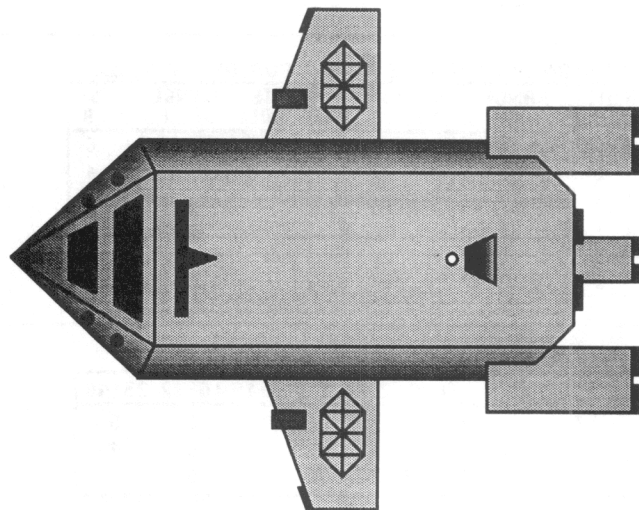
Cost of Oakdisc: 15

Cargo boxes: 25 points.

Landing: Aerodynamic, Gravity, Powered. Bonus.

Designed by *Cole & Petrick*.

SSD and counters are in Module R5.



NOTE: This product includes additional counters for the Lion Heart Cartel, which can be used for any Orion Cartel in an Orion-vs-Orion scenario. The Lion Heart counters include a CA and CVL counter.

OPTIONAL WEAPONS CHART

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT (DEFAC)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT (OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OULD	10	10	8	8	6	0	0	0

DISRUPTORS

Cost in Option Mounts (range 10, PFs only): 0
 Cost in Option Mounts (range 15): -1
 Cost in Option Mounts (range 22): 0
 Cost in Option Mounts (range 30): 1
 Cost in Option Mounts (range 40): 2
 Arming Cycle: Single Turn
 Arming Cost: 2
 Overload Arming Cost: 2
 Holding: Not Allowed

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DAMAGE, OVERLOAD	-----VARIES-----				NA	NA

PHOTON TORPEDOES

Cost in Option Mounts: 0
 Arming Cycle: Two Turns
 Arming Cost: 2+2
 Overload Arming Cost: Up to 4
 Holding (Standard Load): 2
 Holding (Overloads): 2.5 - 4

Photons on PFs limited to Range 12.

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0
BOLT	1-4	1-3			1-2					1	

PLASMA

	S	G	F	D
Cost in Mounts:	7	2	1	3
Arming Cost:	2-2-4	2-2-3	1-1-3	1/2
EPT:	2-2-8	2-2-6	NA	NA
Hold Norm:	2	1	0	0

Cost assumes swivel mounts.

All except D take three turn arming cycle.
 Plasma-S and Plasma-G require two adjacent centerline option mounts.

DRONE RACKS

1						A				B
2						A				B
3						A				B
4						A				B
5						A	C			
6						A	C			

DRONE RACKS

Cost in Option Mounts (Type-A, 4 space, 1/turn): 0
 Cost in Option Mounts (Type-B, 6 space, 1/turn): 1
 Cost in Option Mounts (Type-C, 4 space, 2/turn): 1
 Cost in Option Mounts (Type-E, 8x 1/2 space, 4/turn): 1
 Cost in Option Mounts (Type-G, 4 space, drone/ADD): 2
 Y175 refits add reloads but do not change rack types.

FUSION BEAM TABLE

DIE	RANGE			3-	11-	16-
ROLL	0	1	2	10	15	24
1	13	8	6	4	3	2
2	11	8	5	3	2	1
3	10	7	4	2	1	0
4	9	6	3	1	1	0
5	8	5	3	1	0	0
6	8	4	2	0	0	0

FUSION OVERLOAD

DIE	RANGE			3-
ROLL	0	1	2	8
1	19	12	9	6
2	16	12	7	4
3	15	10	6	3
4	13	9	4	1
5	12	7	4	1
6	12	6	3	0

FUSION BEAMS

Cost in Option Mounts: 0
 Arming Cycle: 1 Turn
 Arming Cost: 2
 Overload Arming Cost: 4
 Suicide Overload Arming Cost: 7
 Holding Energy Cost: 1
 Note: Holding is allowed only with the (E7.5) refit.

HELLBORE COMBAT RESOLUTION TABLE

RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT*	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19	0	0	0

HELLBORES

Cost in Option Mounts: 2
 Arming Cycle: 2 turns
 Arming Cost: 3+3
 Overload Arming Cost: 3+6
 Holding (Standard Loads): Rolling Delay
 Hellbores cannot be placed in Wing Mounts.

(R9.0) HYDRAN KINGDOM**LARGE HYDRAN WARSHIPS**

(R9.55) MONARCH BATTLESHIP (MNR): The Hydrans had drawn up plans for an enlarged Paladin, with a wider (rather than longer) hull, but the loss of the home shipyard put an end to any idea of its construction. (There are persistent rumors that the Klingons who occupied the capital found a battleship under construction, but it is generally accepted that this was instead merely another Paladin.) In a campaign game, the loss of any homeworld should delay battleship construction by five years.

The design incorporates the phaser improvements given to the Paladin. The hellbores are very unusual in their number (no other Hydran ship mounted more than four). This may have been based on the expected increase of mass providing a more stable firing platform.

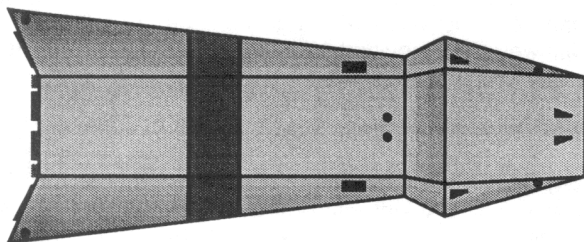
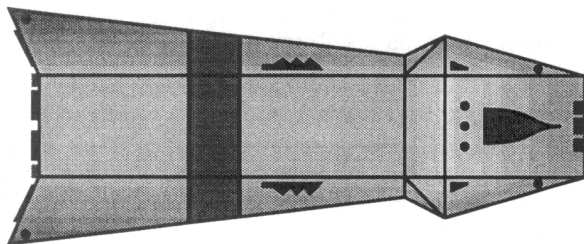
There are three shuttle bays; transfers by (J1.59) are possible.

Year	Escorts	Fighters
Y175+	None	14 x St2, 4 x StH

This ship is conjectural.

Based on a previous design by Mark Schultz.

SSD and counter are in Module R5.



Top and bottom views of Monarch are shown.

HYDRAN OVERLORD VARIANTS

(R9.56) OVERSEER HEAVY CARRIER (OS): The Hydrans converted one of their Overlord BCHs into a carrier and found it to be a superb fighter platform. It is unclear if they built any more. The design followed the general pattern of BCVs, with fighters added at no cost in weapons or energy.

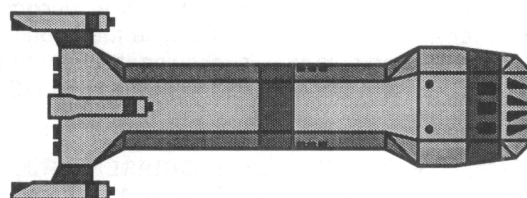
There are two squadrons, each with nine fighters. There are three bays. Transfers between the two front bays are possible, but it is impossible to transfer fighters to or from the rear bay without flying them outside of the ship.

In keeping with other BCVs, this ship is designated as a "true carrier" and is assigned an escort group.

Year	Escorts	Fighters
Y182+	NAC, DWA	14 x St2, 4 x StH

Designed by *Cole & Petrick*.

SSD and counter are in Module R5.



(R9.57) OVERMIND BATTLE CONTROL SHIP (OM): The Hydrans completed an Overlord BCH as an Overmind BCS in Y183 and found the design so successful that all future BCH hulls were completed to this pattern, and at least one existing BCH was converted.

The design featured a full flotilla of PFs along with what any race but the Hydrans would have considered a full-strength fighter squadron.

Hydran Admiral Hultz said, when the first ship of this class joined his fleet, "Give me two triples of these and I'll contact you from Klinshai to arrange the victory celebration."

Year	Escorts	Fighters
Y183+	NAC, DWA	10x St2, 2x StH

Designed by *Cole & Petrick*.

SSD and counter are in Module R5.

HYDRAN HEAVY COMMAND CRUISERS

(R9.58) LORD ADMIRAL HEAVY COMMAND CRUISER (CHA): This ship, and the corresponding Lord Cardinal, were built on slightly stretched command cruiser hulls. The Lord Admiral replaced the Lord Marshal in production in Y175. It retained the fighters of the LM and gained two 360° phasers and the power to operate them.

Designed by *Cole & Petrick*.

SSD and counter are in Module R5.

(R9.59) LORD CARDINAL HEAVY COMMAND CRUISER (CHC): Like the Lord Admiral, the Lord Cardinal was built by stretching the Lord Bishop hull 7.6 meters in order to accommodate two additional phaser-1s and the power to operate them.

Designed by *Cole & Petrick*.

SSD and counter are in Module R5.

HYDRAN NEW HEAVY CRUISERS

(R9.N1) NEW HEAVY CRUISERS: Like all races, the Hydrans found an increasing shortage of heavy cruisers, and like most races, they determined to resolve it with an enhanced war cruiser design.

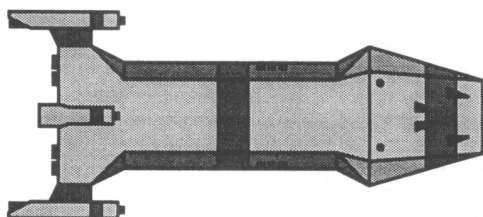
As they had done with the DDL design program, the Hydrans produced a pair of hellbore/fusion designs as well as a single "combined" design. This was unusual as the NCAs were not, nominally, "command" ships, but perhaps the Hydrans envisioned the NCAs leading squadrons of medium cruisers. For whatever reasons, the Hydrans decided to use the pair of specialized ships rather than the single unified design, reversing the decision made with the Warrior and returning to the two-leader doctrine which they had held previously. This may reflect the brief tenure of Admiral Hisher as head of the Bureau of Ships, as it was that officer who selected the Warrior. He had retired before the NCA competition was resolved.

It is notable that the Hydran NCAs were in fact CLs which had been "stretched" twice, once in length to become the Mongol/Tartar and then in width to become the Iroquois and Mohawk. It is also notable that, continuing the Hydran tradition, their NCAs were about 10% larger than the NCAs of other races.

(R9.60) IROQUOIS NEW HEAVY CRUISER (IRQ): The Iroquois was the hellbore version of the NCA and appears to have been a fair replacement for the venerable Dragoon. While there were only two fighters, the firing arcs were substantially improved, and the lineage of the preceding Tartar class is most evident in that feature.

Designed by *Cole, Petrick, and Schultz*.

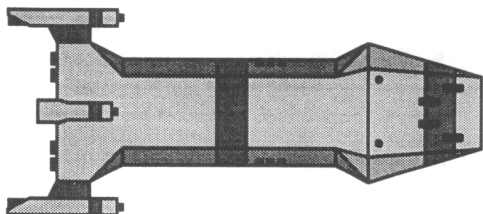
SSD and counters are in Module R5.



(R9.61) MOHAWK NEW HEAVY CRUISER (MHK): The fusion-fighter version of the NCA series was easily the equivalent of the Ranger class it was intended to supplant, with nearly equivalent systems and superior firing arcs. The Mohawk was notable in that it had 25% more battery power than the Iroquois or Cheyenne.

Designed by *Cole, Petrick, and Schultz*.

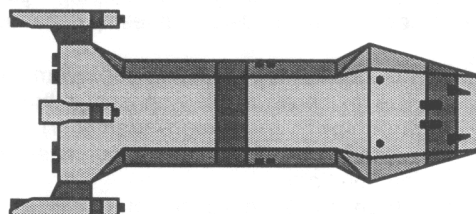
SSD and counters are in Module R5.



(R9.62) CHEYENNE NEW HEAVY CRUISER (CHY): The Cheyenne was the "unified" design, and while rejected in favor of the traditional pair of designs it was certainly a capable ship. One was built as a prototype, and a second was built in Y180 (replacing a Mohawk). This may indicate that the Hydrans had considered replacing the Mohawk (and possibly the Iroquois) with the combined design, but if this was contemplated, the plan was never carried out as Mohawk production resumed the next year.

Designed by *David L Jensen*.

SSD and counter are in Module R5.



HYDRAN DESTROYER LEADERS

(R9.N2) DESTROYER LEADERS: When the Hydrans determined the need for a destroyer leader, they commissioned two competing design studies. One, which produced the Warrior (R9.48), envisioned a single combined-armament ship. This was eventually selected.

The competing design study called for two ships, one a hellbore-heavy version and the other a fusion-fighter version. These were known as the Count and Earl, as noted below. The Hydrans apparently selected the Warrior because of the increased efficiency of a single design.

The Hydrans produced one Count and one Earl as prototypes in Y172, and later appear to have produced an additional Earl for a special mission. They could have produced these ships instead of Warriors, and player campaigns may wish to experiment with that option.

(R9.63) COUNT DESTROYER LEADER (CNT): The Count DDL was essentially a Lancer with the addition of a hellbore and the power to arm and fire it. Increases in batteries and shuttles were also provided. While no phasers were added, all were upgraded to phaser-1s.

Designed by *Ryland Leyton*.

SSD and counter are in Module R5.

(R9.64) EARL DESTROYER LEADER (ERL): The Earl DDL was essentially a Knight with two fusion beams and the power to arm and fire them. As with the Count, the battery and shuttle facilities were also expanded. While no phasers were added, all were upgraded to phaser-1s.

Designed by *Douglas Scharbrough*.

SSD and counter are in Module R5.

NOTE ON WAR DESTROYERS: Hydran War Destroyers (the Buffalo Hunter, etc.) are scheduled for Module R6, but have been published in Captain's Log #10 in order to allow them to be integrated into campaigns as quickly as possible. It is presumable that Module R6 will appear about the time that CL#10 goes out of print.

NOTE ON COUNTERS: This product includes a counter for the Hydran SRV Survey Ship Carrier.

(R10.0) ANDROMEDAN INVADERS

(R10.26) DEVASTATOR BATTLESHIP (DEV): After the Galactic Forces destroyed the Andromedan starbase (Desecrator), they explored both of the Magellanic Clouds searching for other Andromedan forces and bases.

In a system known as LMC 1104, they discovered the incomplete hull of what would have been the largest Andromedan ship ever seen. The facility had been abandoned (except for robot marines), and the ship was 55% complete. Galactic engineers estimated that it would have taken 2–5 years to complete the ship, although little was known of actual Andromedan construction techniques and the time could have been shorter or longer. In a nearby facility, materials had been gathered to begin construction of a second ship of the class.

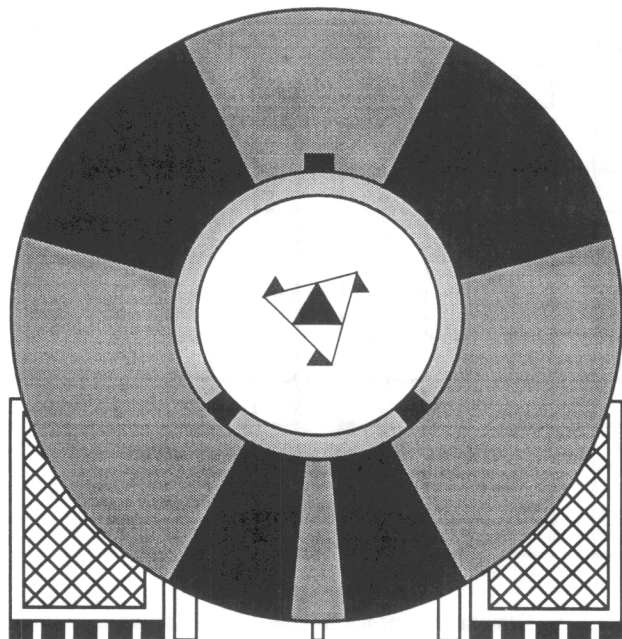
As the ship never entered service, it is unknown what its satellite ships would have been. A group consisting of two Mambas, three Cobras, one Terminator, one Eel, and one EM is suggested, but players can experiment with other groups.

Federation codename assigned: *Caligula*.

This ship was never completed and is treated as a conjectural unit.

Designed by *Cole & Petrick*.

SSD and counter are in Module R5.



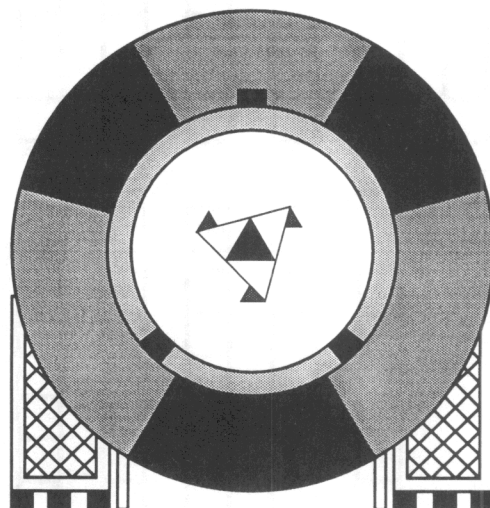
(R10.27) IMPOSER BATTLECRUISER (IMP): Seeking increased firepower to combat Galactic ships which were becoming more and more powerful, the Andromedans modified one of their Intruders into this class while reconfiguring it from inter-galactic travel mode to galactic combat mode. One or more additional ships of this design were also constructed.

The Imposer sacrifices satellite ship capacity as well as cargo volume and repair systems for increased weaponry. The Imposer has one hangar bay, which can carry one satellite ship of any size; this is an exception to (G19.2113). Normally it carried a Mamba, but other satellite ship types could be carried. It could be reconfigured (in a shipyard) to carry two small satellite ships, but it cannot be confirmed that this was ever done.

Federation codenames assigned: *Mussolini*, *Galtieri*.

Design: *Tony Medici* first proposed the class name for this ship, which he applied to a somewhat different design. That design became obsolete with the new Andromedan rules and was replaced by the design shown.

SSD and counters are in Module R5.



SHIP# _____ SHIP# _____

[illegible]

If a panel is destroyed, any energy in that panel is handled as per (D10.421).

(R11.0) LYRAN STAR EMPIRE**LYRAN BATTLESHIP**

(R11.47) CAVE LION BATTLESHIP (BB): The design staff felt that the Lyrans would use a conversion similar to that of the Lion-class DN, with an enlarged center section, similar to the conversion used for the NCA. The two engines are above the hull, blocking a larger section of the rear firing arc for the 360° phasers, but allowing that mount to fire directly to the rear. Note the enlarged shuttle facilities.

No refits are provided; the Lyrans would have given it all available refits from the start, including the ESG capacitors and (effectively) the power packs.

UIM: There are three UIM modules as standard equipment. Backups are available for purchase under (S3.2).

This ship is a true PF tender. PFs can be repaired on the center mech links only. The BPV includes the mech links. To use the ship without mech links, reduce the BPV by six and change repair to cargo.

The claws, tail, and eyes have no game function.

This ship is conjectural.

Designed by *Stephen V Cole*.

SSD and counter are in Module R5.

LARGE LYRAN CARRIERS**(R11.48) LYRAN SIBERIAN LION HEAVY CARRIER (CVA):**

The Lyrans were not a major fighter race and never built a CVA (other than some auxiliaries). This design, based on the Lion DN and the Siberian Tiger CV, is purely conjectural, i.e., the best guess of the SFB staff as to what such a ship would have looked like had one ever been built. The name *Red Claw Fury* was used in an article in *Proceedings* regarding the potential development of such a unit.

It is reasonable to assume that the basic pattern of the Siberian Tiger CV would have been used. Perhaps a Tiger CA scheduled for conversion became unavailable, while a badly damaged CV was in the shipyard for repairs.

Three bays, which are not connected by (J1.59).

Year	Escorts	Fighters
Y173-74	CWE, DWE, FFE	24xZ-V
Y175+	CWA, 2xDWA	24xZ-V
Y178+	CWA, 2xDWA	24xZ-Y

It is unlikely that a CVA would have been built before Y175, but the data for the period is provided.

UIM: There are two UIM modules as standard equipment. Backups are available for purchase under (S3.2).

Refits: The phaser and shield refits are incorporated into the design. The power pack would have been standard.

This ship is conjectural.

Designed by *Stephen V Cole*.

SSD and counter are in Module R5.

(R11.49) SIBERIAN HELLCAT (BCV): The Lyrans had never been a major fighter-using race and, by the time the Hellcat BCH was in service, had focused on PFs. This conjectural design reflects how the Lyrans could have produced a carrier on the BCH hull.

As with all BCV designs, the Lyrans ship gains fighters at no cost in weapons or energy. The PF facilities were removed because this ship would only have been built if the Lyrans had intended to operate a carrier-heavy fleet. The ship would logically have the double seeking weapon control abilities of the CV.

The ship is deemed a true carrier and assigned escorts.

Year	Escorts	Fighters
Y181+	CWA, DWA	12 x Z-Y

UIM: There are two UIM modules as standard equipment. Backups are available for purchase under (S3.2).

This ship is conjectural.

Designed by *Stephen V Cole & Steven P Petrick*.

SSD and counter are in Module R5.

(R11.50) FIRECAT BATTLE CONTROL SHIP (BCS): The Lyrans actually did complete at least one BCH as a BCS, adding a few fighters to the already proven BCH design (which was already a true PFT). Like the BC and BCH, it suffered from a shortage of control systems.

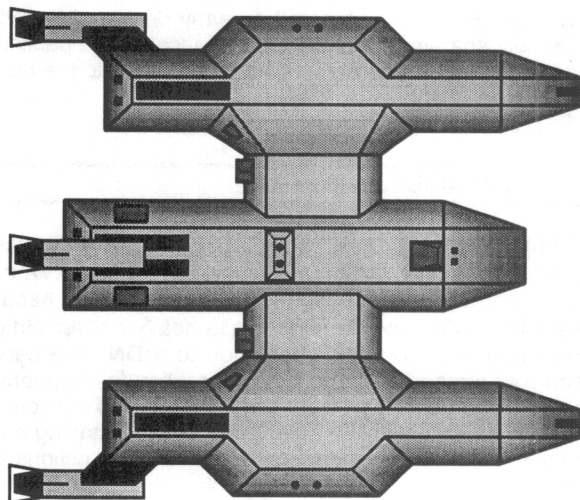
The ship is a true PFT and a true carrier and was assigned escorts.

Year	Escorts	Fighters
Y182+	CWA, DWA	6 x Z-Y

UIM: There are two UIM modules as standard equipment. Backups are available for purchase under (S3.2).

Designed by *Frank Crull*.

SSD and counter are in Module R5.



NEW LYRAN HEAVY CRUISERS

(R11.51) JAVA TIGER HEAVY COMMAND CRUISER (CCH): Replacing Tigers and Bengal Tigers in production from Y175, the Java Tiger had an enlarged center section with additional power systems and a pair of phasers.

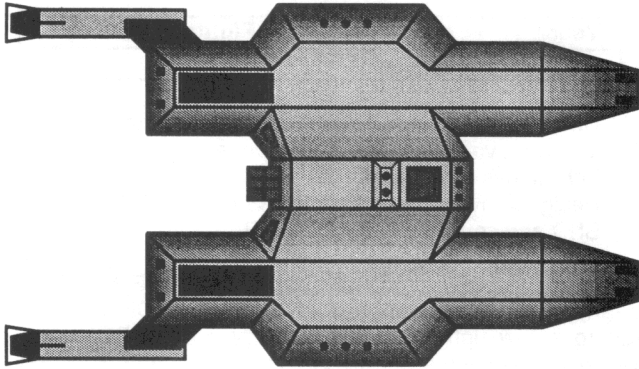
Refits: The design incorporated all applicable refits.

UIM: There is one UIM module as standard equipment.

Backups are available for purchase under (S3.2).

Designed by *Stephen V Cole & Steven P Petrick*.

SSD and counters are in Module R5.



(R11.52) KING JAGUAR NEW HEAVY CRUISER (NCA): This ship was intended to alleviate the shortage of heavy cruiser hulls in the late war years. To simplify production, the sides were left intact (except for a phaser upgrade) while all of the changes were in the center section. The last Lyrans DDs were converted directly to NCAs without passing through the CW step in the process.

Refits: None. All applicable refits, including the effect of a power pack, were included in the original design.

UIM: There is one UIM module added as a refit. Backups are available for purchase under (S3.2).

Design: *Frank Crull* created an early design of the NCA, accidentally sparking the entire NCA concept. The published design is, however, entirely new and not related to the earlier design.

SSD and counters are in Module R5.

UNIQUE LYRAN DESTROYER

(R11.53) LYRAN MOUNTAIN LION (DND): This was a unique ship resulting from an emergency situation. When a Kzinti counterattack caused serious concern, it became impossible to withdraw the Tiger-class heavy cruiser *Golden Warrior* from the front for conversion to a DN. The central section had already been built in preparation for this conversion. As no other Tiger was available, it was decided to deploy the core-section as a separate ship by making minor internal modifications and adding two small wing sections with weapons.

The resulting *Golden Cub* was used for local defense around the homeworld for several months, then was sent to the Kzinti front in January Y178, where it operated in various roles. The superb firing arcs made it an excellent escort for carriers and other ships. The Federation gave it the code name "Mountain Lion" to reflect its origins and stature.

The *Golden Cub* was recalled to be used in a DN conversion in Y183 but was destroyed in action while completing its final assignment.

The Mountain Lion is easily the most powerful destroyer in the entire game system. However, it remained unique

because center DN sections were too expensive and difficult to build in greater quantities, and every Mountain Lion deployed would cost the Lyrans a dreadnought.

Refits: The power pack cannot be fitted to the DND. The ship always had mech links; players who want to delete them can reduce the BPV by two points. The ship never received a phaser refit (or indeed any refit) as it was intended as only a temporary use of the hull section until final assembly became possible. Since the side caps would have been discarded at that point, there was no reason to upgrade the systems installed in them.

The disruptors were limited to range 30 because the DND was less stable as a firing platform than the larger DN.

The DND retained the UIMs of the DN.

Designed by *Stephen V Cole*.

SSD and counter are in Module R5.

LYRAN SPACE CONTROL PALLET

(R11.54) SPACE CONTROL PALLET (PAL-SC): The Lyrans built one pallet of this type in Y183 and deployed it on the tug *Gallant Endeavour*, a unit belonging to the Foremost Duchy. The ship took part in a local counterattack against the Hydrans in Y183 and was damaged. After repairs, it was used in Y184 in one of the final battles against the Kzintis. Later it was used in operations against the Andromedans.

In Y197, it was sent to destroy a recently located Andromedan RTN base and did not return. A second force sent to the area found only wreckage of the base, the *Gallant Endeavour*, and her escorts.

The pod adds shield boxes to the tug; these are shown on the SSD of the tug-pod combination. All tugs had the plus refit by this time, but not all had the phaser refit.

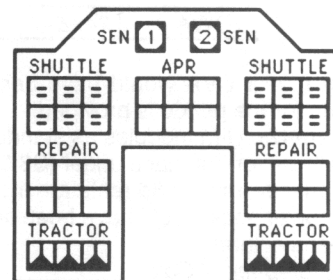
This is a double-weight pod and increases the movement cost of the tug to 1.5 energy points per hex.

Transfers between the two fighter bays are not possible.

Year	Escorts	Fighters
Y183-7	CWA, DWA	12 x Z-YB
Y187+	CWA, DWA	12 x Z-YC

Designed by *Steven P Petrick*.

SSD and counter for the tug-pod combination are in Module R5.



NOTE ON COUNTERS: This product includes a counter for the Light Battle Transport and the SRV Survey Carrier.

(R12.0) WYN STAR CLUSTER

(R12.16) AUXILIARY DREADNOUGHT (AxDN): The WYN Cluster acquired a large ore carrier in Y174 and began perhaps their most ambitious conversion of a freighter to a warship. The design used the components necessary for the construction of two new auxiliary battlecruisers (delaying further production of that class).

The resulting ship was slow, so slow (and prone to breakdown and mechanical failure) in fact that it rarely reached the site of many incursions by the surrounding races. Named "*Nancy*," the ship was used to guard one of the WYN Homeworlds and was privately regarded as a near failure.

One example of the problems of the ship occurred in Y181. A Kzinti SCS had been permitted access to the Cluster as part of negotiations with the WYN government. The *Nancy* was in the vicinity to help represent the Cluster's interests, in case the Kzintis tried anything. The Kzintis didn't, but a massive incursion by a Lyrans fleet came boiling into Cluster space. The *Nancy* headed for the battle. The ship might have made a significant contribution to the repulse of the Lyrans, but she never made it to the scene. Her warp field collapsed under the strain of attempting to reach her maximum rated speed, leaving the ship floating helplessly dead in space. If the Kzinti SCS had not intervened in the battle on behalf of the Cluster, the Lyrans would probably have destroyed the ship before the WYNs could have recovered it.

Another incident, in Y182, left the ship crippled. Rather than scrapping the ship, the WYNs converted it to the even more questionable "battle control ship" design.

Players wishing to use this ship in scenarios such as (SG17.0) should assume that it will arrive as a reinforcement. The WYN player rolls one die every turn (before energy allocation) and keeps a running total. When this total equals or exceeds 40, the *Nancy* arrives. Roll one die for each weapon and power-producing box on the SSD; those with a die roll of "1" or "2" are treated as "inactive" (G30.0).

Designed by *Steven P Petrick*.

SSD and counter are in Module R5.

(R12.17) AUXILIARY BATTLE CONTROL SHIP (AxBCS):

The WYNs converted their Auxiliary DN into this battle control ship design in Y183 (after it was badly damaged in a battle with the Kzintis the previous year). Unfortunately, the conversion did not improve the reliability of the ship. If anything, it made it worse, and records indicate three separate incidents in which the ship was left dead in space by massive power system failures. The ship did not participate in the War of Return.

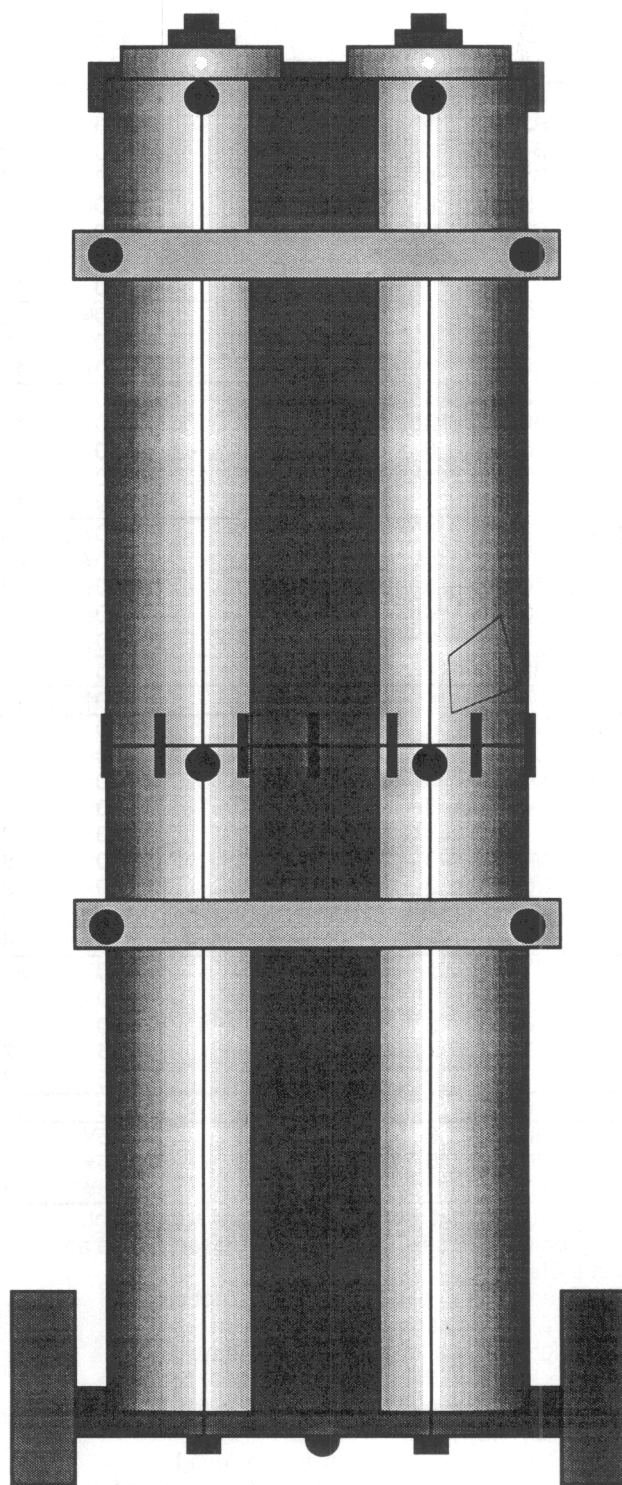
It was no more successful, having given up power and weapons to accommodate the attrition units. It is unclear if the rear section was converted from the original or a replacement required by some catastrophe or other.

All hull boxes count as "center" hull.

Year	Escorts	Fighters
Y183+	Most of WYN fleet	12 x best available

Designed by *Steven P Petrick*.

SSD and counter are in Module R5.



CLUSTER DEFENSE SHIP *NANCY*

ANNEX #7G: CARRIER INFORMATION

Race	CV	Ftrs	Admin	Bays	Store	DC
Fed	BB	6	6	1	250	6
	BCV	12	3	1	300	12
	BCS	6+6H	3	1(+1M)	300	18
	BCP	6	3	1	300	6
	BTV‡	12	6	4	200	12
Klingon	B10	8	6	2	200	8
	B10V	24	6	4	1000	24
	B10S	12	6	3	1000	12
	B11	8	6	2	200	8
	TSC‡	12	2	3	250	12
	C7V	12	4	1	300	12
	C7S	6	4	1	300	6
	P-S10	12	0	2	250	12
Romulan	KCN	8	4	2	200¥	8
	KB10R	8	6	2	200¥	8
	SUN	12	4	4	100¥	12
Kzinti	BB	8	4	1	500	8
	BCV	12	3	1	300	12
	BCS	6	3	1	300	6
	TSC‡	12	2	3	250	12
	P-S9	12	0	2	250	12
Gorn	BB	6	14	2	100¥	6
	CVA	24	8	2	400¥	24
	BCS	6	2	1	100¥	6
	BCV	12	2	1	200¥	12
	CVS	12	2	1	200¥	12
Neo-T	NBB	4	5	2	0	4
Orion	CV	12	2	1	200†	12
Hydran	Monarch	18	6	3	0	18
	OS	18	2	3	0	18
	OM	12	2	3	0	12
	L-Admiral	6	3	3	0	6
	L-Card	3	3	1	0	3
	Mohawk	8	4	2	0	8
	Iroquois	2	4	2	0	2
	Cheyenne	6	4	2	0	6
Lyrans	Count	4	2	2	0	4
	CVA	24	4	3	300	24
	BCV	12	6	4	200	12
	BCS	6	6	3	100	6
	TSC‡	12	4	4	125	12
WYN	P-SC	12	0	2	125	12
	AxBCS	12	6	3	200	12
ISC	BB	6	6	1	75¥	6
	BCS	6	2	1	75¥	6
	BCV	12	4	1	125¥	12

† This assumes that drone-using fighters are present.

If fighters that use plasma-D are present, these are plasma-Ds.

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

‡ This is a tug+pod combination.

+1M = Fighter mech links treated as a bay.

6+6H: Six standard fighters plus six heavy fighters.

Federation carriers show SWACS in the Admin column (admin + SWAC).

MRS shuttles are not shown or included.

Tholian CVAs and BWs have one 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).

(Z18.2) DESIGNER'S NOTES

The day the Klingon B10 was born, we knew that we would someday have to give everyone else a battleship.

THE BATTLESHIP project began in 1985, and early forms of the SSDs have circulated in playtest groups since then. The reports on the ships were placed on file for the day when "the battleship SSD book" would be published. When it came time to do Module R5, these reports were found to be of great value in finalizing the designs of the ships.

Special mention goes to *David Zimdars* who completed detailed box-by-box evaluations of all of the battleships. As we did each battleship for this product, his was the first report we sought. Three years after he retired from the staff, his contributions continue to benefit the game system.

BATTLE CONTROL SHIPS came about as a concept a few years later, when Frank Crull stripped down a Hellcat in order to add a squadron of fighters and a flotilla of PFs. The idea was spread to other races, but along the way we decided to give up half of the fighters in exchange for keeping all of the weapons on the original BCH.

BATTLE CARRIERS were an outgrowth of the BCS project. If there were BCSs, then probably they came from BCVs. One design feature was to remove the mech links (even though the ships were all built after mech links had been installed on the original BCHs) because carriers don't always need PFs tagging along, and if players want mech links, they are free to buy them under the general refit (R1.R1).

HEAVY COMMAND CRUISERS came about in the search for a more powerful cruiser to serve from the start of the war to the advent of the larger BCHs. The first ships, the Fed CB and Klingon D7W, were designed as the best we could do on the original hulls without any thought that a cohesive class would be created for the entire universe. When we decided to do that, the original CB and D7W were adjusted to fit.

NEW HEAVY CRUISERS came about when Owen Riley, head of our F&E department, reported that his statistical analysis showed that CAs were virtually extinct in F&E games (due to losses and conversions) by about Y175. There had been several previous "NCA" designs, intended to build a heavy cruiser on a war cruiser hull, but Owen finally gave us a solid reason (rather than just an excuse) to print them.

When the Doomsday project began, the Battleships project was put on hold until we could finish Doomsday, with the firm idea that once Doomsday was over, Battleships would be the first "new" product of the new edition.

As we worked on R5, we added a few additional ships to the five classes above. Because every race should get something in this special product, we created new powerful units for the WYNs and Andromedans and added a few other ships to fill in the gaps in various fleets. The Gorns and Orions got new carriers, four races got space control tugs, the Gorns and Lyrans got CVAs (previewed in Captain's Log #9), and the Orions got a dreadnought. (Considering that the *Nightmare of Orion* can eat other DNs for breakfast, no one wanted to think of an Orion battleship.) Other ships, such as the Lyrans Mountain Lion and the Hydran DDLs, were added to explain the history of ship construction for their respective races.

This has been the first "new" Star Fleet Battles product in five years or so, and I hope you have as much fun flying the new ships as the staff and I had designing them.

—Stephen V Cole, PE, Designer

(Z18.6) SUBMISSIONS OF NEW MATERIAL

ADB welcomes the submission of new SFB material for possible publication. See details in Advanced Missions.

(R13.0) INTERSTELLAR CONCORDIUM

(R13.44) BATTLESHIP (BB): There is no indication that the ISC contemplated the construction of battleships, but there is no doubt that they would have done so if the Gorns and Romulans (or possibly others) had deployed such vessels.

The design shown is, clearly, an enlarged DN design built as an entirely new hull.

While other battleship designs have rear-firing heavy weapons, the design team felt that the 12 plasma-Fs would be more than adequate in that regard.

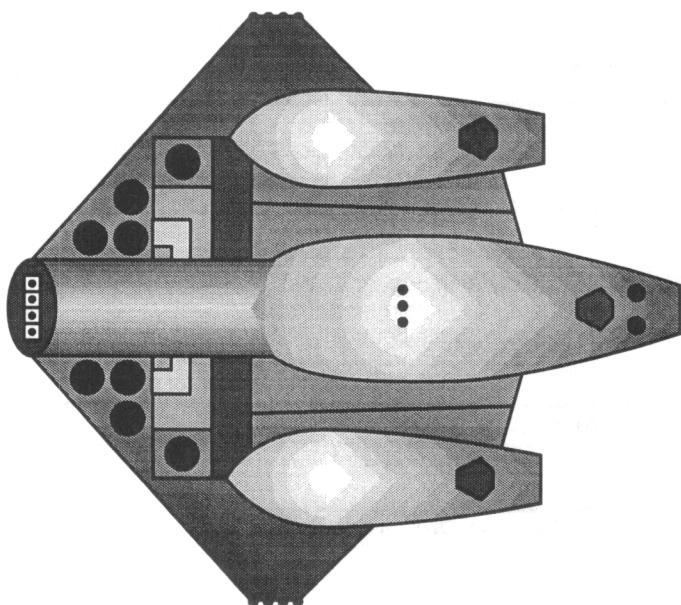
Year	Escorts	Fighters
Y175-80	None	4 x SF, 2 x TF
Y180+	None	4 x FSF, 2 x FTF

Balcony Positions: 4.

This ship is conjectural.

Designed by *Frank Crull*.

SSD and counter are in Module R5.



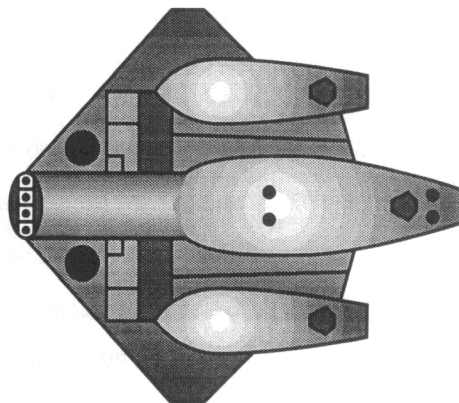
(R13.45) BATTLE CARRIER (BCV): The ISC began building this class (which replaced the CVs, CVSSs, and some CCs in the production schedule) in Y180 in order to provide their forces with additional combat power for the planned pacification program.

Year	Escorts	Fighters
Y180	CEA, DEA	8x FSF, 4x FTF

Balcony Positions: 4.

Designed by *Stephen V Cole & Steven P Petrick*.

SSD and counter are in Module R5.



(R13.46) BATTLE CONTROL SHIP (BCS): The ISC produced very limited numbers of battle control ships as DN substitutes when it became obvious that the requirements for fleets (and hence for flagships) would outstrip even the copious production capabilities of the ISC.

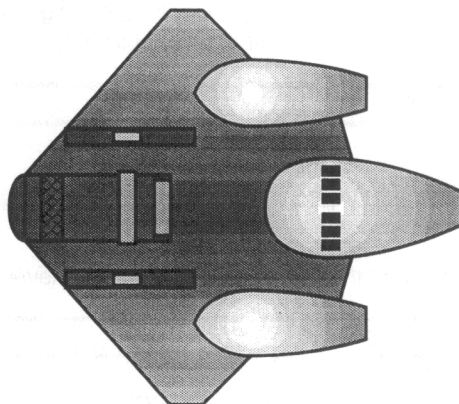
The ships, all of which were new builds, replaced CCs and CVs in production and combined some features of both. Conversion from CCs or CVs would have been possible but too expensive.

Year	Escorts	Fighters
Y183	CEA, DEA	4x FSF, 2x FTF

Balcony Positions: 4.

Designed by *Stephen V Cole & Steven P Petrick*.

SSD and counter are in Module R5.



Bottom view shown of BCS; top view identical to BCV.

ANNEX #10 EXTRACT TACTICAL INTELLIGENCE HULL TYPE CLASSIFICATIONS

FEDERATION SHIPS

BB Unique
BC† BCG, BCF, BCJ, BCS\$, BCV\$, BCP\$.
CA CC, CA, CX, CB\$, CV†, BC†, GS†.
NCA Unique

KLINGON SHIPS

B10 B10, B10H†, B11\$; Romulan K10R.
B10H† B10V, B10S.
B10 Boom B10 Boom, B11 Boom.
General BCH†, D†, DV†, DM†, T†. (Two engines,
boom, move cost 1.)
BCH† C7, C7A, C7V\$, C7S\$; Romulan KCR.
BCH Boom C7 Boom (all types).
D† D7, (D7 variants), D7W, 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.
D5W Unique
P-SC Space control pod is distinguishable from
other pods at level D.

ROMULAN SHIPS

KCN Unique
FH SUP, KH\$, FH, FHF\$, TH\$, SUB\$, NH,
RH\$, SUN.
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.
C CVH†, CVL, SR, CC, CS, BC, CA, CD,
CCH.
CVH† CV, CVS, BCH, BCV, BCS.
NCA Unique
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†.
BH† BCH, CCH, BCV, BCS.
Note: Presence of the F refit will be detected at level F.

THOLIAN SHIPS

ARCHAEO-THOLIANS
C C, CC, CA, CVA\$, CCH, CCW, CAW, CAP,
CCP.
CW CW, (variants), CWH, CHP, PFW\$.
NEO-THOLIANS
NBB Unique
BB Collar Unique.

ORION SHIPS

DN DN
CH† CA, BC, BCH, CV.
BRH BRH

HYDRAN SHIPS

Monarch Monarch.
General Ranger, Dragoon, Cavalier\$, Caravan,
CC†, BCH†, NCA†.
CC† Lord Marshal, Lord Bishop, Lord
Commander, Lord Admiral, Lord
Cardinal.
BCH† Overlord, Overseer, Overmind.
NCA† Mohawk, Cheyenne, Iroquois.
DD† Lancer, Knight, Warrior, Outrider, DE, DA,
Minesweeper, Uhlan\$, Count,
Earl.

ANDROMEDAN SHIPS

Dev Devastator.
Int Intruder, Infestor, Imposer.

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\$.
NCA King Jaguar.
DND Mountain Lion.
Pal-SC Space control pallet is distinguishable from
other pods at level D.

WYN AUXILIARY SHIPS

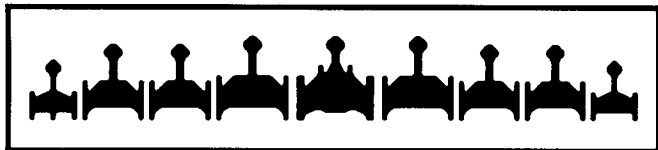
Ax-H AxDN, AxBCS.

INTERSTELLAR CONCORDIUM SHIPS

BB Unique.
CA CC, CA, CV, CVS, BCS, BCV.

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.
† 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.

(SG38.0) LEADER OF THE PACK

by Ardak Kumerian, Klinshai

The B10 was intended as the ultimate fleet flagship. This scenario depicts a typical fleet action led by the B10.

(SG38.1) NUMBER OF PLAYERS: 2; the Klingon player and the enemy player. Teams are appropriate for this huge scenario.

(SG38.2) INITIAL SET UP

KLINGON: B10K (8x Z-Y, 2x G1; no SFGs) in 1220, heading B, speed max, WS-III.

D7W, D7K, D5W, D5D, F6, AF5, D5S, D5V (12x Z-Y), D5E, D5P (6x G1) within 3 hexes of the 1220, all heading B, speed max, WS-III.

ENEMY: One of the following enemy fleets sets up within 3 hexes of 3711, heading E, speed max, WS-III.

FEDERATION #1: DNG, CB, CA, NCA, NCD, FFB, FFG, NSC, NVS (12x F-18), NAC, DWA, CVL (6x F-18).

FEDERATION #2: DNG, CC, NCA, NCL, NCD, DW, FFG, NSC, CVA (12x F-14, 12x A-10), NAC, 2x DWA. This fleet is an exception to (S8.33), which is allowed in a published scenario.

KZINTI: DN, CCH, NCA, CM, MDC, DWL, DW, BCV (12x TADS), MAC, DWA, MPF (6x Needle), SDF.

HYDRAN: Paladin (10x Stinger-2, 2x Stinger-H), Lord Admiral (4x Stinger-2, 2x Stinger-H), Mohawk (6x Stinger-2, 2x Stinger-H), Mongol (6x Stinger-2), Tartar, Crusader, Chasseur (6x Stinger-2), Uhlan (12x Stinger-2, 4x Stinger-H), Aegis-Lancer (6x Stinger-2), 2x Aegis Hunter, New PF tender (6x PF, 1x Stinger-F).

ISC: DN, CA, BCV (9x FSF, 3x FTF), CEA, PFT (6x PF), DDL, DD, DEA, 3x FF, LSC.

YEAR: This scenario assumes Y185; this year affects the choices players might make if they choose to create their own battle fleets rather than using those listed above.

(SG38.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SG38.4) SPECIAL RULES

(SG38.41) MAP: Use a floating map. The Klingon units can only disengage in direction E or F. The Enemy units can only disengage in direction B or C.

(SG38.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SG38.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SG38.431). The B10 may purchase two MRS shuttles.

(SG38.422) If using EW fighters, one fighter in each squadron of eight or more fighters can be an EW version. If not using EW fighters, it will be a standard fighter.

(SG38.423) The six PFs on each PFT listed in (SG38.2) are a standard flotilla including one leader and one scout. The two PFs on the B10 are casual PFs and must be standard combat types.

(SG38.43) COMMANDER'S OPTION ITEMS

(SG38.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Standard Victory Conditions (S2.2) as victory points for the enemy.

(SG38.432) All drones are "fast," speed-32.

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

(SG38.44) REFITS: All units in this scenario will have all refits available to their race by Y185. This includes: B, K, UIM, Y175, PF shield, and fighter C refits for the Klingons; AWR, rear phaser, plus, Y175, and C refits for F-18 or A-10 (but not F-14s) for the Federation; Comprehensive (R5.R0), Y175, PF shield, and fighter C refits for the Kzinti; plus, casual fighter (R9.R6), and PF shield refits for the Hydrans; phaser-3, rear plasma, plasma-S, and PF shield refits for the ISC. The B10 has the mech-link refit.

(SG38.5) VICTORY CONDITIONS: Use the Standard Victory Conditions (S2.20).

(SG38.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG38.61) Replace the DN in any of the non-Klingon forces with a battleship, and replace the B10 with a B11.

(SG38.62) CVAs could replace the DNs in each enemy force, and a B10V could replace the B10K. In this case replace the originally assigned carriers and their escorts with escort ships for the CVAs/B10V.

(SG38.63) For a smaller and faster battle, use only the B10K and its assigned units (fighters and G1s) against the DN and one heavy cruiser of an enemy fleet.

(SG38.64) The Federation could use their conjectural PFs and PFT instead of the GSC. Alternatively, an NVH with 6x F-111s could be used. Or replace the PFTs and PFs (including the casual ones carried by the B10) in all fleets with standard war cruisers (ISC use CL) for a pre-178 scenario.

(SG38.65) The SFB game system includes hundreds of ships allowing extensive substitution for the OBs given. Use equal BPVs, the command ratings on the MSC, and (S8.2).

(SG38.66) Replace the enemy DN and CV (with its escorts) with a space control ship and its escorts. In this variation, replace the B10 and the D5V (with its escorts) with a B10S and its escorts.

(SG38.67) Replacing the Kzinti DN with an SSCS (12x TADS, 6xN, 6xMRN) would produce a fairly even battle and a meeting of the two largest warships actually built in the galaxy.

(SG38.68) Instead of using the Klingon B10 force versus one of the enemy forces, use the ISC force versus one of the other enemy forces. This simulates a battle during the ISC Pacification.

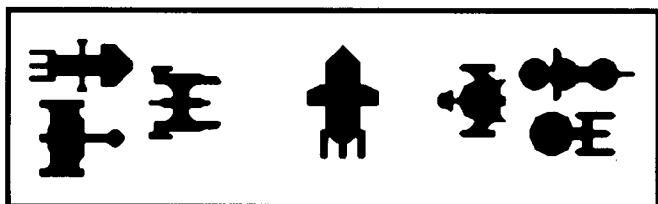
(SG38.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SG38.71) Change a ship to a larger or smaller class.

(SG38.72) Delete some of the fighters or PFs, or replace some of them with fighters of lower classes.

(SG38.73) Delete one ship from either side.

(SG38.8) PLAYTESTER COMMENTS: This was the first "modern" fleet scenario published after the SFB Tactics Manual caused a revolution in how to deploy fleets.

(SG39.0) DREADNOUGHTS OVER ORION

(Y186)

by Stephen V Cole, Texas

This scenario was the final exam at Star Fleet Academy in Y186. The cadets were told that the Orions had completed construction of a dreadnought, and that the various powers of the Galaxy had decided that they could not allow it to begin operations. The scenario was never intended to be balanced, but was instead intended to encourage the cadets to think in terms of allied operations.

(SG39.1) NUMBER OF PLAYERS: 7; the Orion player and the six Galactic Powers players.

(SG39.2) INITIAL SET UP

TERRAIN: Class M planet in hex 2215.

ORION: Dreadnought *Nightmare of Orion* is on the planetary surface (on hexside A) facing at Orion option. Speed 0, WS-III.

GALACTIC POWERS: Six dreadnoughts, from six different races, one each in hexes 2201, 3622, 3608, 2229, 0808, 0822; speed 0, WS-III, facing the planet.

(SG39.3) LENGTH OF SCENARIO: The scenario continues until the Orion dreadnought has been destroyed or captured or has disengaged.

(SG39.4) SPECIAL RULES

(SG39.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. Any units can disengage in any direction.

(SG39.42) SHUTTLES AND PFs: All shuttles (and PFs, if any) have warp booster packs.

(SG39.421) If using the optional MRS shuttles, each DN has one MRS at no cost.

(SG39.422) There are no fighters in this scenario (unless a Paladin is used). In a variant in which fighters are present, use the standard deployment patterns for EW fighters if desired.

(SG39.423) There are no PFs in this scenario. In a variant in which PFs are present, use the standard deployment patterns.

(SG39.43) COMMANDER'S OPTION ITEMS

(SG39.431) Each Galactic ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, etc.) up to 20% of its combat BPV. The Orion ship can purchase items up to 33% of its BPV; this is a one-time-only special rule limited to this one scenario. See (S3.2) for details and exceptions. Note that, as the Standard Victory Conditions are not used, you may as well take everything you can get.

(SG39.432) All drones are "fast," speed-32.

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

(SG39.44) REFITS: The Galactic Powers' dreadnoughts cannot exceed 275 BPV, exclusive of drone speed adjustments but including any fighters. Players may experiment with other ships within this BPV limit.

(SG39.45) The Orion DN can only disengage by moving off of the map. It cannot disengage by acceleration, sublight evasion, or any other means except leaving the map.

(SG39.46) While the Galactic ships are nominal allies, they are under no restrictions against firing on each other.

(SG39.47) The Orion DN can have any legal weapons in its option mounts without cartel restrictions. It has OAKDISC.

(SG39.48) The Orion DN cannot land on planets, but can take off (once) from a planet. Note that the *Nightmare of Orion* will have to climb through the atmosphere.

(SG39.49) The Orion planetary government wants to pretend that it was unaware that "the big freighter" being built in its shipyard was a warship. The Orion planetary defenses will not try to attack the Galactic ships (or the DN), and the Galactic ships are prohibited from scoring damage on the planet. Any ship which scores damage on the planet will be required to pay reparations and their scenario victory level will be reduced by one level (Decisive to Tactical to Draw to Loss) for every 20 points of damage scored.

(SG39.5) VICTORY CONDITIONS: If the Orion dreadnought successfully disengages, the Orion player wins. If the Orion dreadnought is destroyed, the player who scored the final damage point (or players if several were part of the last volley) is the Decisive winner but all score a Tactical victory. If any Galactic ship is crippled, the captain of that ship scores a "draw." If any Galactic ship is destroyed, the captain of that ship scores a defeat.

(SG39.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG39.61) Delete the planet, and replace the Orion dreadnought with the Andromedan Devastator. The Devastator is just leaving the shipyard in which it was built and cannot move on turn 1. It has no satellite ships, or these could be added for balance. The ship cannot displace itself.

SG39.62) Replace the Galactic dreadnoughts with Orion BCs or CAs, each from a different cartel and using the option mounts appropriate to that cartel.

(SG39.63) Replace all seven dreadnoughts with another class, perhaps CCHs, BCHs, or CVSSs. Each player has a single ship; there are no escort groups.

(SG39.7) BALANCE: There has been no attempt to balance this scenario. Players who wish to do so, may do so, by whatever means they find appropriate. You might replace the Galactic ships with BCHs or CCHs or BBs. You could give the Orion a flotilla of PFs.

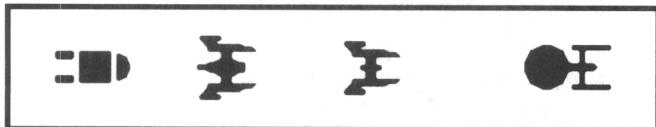
(SG39.8) TACTICS

GALACTIC: You must cooperate! Have some ships move in to pound the DN on turn 1, while others remain ready to hit him when he clears the atmosphere.

We need one volunteer to try and anchor him.

ORION: Try prayer or bribery. Or just double the engines and go like heck. Select "defensive" weapons in your mounts. Use EM, ECM, and negative tractor.

(SG39.X) DESIGNER'S NOTES: Someone, sometime, years ago, suggested this scenario. Perhaps more than one someone. The names of these people are lost to history, but their devious and diabolical spirits live on in this scenario. The general idea was that if, and only if, the Orion DN escaped from the scenario could it be used in the local campaign.

(SH82.0) PICKETT'S CHARGE

(Y177)

by Douglas Brachman, California

During Y177, Lyrans ships took over wider sectors of the Federation-Coalition front line as Klingon ships were redeployed for an offensive elsewhere. During one local counterattack, the Federation broke through Coalition lines, exposing the Lyrans logistical network to attack.

Admiral Meade sent Captain George E Pickett in the heavy command cruiser *Gettysburg* to destroy a Lyrans repair ship. The *Gettysburg* detected approaching Lyrans forces as it roared into the attack, and Captain Pickett knew he would have only one pass at the freighter before he had to withdraw.

(SH82.1) NUMBER OF PLAYERS: 2; the Federation player and the Lyrans player.

(SH82.2) INITIAL SET UP

TERRAIN: Small moon in hex 1010.

FEDERATION: CB *Gettysburg* in 4025, WS-III, heading F, speed max.

LYRAN: Small Repair Freighter in 1010, WS-I, heading B, speed 2. (Ship in Module R1; substitute freighter.)

DW *Slammer* in 2020, WS-I, heading B, speed 12.

FF *Strongjaw* in 1515, WS-I, heading B, speed 4.

(SH82.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged. The *Gettysburg* is considered destroyed if it has not disengaged by the end of turn 3.

(SH82.4) SPECIAL RULES

(SH82.41) MAP: Use a floating map.

(SH82.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH82.421) If using the optional MRS shuttles, the *Gettysburg* has one MRS.

(SH82.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns for EW fighters if desired.

(SH82.423) There are no PFs in this scenario.

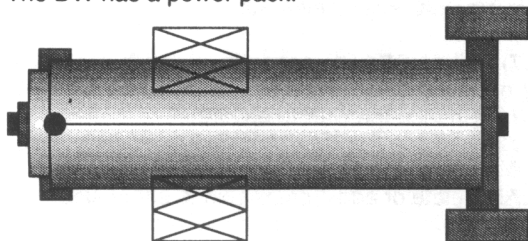
(SH82.43) COMMANDER'S OPTION ITEMS

(SH82.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions.

(SH82.432) All drones are "medium," speed-20.

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

(SH82.44) REFITS: Both Lyrans ships have plus and ESG refits. The DW has a power pack.



(SH82.5) VICTORY CONDITIONS: Points are scored as follows:

Repair Freighter destroyed	5
Repair Freighter crippled, not destroyed	2
Repair Freighter has no internal damage	-1
Lyrans warship destroyed	4
Lyrans warship crippled	2
<i>Gettysburg</i> has internal damage	-3
<i>Gettysburg</i> is crippled	-6
<i>Gettysburg</i> is destroyed	-10
<i>Gettysburg</i> is captured	-15

Any positive score is a Federation victory. Points can be scored for a given ship in the scenario only once.

(SH82.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH82.61) Replace the Lyrans with a Romulan SkyHawk and SeaHawk.

(SH82.62) Replace the Lyrans with a Klingon F5L and a Klingon F5 or F5D.

(SH82.63) For a simpler scenario, delete the FF and replace the CB with an NCL.

(SH82.64) Bid for the Lyrans force, with the low bidder playing the Lyrans side and buying his forces with the number of points he bid. This could be done with Lyrans or Klingon ships.

(SH82.65) Bid for the Federation mission, with the low bidder buying a single ship with the number of points he bid. This might be a Federation or Kzinti ship.

(SH82.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH82.71) Change the CB to a BC or CC.

(SH82.72) Replace the DW with an MP or CW.

(SH82.73) Add one interceptor to the Lyrans force.

(SH82.74) Add a P-refit to one or both Lyrans ships.

(SH82.75) Adjust the weapons status of the Lyrans; higher weapons status will place more power in phaser and ESG capacitors, giving them more power for movement and EW at start.

(SH82.76) Use a large repair freighter.

(SH82.8) TACTICS

FEDERATION: You are starting at a distance of 30 hexes from your primary target, and you can expect him to gain 4 more hexes on you by running away. You can also expect him to use ECM and erratic maneuvers, but fortunately he does not have a lot of power for this.

The Lyrans warships are, individually, not much of a problem. However, if they can mass their fires for one solid shot on one of your shields, or even worse manage an ESG ram, you can lose the whole battle by being unable to disengage. IT IS IMPERATIVE THAT YOU REALIZE THAT YOU HAVE TO DISENGAGE BY ACCELERATION. You do not have much chance of doing it by sublight with both Lyrans warships still around, and if you have not wrecked them, they can move fast enough to keep you from separating by distance.

The upshot is that you must decide if you are going to use your photons for one shot on the primary target or just blow one of the warships apart and run.

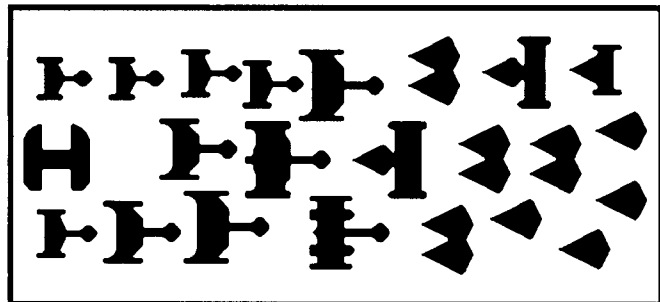
LYRAN: Try to pull your ships together to hit one shield on the Fed with all you have. If successful, moving at a high speed will prevent his escape and you will gain a complete victory.

(SH82.X) DESIGNER'S NOTES: As with so many scenarios, we started with a title. What possible mission could require a cruiser to "charge" toward the enemy and "break through"

their lines? Obviously, to destroy a small, valuable, and not easily maneuvered unit.

HISTORICAL OUTCOME: Pickett succeeded in destroying the repair freighter and crippling one of the Lyran warships. The *Gettysburg* sustained moderate damage as a result of ESG rams, but succeeded in regaining Fed-controlled space.

(SH83.0) SWORD OF THE HOLDFAST



(Y178)

by Tom Carroll, New Jersey

In Y178, when the Holdfast had finally calmed down from the initial news of the approach of the 312th Battle Fleet, many in the Academy turned to the possible uses of the fleet and began running combat simulations involving Neo-Tholian forces. As the strength of the 312th wasn't known as of yet, most such simulations tended to be rather exaggerated. The following scenario, involving a Neo-Tholian battleship, is such an exaggeration, though still a favorite of the cadets.

With the increased pressure from Klingon and Romulan forces, the Tholians were losing ships and territory at a disastrous rate. It was reasoned that a surprise attack against the Klingon fleet's repair facilities (specifically, the FRD supporting Operation Nutcracker) would seriously undermine the Coalition's ability to fight in the sector plus require them to rethink their war versus the Holdfast.

Only a force led by a Neo-Tholian battleship was thought strong enough to carry out the mission.

(SH83.1) NUMBER OF PLAYERS: 2; the Tholian player and the Klingon player.

(SH83.2) INITIAL SET UP

THOLIAN: Set up on map B: NBB *Sword of the Holdfast*, CC, NCA, CA, C, TK5, DD, SC, CVA (12x S-II, 12x S-III), PCA, PCA, anywhere on or past 30xx, heading E or F, speed max, WS-III.

KLINGON: Set up on map A: FRD, with two HBM (12x Z-V), in 2215 with a D5K and an F5B internally docked [see (SH83.45)], any facing, speed 0, WS-I.

Tug-AK with two cargo pods within 3 hexes of FRD, any heading, speed 4, WS-I.

C9K, D6DB, D5L, D5K, F5L, F5K, F5SB, D6V (10xZ-V), 2xE4AB anywhere on map A, any heading, WS-II.

(SH83.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH83.4) SPECIAL RULES

(SH83.41) MAP: Use two maps; the 42xx hex column of map A connects to the 01xx column of map B. These maps are fixed; they do not float. Any unit leaving the maps has disengaged and cannot return.

(SH83.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH83.421) If using the optional MRS shuttles, the Tholian NBB has two; the CC and CVA each have one; and the C9, D5L and D6V have one each.

(SH83.422) If using EW fighters, one of the Z-Vs on the FRD, one of the Z-Vs on the D6V, and a Spider-II and a Spider-III on the Tholian CVA are EW types. If not using EW fighters, they are all standard fighters of their types.

(SH83.423) There are no PFs in this scenario.

(SH83.43) COMMANDER'S OPTION ITEMS

(SH83.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy. The cost of the MRS shuttles provided in (SH83.421) above is deducted from the total BPV allowed to the assigned ship for purchasing other Commander's Options.

(SH83.432) All drones are "medium," speed-20.

Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose. Note that "fast" (speed-32) drones are available for purchase as Commander's Option Items.

(SH83.44) REFITS: The Tholian and Klingon ships have the refits listed in the initial set up. Note that all drone-armed ships will have received the Y175 drone rack refit, and all aegis escorts will have full aegis. Delete the fighter boxes and mech links (but not the tractors) on the NBB.

(SH83.45) The D5K and F5B docked inside the FRD have been damaged. Consider all hull, weapons, and warp to be destroyed. All other systems (bridge, security, transporters, tractors, labs, etc.) and shields are active and at full strength. The D5K and F5B have used their CDR and EDR.

(SH83.5) VICTORY CONDITIONS

Use the Modified Victory Conditions (S2.2).

Tholians gain a 100-BPV bonus for destroying the FRD.

Klingons gain a 100-BPV bonus for destroying the NBB.

(SH83.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH83.61) Replace the Klingons with a Romulan force consisting of: Condor, SparrowHawk-A, SparrowHawk-B (8x G-SF and 8x G-II), SkyHawk-E, SkyHawk-E, SkyHawk-L, SkyHawk-F, SkyHawk-A, KRT, FRD with SparrowHawk-A and SkyHawk-A internally docked. The hangar modules on the FRD have 12 G-SF fighters.

(SH83.62) Allow the Klingon to substitute any two ships of equivalent hull types for any two ships in his fleet, but no additional leader versions may be taken. The Klingon might want to give some consideration to an SFG ship in this case, although he must remember that webs will break stasis fields.

(SH83.63) For a smaller scenario, use only the NBB, SC, DD, and TK5 on the Tholian side. The Klingons use only the C9K, F5S, F5L, F5K, and the FRD. The FRD has no fighters and has only the D5K docked internally.

(SH83.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of these:

(SH83.71) Change the C9K to a C8K.

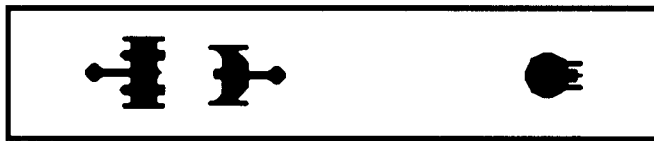
(SH83.72) Replace the D6V (10x Z-V) and E4As with a D7V (12x Z-Ys), AD5, and F5A.

(SH83.73) Delete or add a small ship to either side.

(SH83.8) TACTICS

THOLIAN: Draw the blocking Klingons off to one side, and wall them off. Then head for the FRD with the carrier, cruiser, NCA, and TK5.

KLINGON: Dock the carrier and the drone ship to the FRD, and start retrograding! Alternatively, have the tug drop its cargo pods and tow the FRD. The FRD should work on the engines of either the F5 (faster to fix) or the D5 for extra power. The carrier escorts, tug (if it is not towing the FRD), and scout play backstop. The fleet can be used offensively by charging to engage or defensively by retrograding. You might also try laying all of your T-bombs as a hasty minefield. This will require laying most of them out the shuttle bays to keep the Tholians from figuring out where they are, but do not forget to lay the dummies to help channel them. Remember, you do not need T-bombs to defend against drones here.

(SH84.0) PASSING THE FOOTBALL**(Y179)***by Targis Ketrick, Klinshai*

In Y179 the Federation began a series of raids to disrupt the Klingon logistic structure in preparation for their own offensive. In one of these raids, the Federation NCA *Dayton* caught the *Commissioner Tomak Vilkov* and the *Respite* just as they were transferring cargo pods. (This was a standard procedure used by all races, allowing the more easily replaced but shorter-ranged LTT to supply units in the combat zone while protecting the longer-ranged and harder to replace tug.) The critical supplies these pods contained made the resulting battle one of extreme desperation.

(SH84.1) NUMBER OF PLAYERS: 2; Federation & Klingon.

(SH84.2) INITIAL SET UP

FEDERATION: NCA+ *Dayton*, Captain Ralph McBryde, in 0101, heading C, speed max, WS-III.

KLINGON: Tug-B *Commissioner Tomak Vilkov* [one cargo pod attached, not on the centerline (G14.43)], in 2015, heading E, speed 5, WS-I.

D5H *Respite* (one cargo pod attached) in 0730, heading B, speed 10, WS-I.

One cargo pod in 2215, facing F, speed 0.

(SH84.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH84.4) SPECIAL RULES

(SH84.41) MAP: Use a floating map.

(SH84.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH84.421) MRS: The NCA may have an MRS shuttle if using that rule.

(SH84.422) There are no fighters in the basic version of this scenario. In a variation, fighters might be added, and one fighter in any squadron of eight or more can be an EW version. If not using EW fighters, it will be a standard fighter.

(SH84.423) There are no PFs in this scenario.

(SH84.43) COMMANDER'S OPTION ITEMS: The following are provided in lieu of the 20% in (S3.2).

(SH84.431) Each ship has its normal complement of T-bombs and dummy T-bombs. The NCA has an MRS shuttle if players are using that rule.

(SH84.432) All drones are "medium," speed-20.

Each drone-armed ship can have special drones up to the historical racial percentages.

(SH84.44) REFITS: All ships in this scenario have received all applicable refits available at the specified date.

(SH84.45) PODS: The cargo pod on the D5H is empty and has no victory value in this scenario. The other two pods are full.

(SH84.5) VICTORY CONDITIONS: Each player earns one of the seven levels of victory (Strategic, Tactical, Marginal Victory; Draw; Marginal, Tactical, Strategic Defeat) independently of the other. Comparing levels of victory determines the overall winner. If both achieve the same level, the scenario is effectively a draw.

KLINGON

Disengage with both (full) pods: Strategic Victory.

Disengage with one (full) pod: Marginal Victory.

No (full) pods are saved: Draw.

If the Tug-B is destroyed: Reduce victory two levels.

If the D5H is destroyed: Reduce victory one level.

If the empty pod is destroyed: So what?

FEDERATION

If both (full) pods are destroyed: Tactical Victory.

If one (full) pod is destroyed: Marginal Victory.

If no (full) pods are destroyed: Draw.

Destruction of each Klingon ship: Increase one level.

Federation ship is crippled: Reduce victory one level.

Federation ship is destroyed: Reduce two victory levels.

(SH84.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH84.61) Reverse the roles using a Federation Tug and LTT versus a Klingon D7K or D5W.

(SH84.62) Terrain features are frequently used as a location to establish supply drops. Assume that this supply drop is being done in an asteroid field using the map in Module B, the asteroid Belt in Module S1, or the rules in (P3.1).

(SH84.63) Use only the Tug-B and its two pods on the Klingon side. Replace the Fed NCA with a DW or FFB.

(SH84.64) Replace the NCA with an FFV (6xF-18) and an FFA.

(SH84.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH84.71) Change one or more of the cargo pods to self-defense pods.

(SH84.72) Replace the NCA with a BC or an NCL, or replace the Tug-B with a Tug-AK.

(SH84.73) Add one or two E3s, G2s, or G1s to the Klingon force within 3 hexes of the Tug-B.

(SH84.8) TACTICS

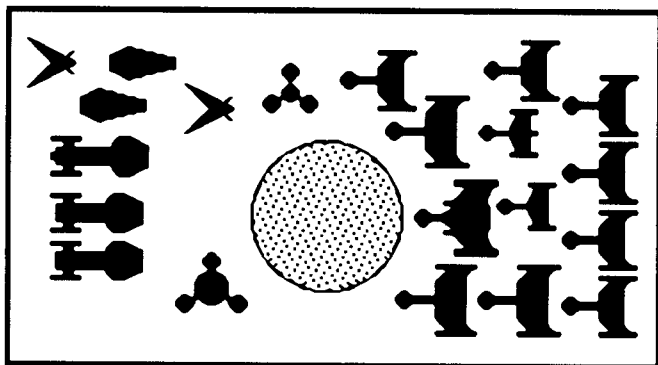
FEDERATION: While it looks like it might be simple to kill the loose pod, you have to disable the Tug-B first. Have some power available to tractor the loose pod and keep it away from the Klingons, or stop them from towing it off. Send the Marines to destroy his tractor beams to prevent him from docking pods.

KLINGON: Where the heck did that Fed come from? The whole situation is a mess. The D5H's pod has no value, but if you drop it at any speed faster than one, you will damage the D5H (G14.32). However, you have to get rid of it in order to grab the other pod. The empty pod also is padding for the D5H in battle with the NCA. Hard choice here. The Tug-B

cannot disengage by acceleration unless it drops the pod it currently has (G14.431). In order to undock to it and redock to it, the Tug-B has to go speed 0 (G14.41), and in order to attach the other pod, you have to do a 360° turn and slow to speed 0 because you cannot dock it if it is not facing the same direction as your tug (G14.42). All you wanted to do was let the D5H take the pod you dropped and grab the empty from him. Now, your best bet may be to tractor the pod and try to get away far enough to attach it. The pod will slow your movement while towed by tractor and not docked, and the Fed may tractor it to break your tractor. Looks like the best bet will be to send the D5H to delay the NCA while you dock the Tug-B to the pod and run.

HISTORICAL OUTCOME: The *Respite* was crippled, but it and the *Commissar Tomak Vilkov* made good their escape. Unfortunately, the *Vilkov* was forced to drop the pod it had in order to get away.

(SH85.0) WORLD KILLER



(Y179)

by Ardak Kumerian, Klinshai

When the Hydrans recaptured their capital, the Klingons considered sending one of the B10 battleships with a fleet to devastate it again. While no battleships were available, this scenario reflects what could have happened if one had been.

(SH85.1) NUMBER OF PLAYERS: 2; the Hydran player and the Klingon player.

(SH85.2) INITIAL SET UP

TERRAIN: Small 5-hex diameter Gas Giant (P2.22) centered in hex 2215.

HYDRAN: BATS with two fighter module (10x Stinger-2, 2x Stinger-H), a Barracks Module (17 crew units, including 30 boarding parties), and three cargo modules in 1212, initial facing and rotation rate at the player's option, WS-III. This base is NOT in orbit.

Base Station with two fighter modules (10x Stinger-2, 2x Stinger-H), a power module, and three cargo modules in 2719, initial facing and rotation rate at the player's option, WS-III. This base is NOT in orbit.

DefSats (H), one each in 2212, 2514, 2517, 2218, 1917, 1914, all in standard orbit, WS-III.

Ground Defenses: Three Hydran ground based phaser-4s set up on the planet, no more than one per hex-side. Set up at player's option, WS-III.

Lord Marshal (4x Stinger-2, 2x Stinger-H), Mongol (6x Stinger-2), Uhlan (12x Stinger-2, 4x Stinger-H), Aegis Lancer (6x Stinger-2), 2x Aegis Hunter, Chasseur (6x Stinger-2), anywhere within 10 hexes of planet, heading at player's option, speed max, WS-III.

KLINGON: B10K (8x Z-Y), D7W, D7K, D7B, D5W, 2xD5K, F6, D5S, D5V (12x Z-Y), AD5, AF5; enter from any map edge heading at player's option, speed max, WS-III.

YEAR: This scenario assumes Y179; this year affects the availability of drone speeds, fighters, refits, PFs, and other ship types for variations.

(SH85.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged; OR until the Klingons have scored 2,000 points of damage on the planet; OR until the end of turn #25.

(SH85.4) SPECIAL RULES

(SH85.41) MAP: Use a floating map; however, the location of the various fixed elements (the planet, DefSats, bases, etc.) will have to be tracked. This will require the use of three mapsheets or careful plotting on the opening moves.

For the initial Klingon setup, no Klingon ships should be closer than 66 hexes from the center of the planet (hex 2215) of the Hydran starting map sheet. All Hydran units must begin on the mapsheet with the planet.

The Klingon units can only disengage in directions A, B, or C. The Hydran units can only disengage in directions D, E, and F.

(SH85.42) SHUTTLES AND PFs: No shuttles have warp booster packs. All PFs have warp packs.

(SH85.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH85.431).

(SH85.422) If using EW fighters, one fighter in each squadron or eight or more is an EW fighter. If not using EW fighters, it will be a standard fighter of its squadron.

(SH85.423) There are no PFs in this scenario.

(SH85.43) COMMANDER'S OPTION ITEMS

(SH85.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Standard Victory Conditions (S2.2) as victory points for the enemy.

(SH85.432) All drones are "medium," speed-20.

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

(SH85.44) REFITS: Refits are as provided in (SH85.2) above, except that the Klingon D7B and D7K have both received the UIM refit, and all Hydran ships have their plus refit if one is available for that ship.

(SH85.45) SETUP: The Hydrans must set up all of their units prior to the Klingons selecting the board edge from which they will enter.

(SH85.5) VICTORY CONDITIONS: Use the Standard Victory Conditions (S2.20). The Klingons receive a 1-point bonus for every damage point that they score on the planet's surface. The Hydrans do not receive disengagement points for Klingon ships.

(SH85.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH85.61) Assume that the Lyrans are attacking. Replace the Klingons with: DN, BC, CC, CA, Tug-C with Battle Pallet, CWL, 2xCW, CWS, DWL, 2xDW (assume all have their shield, phaser, UIM, and power pack refits as appropriate).

(SH85.62) For a combined Klingon-Lyran attack, replace some of the Klingon ships (no more than three) with equiva-

lent Lyran ships, e.g., a CW replacing a D5K. If there is an increase in BPV as a result, the Klingon player must score 5 additional damage points to the planet for each point the BPV increased after accounting for drone speeds. This increased damage must be scored before any damage can be accumulated for points under (SH85.5). If the BPV decreased as a result of such a substitution, there is no reduction in the damage which must be scored on the planet. For example, a Lyran CW with its refits has a BPV of 133 (not counting mech links); if it replaced a D5K (including its medium speed drones but not other option items), the difference in BPV would be 13 points, requiring the Klingons to score an additional 65 points of damage to the planet's surface.

(SH85.63) For a smaller and faster battle, use only the B10, D5L, two D5Ks, and D5S versus only the Hydran ships (and their fighters). In this variation, the Klingons need to only score 800 points of damage on the planet.

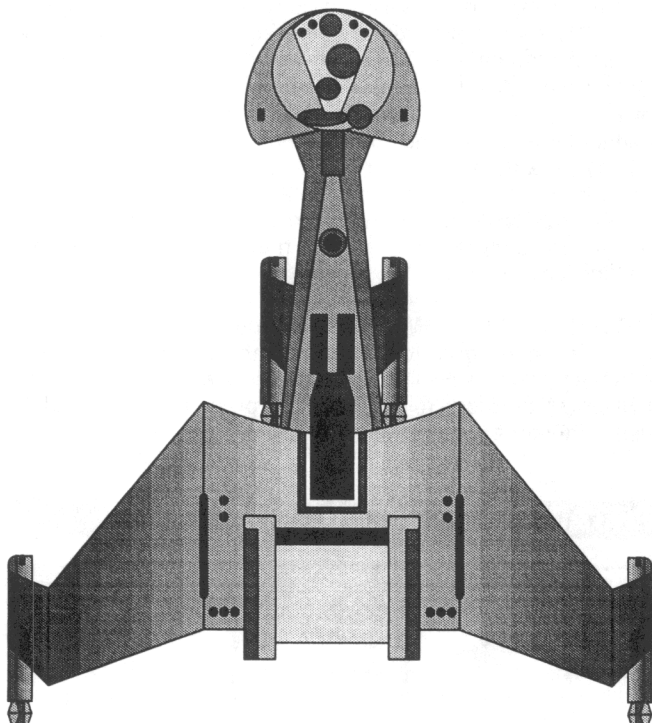
(SH85.64) The Klingons considered replacing the eight fighters on the B10 with bay-mounted drone racks, but decided that these were inefficient for planetary bombardment. You may wish to experiment and see if they were right. Replace the fighters with eight type-B drone racks. These racks are not shielded, and a hit on an armed SP or MRS WILL trigger a chain reaction (D12.0).

(SH85.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH85.71) Change one ship to the next larger or smaller.

(SH85.72) Replace some or all of the fighters on one side with lower-quality ones, e.g. Stinger-Fs replace Stinger-2s.

(SH85.73) Delete one ship from either side.



(SH85.8) TACTICS

KLINGONS: Start the battle at long range, and kill as many fighters (and anything else) as possible before moving within range of the planetary defenses. Destroy the bases and the Uhlan to eliminate repair and reload capabilities.

HYDRANS: Remember that a flight of four Stinger-2s can cripple the B10 if they can get to range 0. Order an all out charge! Your fighters are your primary defense; use them to the fullest possible extent. Delay is your friend; the longer they stay away from the planet, the more rushed they will be.

(SH86.0) HERE THERE BE DEMONS



(Y179)

by Steven Paul Petrick, Texas

Y179 was a good year for the Federation as they were able to drive the weakened Klingon formations back to the original borders. Here, however, a new problem was encountered. While it was obvious that offensive action was necessary to force the Klingons to the peace table, there were no reliable sources of information on just what the best routes into the Empire were. It was obvious that the few known routes (mostly those used by the "Federation Express" company before the war) would be heavily defended. The Federation resorted to sending a series of probing forces to locate weaknesses in the Klingon lines that could be exploited to outflank the major defenses and to find areas within their defensive sphere where logistics points could be established to support future operations. Because the areas behind the Klingon borders were "unknown" territory, a Federation intelligence officer had labeled them in accordance with the standards applied by ancient map makers on virtually all worlds. Many of the Federation probing forces would find that demons did indeed dwell there.

(SH86.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SH86.2) INITIAL SET UP

TERRAIN: Asteroid field (P3.1), the center hex of each cluster of asteroids contains one large asteroid (P3.4).

FEDERATION: CLC *Clancy* and NCL+ *Minas Gerais* enter the map on turn #1 from the 42xx map edge, heading E or F, speed 6, WS-III as modified by (SH86.45).

KLINGON: D7W *Demonstalker*, F5K *Fire Demon*, 2x G1 set up in accordance with (SH86.46), heading at player's option, speed 0, WS-III.

(SH86.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, have disengaged, or until the end of turn #20.

(SH86.4) SPECIAL RULES

(SH86.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Federation units can only disengage from the 42xx map edge. The Klingon units can disengage from any map edge, including the 42xx map edge.

(SH86.42) SHUTTLES AND PFs: No shuttles have warp booster packs; the Klingon PFs have warp booster packs.

(SH86.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH86.431).

(SH86.422) If using EW fighters in a variation of this scenario where fighters are used, one fighter in each squadron of eight or more fighters can be an EW fighter. If not using EW fighters, it is a standard fighter.

(SH86.423) The two G1s are standard G1s and were brought to the area by the D7W.

(SH86.43) COMMANDER'S OPTION ITEMS

(SH86.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions.

(SH86.432) All drones are "medium," speed-20. "Fast," speed-32, drones are available for purchase as special drones. Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SH86.44) REFITS: The F5 has the K refit; the D7W has the mech-link refit. The Federation NCL has the plus and AWR refits. All units have received their applicable Y175 drone rack refits. Note that the G1s have NOT been refitted in any way.

(SH86.45) PROBING: The Federation is conducting this mission to find a suitable area to establish a logistics point for some future operation. As they are not expecting immediate contact, they operate under the following restrictions:

(SH86.451) The Federation ships believe that they have not been detected by the Klingons. For this reason, the Federation ships cannot initially have overloads or begin loading overloads or have any shuttles prepared for "special missions" (suicide, scatter-pack, wild weasel) until they contact a Klingon unit under the provisions of (D20.2). They have detected a Klingon force moving in their direction, but intend to be gone before it arrives.

(SH86.452) To determine a suitable logistics site, they must gain 10 points of lab information on each large asteroid in the field. Probes and probe drones cannot be used for this function. Admin shuttles (but not fighters) can be used, but can only gain the necessary information by physically moving into the large asteroid's hex, at which point they automatically collect 10 points.

(SH86.46) AMBUSH: The Klingons are aware of what the Federation is attempting to accomplish from prior operations of this sort. They arrived in this area of the field before the Federation ships and established themselves in ambush using hidden deployment (D20.0). The Klingon player determines within which cluster he will set up by the following procedure:

(SH86.461) The Federation player will prepare two cups, one holding six counters numbered 1-6 and the second holding 3 counters numbered 1-3. The Klingon player will draw one counter from each cup, keeping the drawn counters until the end of the scenario. If a 1 is drawn from the first (1-6) cup, he will set up in map section A, 2 is map section B, 3 is C, and so on. The counter from the second (1-3) cup will determine which of the three asteroid clusters in that section he sets up in. (Arbitrarily, number them left to right.)

(SH86.462) The Klingon player can set up in any hex covered by the asteroid cluster selected with any initial facing.

(SH86.463) At his option, the Klingon player can place up to three "stationary-ballistic" scatter-packs, two from the D7W and one from the F5K. These shuttles must be within 10 hexes of at least one Klingon ship and are also hidden under the conditions of (D20.0). Note specifically that the 10-hex limit does NOT require these to be in the same asteroid cluster as the Klingon ships. Study rule (F4.4) carefully as the SPs will release at the pre-set range, and if no Klingon ship has fully-activated fire control at that point, the drones (except type-VI) will immediately go inert.

(SH86.464) At his option, the Klingon player may place up to six transporter bombs on the map within 10 hexes of his ships. These T-bombs must be purchased under the Commander's Options and are the T-bombs normally available to the ships, i.e., they may not purchase six more in addition to these. Note that these bombs are NOT required to be in an asteroid hex as they are hidden by their very nature, and that more than one can be in any single hex. Dummy T-bombs cannot be deployed at

start, but can still be beamed out during combat to confuse the Federation.

(SH86.5) VICTORY CONDITIONS

The Federation player wins if he can successfully collect the necessary information on all 18 large asteroids and disengage with both ships. Any Federation unit still on the map at the end of turn #20 is destroyed by Klingon reinforcements. The Klingon player wins if he prevents a Federation victory.

(SH86.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH86.61) Replace the Klingons with a Romulan FireHawk-K, SkyHawk-A, and two Centurion PFs. Note that this Romulan force can also employ two hidden NSMs initially as well as 6 T-bombs, but cannot employ scatter-packs.

(SH86.62) Allow the Federation player to select any two NCL variants (he cannot use two NCCs; he cannot use an NSC). The Klingon player will not learn the nature of these opposing ships until he activates his fire control and engages.

(SH86.63) For a smaller and faster battle, use only the D7W, allowed to have two SPs and a maximum of four T-bombs deployed, and the CLC.

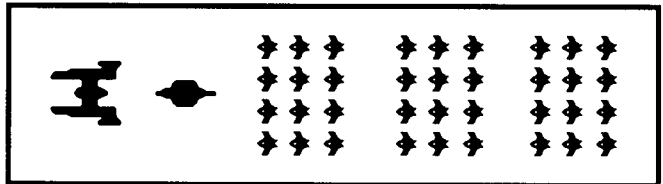
(SH86.7) BALANCE: The scenario can be balanced between players of different skill levels by changing the CLC to an NCL+ or CC+. You could add or delete a Klingon PF (add a mech link to the F5).

(SH86.8) FEDERATION TACTICS: Remember that you do not have to fight to win this one. Evading contact is a viable option. This is an intelligence gathering mission, and so long as you get the data, you win. Try to approach each asteroid cluster from a direction other than the one your opponent may have set up to receive you, but watch the time. Twenty turns seems like a lot of time, but a quick check of the chart in (G4.11) shows that with four labs and average rolls you need to be within 5 hexes of the hex you want to study to succeed.

KLINGON: You have to try to get in a good first salvo, and then try to force them away from areas that they have not examined yet.

HISTORICAL OUTCOME: The *Clancy* was severely damaged, but managed to escape. The *Minas Gerais* was destroyed, along with the Klingon *Fire Demon*. The Federation would be forced to send another probe to discover what, besides demons, was in this sector.

(SH87.0) ROAR OF THE GOLDEN CUB



(Y180)

by Ted Costas, Georgetown

After the battle of Zamyran (against the Kzintis), the main Lyran fleet maneuvered to attack the planet itself. The light cruiser *Ripping Fang* had been badly damaged and was sent to the rear, escorted by the undamaged *Golden Cub*.

The Kzintis, desperate to destroy the *Ripping Fang* before it escaped to a shipyard (no doubt to return as a BC), had few forces in position to pursue. The only option was to

round up the fighters that fought in the Battle of Zamyran, rearm them as quickly as possible, and dispatch them in a last-ditch effort.

(SH87.1) NUMBER OF PLAYERS: 2; the Lyrans player and the Kzinti player.

(SH87.2) INITIAL SET UP

LYRAN: DND *Golden Cub* within 5 hexes of CL, WS-III, heading at option of Lyrans player, speed max.

CL *Ripping Fang* in 1215, WS-I, heading E, speed 10.

KZINTI: See (SH87.46) below.

(SH87.3) LENGTH OF SCENARIO: 10 turns.

(SH87.4) SPECIAL RULES

(SH87.41) MAP: Use a floating map.

The Lyrans can only disengage in direction E.

Kzinti fighters may disengage in any direction except E.

(SH87.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH87.421) MRS: There are no MRS shuttles in this scenario.

(SH87.422) If using EWFs, the 5th, 17th, and 29th Kzinti fighters to arrive are EWFs (fighters arrive in squadrons of 12). If not using EW fighters, these will be standard TAAS fighters.

(SH87.423) There are no PFs in this scenario. In a variant in which PFs are present, use the standard deployment patterns.

(SH87.43) COMMANDER'S OPTION ITEMS

(SH87.431) The *Golden Cub* has two T-bombs and associated dummies; there are no other Commander's Option items except for Kzinti drones.

(SH87.432) All drones are "fast," speed-32.

The Kzinti can equip the drones of his fighters with any available drone module up to historical percentages.

(SH87.44) REFITS: The Lyrans CL has the plus refit, but not the p-refit.

(SH87.45) RIPPING FANG: The CL has been badly damaged. Each warp engine has only four working boxes; the impulse engine has only one. The shields are 10 boxes each. One APR and one battery have been lost, as have all hull boxes, one tractor, one ESG, one bridge, and one transporter. The left disruptor and ph-1s were destroyed, as were the two left ph-3s. Repairs under (D9.7) have not begun. The CL must move in direction E for at least 20 impulses of each turn. Due to damage to the warp navigation system, the ship cannot disengage by acceleration even if enough warp is repaired to nominally allow it to do so.

(SH87.46) Kzinti fighter arrival. The Kzinti player has 36 TAAS shuttles. Each turn, the Kzinti player rolls a die (before energy allocation) and receives a number of fighters equal to the die roll up to the maximum number of 36. These are placed anywhere 30 hexes in direction B from the CL, but no closer than 15 hexes to the DND. Each fighter has two type-I and two type-VI fast drones. EW pods can replace type-I drones.

(SH87.47) Due to extreme range, each Kzinti fighter (except the EWF) can remain in the battle only seven turns. After these turns are exhausted, the fighter immediately adopts evasion plot and continues until it is 35 hexes from the nearest Lyrans unit, at which point it disengages automatically.

(SH87.5) VICTORY CONDITIONS: If either Lyrans ship is destroyed, the Kzintis win. If the *Golden Cub* is crippled, the Kzintis win a tactical victory. If any internal damage is scored on the *Ripping Fang*, the Kzintis win a slight victory. Any other result is a Lyrans victory.

(SH87.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH87.61) Use Hydran fighters, but give the Hydran fighters two more turns of endurance.

(SH87.62) For a tenser scenario, replace the 36 TAAS fighters with a single squadron of F-15s.

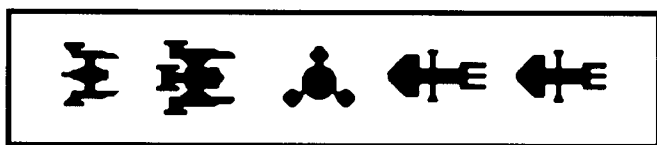
(SH87.7) BALANCE: The scenario can be balanced by adding or deleting Kzinti fighters.

(SH87.8) TACTICS: Lyrans: Repair warp boxes; RUN.

Kzintis: Gather fighters into waves for concentrated attacks.

HISTORICAL OUTCOME: Although damaged, the *Golden Cub* and its charge managed to evade the Kzintis.

(SH88.0) FOR WANT OF A SWORD



(Y180)

by Stephen V Cole, Texas

In Y180, the Coalition was trying to stabilize its front after losing ground over the previous three years. A portion of Kzinti space was still in Lyrans hands, and the Kzintis desperately wanted to get it back.

The key to holding the sector was the Lyrans BATS which supplied and supported the Lyrans forces. If this BATS were to be destroyed, the Lyrans would have to fall back.

The Kzintis launched a broad offensive, but the intended attack fleet was unable to break through to destroy the BATS. Just as Admiral Cat-of-Five-Stars was preparing to abandon the operation, a scout-DW observed a shift in Lyrans deployments that opened a brief gap in their coverage. The Admiral ordered Captain 1st Rank Cat-of-the-Trees and his heavy battlecruiser to break through with whatever forces were available and attack the BATS.

Historically, the BATS was destroyed, and the Lyrans did retreat. But perhaps things might have turned out differently if a new and powerful unit had been on its way to the front.

(SH88.1) NUMBER OF PLAYERS: 2; the Lyrans player and the Kzinti player.

(SH88.2) INITIAL SET UP

KZINTI: BCH *Pentarchy* (two interceptors on mech links) and CM *Berzerker Frenzy* enter the map on turn 1 from the 4200 map edge, speed max, WS-III, heading toward the BATS.

LYRAN: BATS in 2215, WS-III, rotation at option of owning player. The BATS has two hangar bay modules (12 Z-Y fighters) and one PF module (the PFs had been sent to react to another threat and were not available during the battle).

DW *Kzinslayer* within five hexes of 2215, speed 5, WS-III, heading B.

Lyrans sets up first.

REINFORCEMENTS: Battleship *Red Claw Sword* enters map from hex 0030, speed max, WS-III, heading B, on impulse #16 of turn #2. Whatever speed the ship enters at, it must pay for moving that speed for an entire turn and cannot change speeds during its first turn on the board. No PFs on mech links.

(SH88.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH88.4) SPECIAL RULES

(SH88.41) MAP: Use a floating map.

(SH88.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH88.421) If using the optional MRS shuttles, the Kzinti BCH and Lyran BB each have one MRS.

(SH88.422) If using EW fighters, one of the Z-Ys on the BATS is a Z-YE. If not using EW fighters, it is a standard Z-Y.

(SH88.423) There are no PFs in this scenario. The two Kzinti interceptors are not part of a squadron.

(SH88.43) COMMANDER'S OPTION ITEMS

(SH88.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Standard and Modified Victory Conditions (S2.2) as victory points for the enemy.

(SH88.432) All drones are "fast," speed-32.

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

(SH88.44) REFITS: The BATS has all of the late-war refits. The Kzinti CM has the Y175 refit. The Lyran DW has the phaser and power-pack refits. There are no other refits.

(SH88.45) The BATS's minefield has been badly disrupted in previous attacks and is not a factor in the battle.

(SH88.5) VICTORY CONDITIONS: Victory is evaluated on two levels. The Kzinti objective is to destroy the BATS. If this is achieved, they have won a strategic victory; if this is not achieved, they have suffered a strategic defeat.

Use the Modified Victory Conditions (S2.201) to determine which side won a Tactical Victory and which suffered a Tactical Defeat.

(SH88.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH88.61) Replace the Lyran forces with a Klingon F5W and B10 battleship. Use or delete the B10's fighters and PFs to balance the scenario.

(SH88.62) Allow the Kzinti player to replace the CM (and the Lyran player to replace the DW) with any non-carrier variants and use Tactical Intelligence.

(SH88.63) To simplify things, leave out the CM and the DW.

(SH88.64) Add PFs to the BCH and BB.

(SH88.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH88.71) Change the Kzinti CM to a Kzinti DW.

(SH88.72) Replace the Lyran DW with a Lyran CW.

(SH88.73) Add one or more PFs to the Lyran base.

(SH88.8) TACTICS

KZINTI: You can target the DW with drones if it is away from the base, or you can attack the base using four scatter-packs (an MRS or ATG drones will be needed to control the fourth SP). The SPs will have to release at 16 hexes range to avoid having the base use its sensors to shut them off. Close to range 8 and fire overloaded disruptors, then launch your second wave of drones. After this, run!!!!

LYRAN: With the fighters, you should be able to weather his first drone swarm, then the BB should arrive and you can decide what to do with the uninvited guests.

(SH89.0) A SECOND HELPING OF HASH



(Y181)

by Ardak Kumerian, Klinshai

The Kzintis had conducted years of "drone raids," sending drone frigates to launch swarms of long-range drones into our operating areas, often targeting them on key logistics units. The attacks by drone frigate groups had tapered off as we had managed to hunt down the small ships, but the two drone cruisers still operational by Y181 remained a major nuisance. One ship in particular, the *Onager*, was infamous for its daring raids. The *Onager's* captain, however, made the mistake of becoming predictable. He always launched three successive attacks before retiring for resupply.

I studied his methods from my position as commander of the Red Fleet and discovered this pattern, despite the *Onager's* attempt to hide it by shifting firing positions and having other ships launch diversionary drone attacks. Determined to show the Emperor that I was worthy of a command more important than the fleet training school, I conceived a bold plan. I rearranged the schedule so that four new cruisers of various classes were ready for deployment to the Northern Fleet at the same time and scheduled a "graduation exercise" for them, under my nominal command, directly behind the front line. When I detected the first of a new series of attacks by the *Onager*, I sent the four cruisers into the most likely areas for its second and third attacks, with confidence that one would make contact. My confidence in this plan, and in the captains I had trained, was not misplaced.

(SH89.1) NUMBER OF PLAYERS: 2; the Klingon player and the Kzinti player.

(SH89.2) INITIAL SET UP

KZINTI: CD *Onager* in 0505, WS-III, heading E, speed 15.

See (SH89.45) for drone loading.

KLINGON: D5W in 3525, WS-III, heading F, speed max.

(SH89.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged. If the Kzinti ship disengages by acceleration, it cannot launch more type-IIIXX drones for its assigned fire mission (SH89.46).

(SH89.4) SPECIAL RULES

(SH89.41) MAP: Use a floating map.

The Kzinti ship may only disengage in direction A.

The Klingon ship may disengage in directions C, D, or F.

(SH89.42) SHUTTLES AND PFs: No shuttles have warp booster packs. There are no PFs in this scenario, although if used in a non-historical alternative, a PF would have packs. Either ship may purchase one MRS shuttle under (SH89.431), and such an MRS may have warp packs.

(SH89.43) COMMANDER'S OPTION ITEMS

(SH89.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 25 points. See (S3.2) for details and exceptions.

(SH89.432) All drones are "fast," speed-32. Each ship can purchase special drones up to the racial percentages as part of the Commander's Option Items (SH89.431).

(SH89.44) REFITS: The CD has the plus refit; there are no refits for the D5W cruiser class.

(SH89.45) BOMBARDMENT: To conduct its bombardment fire mission, all four of the B-racks are loaded with three type-IIIXX drones (explosive warheads only) each; these do not count against the cost of Commander's Options or allowable drone percentages. There are another 12 type-IIIXX drones in reload storage (for the third attack; the *Onager* was intercepted during the second fire mission); there are also 24 empty spaces in the drone storage representing drones launched during the first fire mission. Two type-B drone racks can be loaded with whatever types of drones the Kzinti player is able to buy under the Commander's Options and racial limits; reload storage is proportional to those two racks. Any drones not launched from within 35 hexes of the Kzinti ship's starting hex are considered to be mis-programmed due to the shift and miss their target. This allows the Kzinti a circle of 70 hexes across in which to launch his drones, and requires that the movement of the Kzinti ship relative to his starting hex must be tracked. There are no drones in the cargo holds.

(SH89.46) OBJECTIVE: The Kzinti ship's objective in the scenario is to successfully launch its fire mission against a Klingon convoy located about 1,000 hexes off of the map. This is accomplished by launching type-IIIXX drones on a ballistic "wild boar" course in direction E. The drones must successfully "disengage" from the Klingon ship (by separation or by the Klingon ship being destroyed, captured, or forced to disengage) to count toward completion of that mission.

(SH89.47) D5W: The Klingon ship's mission is to destroy the *Onager* and prevent its drone swarm from reaching the convoy.

(SH89.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.2), with these changes:

The Klingon ship receives a 150-point bonus.

The Kzinti ship receives 20 points for every type-IIIXX drone which "disengages" from the Klingons (SH89.46).

(SH89.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH89.61) Replace the Kzinti CD with a Federation NCD.

(SH89.62) Replace the Klingon D5W with one of the other ships Kumerian had deployed. These were a D7K, a D5F, and a D7D.

(SH89.63) For a smaller battle, replace the CD with a DF (or Federation FFD) and the Klingon D5W with an F5.

(SH89.64) Set the scenario in Y176; use speed-20 drones.

(SH89.65) Replace the Klingon ship with two smaller ships, perhaps two F5Bs or an E4V (Z-V fighters) and an E4A.

(SH89.7) BALANCE: The scenario can be balanced between players of different skill levels by the following:

(SH89.71) Change the D5W to a C7 (favors Klingons) or D5 (favors Kzintis).

(SH89.72) Allow the Klingon ship to carry one PF with booster packs to help chase down the drones.

(SH89.8) TACTICS

KLINGON: Go for an immediate alpha-strike to damage drone racks, and then concentrate on killing drones.

KZINTI: You are flying a strange ship, with lots of unusual equipment. Don't be afraid to use your type-IIIXX drones against the Klingon ship; you can reload to complete the mission. With wild/tame boar launchings, a scatter-pack,

and your direct-fire weapons, it's not impossible that you could actually destroy the D5W, then complete your mission.

HISTORICAL OUTCOME: The *Onager* was destroyed, although some drones reached the convoy and damaged three freighters and an escort. Kumerian's battle management skills came to the attention of the Emperor, who promised to find an opportunity for Kumerian to plan and command further combat operations.

This scenario was taken from a biographical article (*Kumerian: Tactician, Strategist, ...or Incompetent?*) published in *Proceedings of the Star Fleet Institute, January Y188*, in which this incident was suggested as the reason that the Red Fleet was deployed as a tactical formation during Operation Cavalry a year later. The article theorized that Kumerian was at his best when he could plan an action carefully in advance and deploy ships to fight their own battles (and was lucky enough to have nothing go wrong), but was unable to deal with commanding an entire fleet in direct combat.

(SH90.0) NANCY AT WAR



(Y182)

by Stephen V. Cole & Steven P. Petrick, Texas

During a Kzinti incursion in Y182, the WYN Auxiliary Dreadnought *Nancy* was struggling to reach the battle when a Kzinti CM broke through the main WYN fleet. The Kzinti ship headed directly for the WYN shipyard and encountered the *Nancy*. Realizing its chance to hit the shipyard was gone, the Kzinti captain, known thereafter as Cat Who Hunts Mastodon, resolved to destroy the WYN ship instead.

(SH90.1) NUMBER OF PLAYERS: 2; the WYN player and the Kzinti player.

(SH90.2) INITIAL SET UP

WYN: AxDN *Nancy* in 0525, heading B, speed 10, WS-II.

KZINTI: CM *Carnivore* in 3505, heading F, speed 12, WS-III.

(SH90.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged. The Kzinti CM must disengage before the end of turn 5, or it is considered destroyed by WYN reinforcements.

(SH90.4) SPECIAL RULES

(SH90.41) MAP: Use a floating map.

(SH90.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH90.421) If using the optional MRS shuttles, the *Nancy* has one MRS at no cost.

(SH90.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns for EW fighters if desired.

(SH90.423) There are no PFs in this scenario. In a variant, use standard deployments.

(SH90.43) COMMANDER'S OPTION ITEMS

(SH90.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SH90.432) All drones are "fast," speed-32.

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

(SH90.44) REFITS: The CM has the Y175 refit.

(SH90.45) For the CM, turn 1 of this scenario is turn 7 of Zone Effects (P7.0). (This can be adjusted for balance.)

(SH90.46) The *Nancy* was an unreliable ship. Before the scenario begins, roll one die for each system on the ship. A die roll of 1 or 2 indicates that the system is inactive (G30.0). Inactive systems can be activated by the normal rules.

(SH90.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201).

(SH90.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH90.61) Replace the Kzinti CM with a Klingon D5 or a Lyran Jaguar.

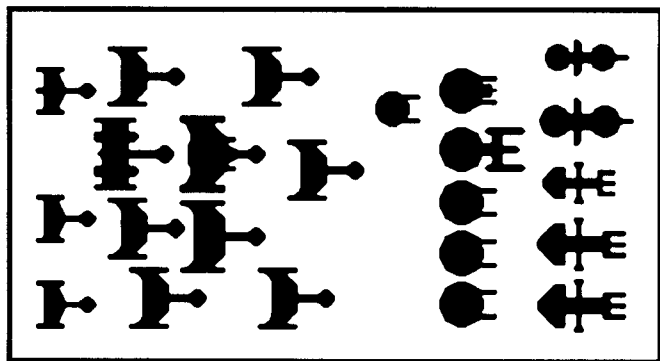
(SH90.62) Replace the AxDN with the AxBCS, and replace the CM with a BCS; Y183.

(SH90.7) BALANCE: The scenario can be balanced between players of different skill levels by replacing the Kzinti ship with a larger or smaller ship or by giving it more or fewer points for commander's options.

(SH90.8) TACTICS: The CM must deliver as much firepower as possible in the shortest amount of time. The WYN ship will win or lose the scenario based on its use of the activation rules.

HISTORICAL OUTCOME: The *Nancy* was badly damaged, and it was decided to convert it to an AxBCS during repairs. The Kzinti ship was forced away by an arriving OCR.

(SH91.0) INVIOABLE IN ACTION



(Y184)

by Stuart Markowitz, California

As yet another Alliance offensive drove toward the Klingon capital, the Deep Space Fleet frantically sought ships which could be sent into action to halt the onslaught. In a moment of particular desperation, the admirals cast their eye on the unfinished battleship *Inviolable*. The hull was essentially complete, but the shipyard was not finished installing the operating systems. Nevertheless, *Inviolable* cleared the slipways and headed for the first and only combat action by a battleship during the General War.

(SH91.1) NUMBER OF PLAYERS: 2; the Alliance player and the Klingon player.

(SH91.2) INITIAL SET UP

ALLIANCE: All within 5 hexes of 3706, heading E, speed max, WS-III.

FEDERATION: DNG, NCA, NSC, NVS (12x F-18C), NAC, FFA.

KZINTI: MCC, MPF (6x Needle), DW.

GORN: CM, BDD+.

KLINGON: B10K *Inviolable* (8x Z-YC), D7K, D5W, D5L, D5P (6x G1), D5S, D5V (12x Z-YC), AD5, Tug-B with battle pods, F6, E5K, AF5, all within 5 hexes of 0625, heading B, speed max, WS-III.

(SH91.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH91.4) SPECIAL RULES

(SH91.41) MAP: Use a floating map. The Klingon units can only disengage in directions E and F. The Alliance units can only disengage in directions B and C.

(SH91.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH91.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH91.431).

(SH91.422) If using EW fighters, one fighter in each squadron or eight or more is an EW version. If not using EW fighters, it is a standard fighter of its squadron.

(SH91.423) The six PFs on the D5P and on the MPF are standard flotillas including one leader and one scout.

(SH91.43) COMMANDER'S OPTION ITEMS

(SH91.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SH91.432) All drones are "fast," speed-32.

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

(SH91.44) REFITS: Refits are as indicated in (SH91.2), except that all Federation ships have the plus and AWR refits if they are available for that ship, all PFs have the shield refit, and the battle pods on the Klingon tug have the K refit.

(SH91.45) INVIOABLE: The *Inviolable* is incomplete. This is reflected by certain systems which are considered to be inactive (G30.0). Inactive systems can be activated (G30.3) and/or destroyed, but (until activated) do not produce or require power and cannot be used. For purposes of the B10 in this scenario, this is defined as follows:

- Each warp engine includes 12 active and 3 inactive boxes.
- All fighter boxes and two shuttle boxes are active; one shuttle box has an MRS. Two admin shuttle boxes are inactive.
- All sensor, scanner, damage control, and excess damage boxes are active.
- All shields are active.
- The SFGs had not been installed.
- All security stations are active.
- All bridge boxes are active; roll for other control systems.
- For all other boxes, the Klingon player rolls one die for each box in any order he selects. A die roll of 1-3 means the system is active, but the Klingon player must immediately mark one other box (of his choice) inactive. A die roll of 4-6 means that the system remains inactive, but the Klingon player must still immediately mark one other box (of his choice) inactive. This is done before the scenario begins. All

die rolls are public knowledge, and the Alliance player is permitted to watch each one and see what systems are actually active after this procedure is completed. Activated (during scenario) inactive drone racks do not have drones; activated inactive shuttle boxes do not have shuttles.

(SH91.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). Give the Alliance a 200-point bonus if it has three uncrippled ships (at least one of them size class 3) remaining in play (non-disengaged) at the end of the scenario.

(SH91.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH91.61) Vary the date of the battle. It could be fought before Y178 by replacing the PFTs with war cruisers and deleting the PFs. It could be fought in Y173 by also replacing the fighters with earlier types.

(SH91.62) This scenario can be particularly interesting with the use of (D17.0) Tactical Intelligence. This will require a measure of trust (or a non-playing moderator). The Alliance player will have to guess, by observation of its actions, which systems on the B10 are operable and which are not. Players might replace some of the ships in their fleets with similar ships to confuse the enemy as to the exact composition of their forces.

(SH91.63) For a smaller and faster battle, assume that the *Inviolable* was sent out with a smaller squadron to intercept the survivors of an earlier battle. Reduce the Klingon forces to the B10, D6B, D5S, F6, and E5. Reduce the Alliance forces to the Federation DNG and NSC, Kzinti MCC and DW, and Gorn BDD. Allow each side only one MRS shuttle. This smaller battle will take considerably less time to play than the full fleet battle.

(SH91.64) Make the B10 completely active except for the fighter boxes, but give it a poor crew and no fighters (fighter boxes will not have fighters even if activated).

(SH91.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH91.71) Change one ship to the next larger or smaller size.

(SH91.72) Replace one side's fighters with an earlier type.

(SH91.73) Delete one ship on one side, or delete some of the fighters or PFs on one side.

(SH91.74) Allow the Klingon player to select 10 boxes which are automatically active and an equal number which are automatically inactive (without rolling for them). A larger or smaller number of boxes could be used.

(SH91.8) TACTICS

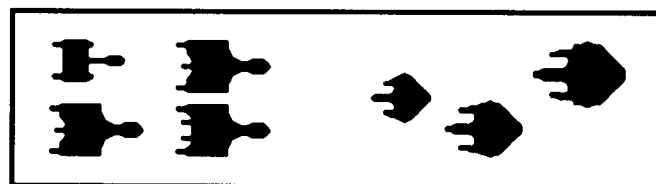
ALLIANCE: Press the battle quickly as the B10 will be activating systems as fast as it can. Use massive drone attacks to overwhelm the Klingon PFs and fighters.

KLINGON: Use a retrograde tactic to keep the B10 from being decisively engaged, or use it to lead an attack. Consider your battle plan before rolling for active systems. If you plan to retrograde, give priority to the drone racks; if you plan to attack, make sure the disruptors are activated.

(SH91.9) PLAYTESTER COMMENTS: This is a standard fleet battle with the added challenge that the B10 is a "paper tiger" which is worth too many points to risk but has so much firepower that you can't afford to leave it out of the battle.

HISTORICAL OUTCOME: The *Inviolable* was so heavily damaged that construction work never resumed.

(SH92.0) AMBUSH AT WAYPOINT



(Y187)

by Stephen V Cole & Steven P Petrick, Texas

As the ISC began their drive down the Neutral Zones separating the warring powers, the various empires objected to the violation of their sovereignty and attempted to cut off the ISC forces. One such battle, in Y187, was fairly typical. The Romulans had noted that ISC forces traveled along standard routes, from one navigational waypoint to another, and positioned a group to intercept ISC forces.

While neither side had anything specific to fight for, neither could afford to leave an intact enemy force patrolling the sector.

(SH92.1) NUMBER OF PLAYERS: 2; the Romulan player and the ISC player.

(SH92.2) INITIAL SET UP

ROMULANS: SUN *Stellar Strike* (6xG-SF, 6xG-III), SPM *Guardian Eagle*, SKEA *Tenacious*, SPA *Defiance*, all within 3 hexes of 0525, heading B, speed 15, WS-III.

ISC: BCS *Straightforward* (4xFSF, 2xFTF + 6xPF), CEA *Commandment*, DEA *Conviction*, all within 3 hexes of 3505, heading E, speed 15, WS-III.

(SH92.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH92.4) SPECIAL RULES

(SH92.41) MAP: Use a floating map.

(SH92.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH92.421) If using the optional MRS shuttles, the SUN and BCS each have one MRS at no cost.

(SH92.422) If using EW fighters, one of the Romulan fighters is an EW variant. If not using EW fighters, it is a standard fighter.

(SH92.423) The six ISC PFs are a standard flotilla including one leader and one scout.

(SH92.43) COMMANDER'S OPTION ITEMS

(SH92.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Standard Victory Conditions (S2.2) as victory points for the enemy.

(SH92.432) There are no drone-armed ships in this scenario. In a variant, drone speeds are "fast" and the standard racial percentages of special drones can be purchased.

(SH92.44) REFITS: The SPA has the plus refit. The PFs will have the shield refit. Both sides will have the most advanced fighters.

(SH92.45) The SunHawk has a cloaked decoy at no cost.

(SH92.5) VICTORY CONDITIONS: Use the Standard Victory Conditions (S2.20).

(SH92.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH92.61) Replace the SUN with a ThunderHawk, and delete the SPA.

(SH92.62) Replace the ISC BCS with a BCV, and delete the Romulan SPA.

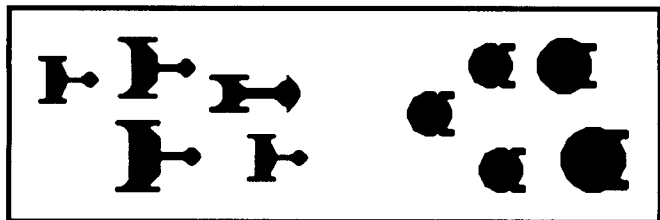
(SH92.63) Add an ISC SC and a Romulan SKF.

(SH92.7) BALANCE: The scenario can be balanced between players of different skill levels by adding a frigate to the weaker player's forces.

(SH92.8) TACTICS: This is a standard space superiority battle, a simple stand up fight. So go to it!

HISTORICAL OUTCOME: The PFs were the deciding factor, and the Romulan force was compelled to withdraw after taking heavy damage. The ISC, still idealistic at this point, did not pursue or attempt to destroy the retreating Romulan ships.

(SH93.0) INVULNERABLE FOR THE DEFENSE



(Y188) by Anthony Medici, New Jersey

The boom section of *Invulnerable* had been made ready for action as a separate unit in Y185 to provide increased capital defenses. It was ordered to join the forces reacting to an Andromedan raid.

(SH93.1) NUMBER OF PLAYERS: 2; the Klingon player and the Andromedan player.

(SH93.2) INITIAL SET UP

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

KLINGON: B10K boom *Invulnerable*, C7, D5K, F5L, F5B, enter map on turn #1 from any direction, all ships within three hexes of the *Invulnerable*, heading towards the planet, speed max, WS-III.

ANDROMEDAN: Intruder with 2x Mamba, Conquistador with Eel, set up within 5 hexes of the planet, heading at player's option, speed max, WS-III. Satellite ships may begin the scenario on the board or in the hangars of their motherships.

(SH93.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH93.4) SPECIAL RULES

(SH93.41) MAP: Use a floating map.

All units may disengage in any direction

(SH93.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH93.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH93.431).

(SH93.422) There are no fighters in the basic version of this scenario. If they are added in a variation, one fighter in any squadron or eight or more may be an EW version. If not using EW fighters, such a fighter will be a standard fighter of its squadron.

(SH93.423) There are no PFs in the basic version of this scenario. If they are added as a balance factor, they will be standard PFs with no leader or scout variants. If they are added in a variation as a complete flotilla, one leader and one scout version may be added.

(SH93.43) COMMANDER'S OPTION ITEMS

(SH93.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SH93.432) All drones are "fast," speed-32.

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

(SH93.44) REFITS: Refits are as stated in (SH93.2).

(SH93.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201).

The Klingons receive a bonus of 300 points due to the tactical situation. The Klingons receive no disengagement points for Andromedan ships.

The Andromedans receive one point for each point of damage scored on the planet up to a maximum of 100 points for each hex side of the planet. The Andromedans get a 100-point bonus for destroying the *Invulnerable*.

(SH93.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH93.61) Use a complete B10K and two F5Ks instead of the forces listed.

(SH93.62) Use three Cobras instead of two Mambas on the Intruder.

(SH93.63) For a smaller and faster battle, use only the Intruder and its satellite ships. The Klingons use only the *Invulnerable's* boom, D5K, and F5B.

(SH93.64) Replace the Intruder and its Mambas with a Dominator carrying two Mambas and three Cobras, and have an inexperienced player command the Andromedan force. Give the Klingons another 100-point bonus with this option under the victory conditions.

(SH93.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH93.71) Change one of the Klingon ships to the next larger or smaller class.

(SH93.72) Replace the Eel with a Terminator.

(SH93.73) Delete or add a small ship (F5) to the Klingons.

(SH93.8) TACTICS

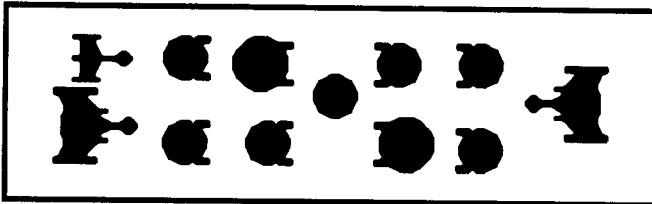
ANDROMEDAN: You must set the speed of the Mambas and the Eel according to your battle plan, either maximum (to avoid drones) or slow enough to be picked up. Use phasers on the planet; use the planet and T-bombs to keep the drones away. Remember that your TR beams can score a lot of damage points on the planet at will.

KLINGONS: Avoid using self-guided drones as they will lock-on to the planet. The massed disruptor fire of your fleet can punch through the Intruder's panels at overload ranges.

(SH93.9) PLAYTESTER COMMENTS: An interesting scenario with dynamic alternative victory conditions.

HISTORICAL OUTCOME: The Andromedan raid on the Klinshai system never directly threatened the capital planet itself, but did considerable damage to one of the outlying planets. The *Invulnerable* was destroyed.

(SH94.0) SIBLING RIVALRY



(Y197)

by Steven Paul Petrick, Texas

During the campaign to destroy the Andromedan Rapid Transport Network, it was crucial that any Andromedan base be attacked as soon as possible. In one instance, a Klingon scout ship located a base near Klegarine and sent out a call for ships in the area. As it happened, the B10K *Invincible* was nearby, while the B10S *Insatiable* was almost the same distance away but in the opposite direction.

Both responded to the call, and both discovered that the other had also responded. Commodore Karsh of the *Invincible* and Commodore Khambers of the *Insatiable* each wanted to reach the Andromedan base first to gain the glory of the kill. Both battleships worked up to their full speed, which was slightly faster than any other ship (except for the rare X-ships, none of which were in the area) could go. This meant leaving behind their escorts and consorts (each battleship was the flagship for a fleet of 10 ships).

The *Invincible* rendezvoused with the F6 battle frigate *Walkurian*, which had been assigned to escort the scout that originally located the base. Both battleships charged the Andromedan base at the same moment, each bent on destroying it before the other could do so. The result was the only battle in history which included two B10 battleships.

(SH94.1) NUMBER OF PLAYERS: 2; player A and player B. Each player controls one of the B10s and half the Andromedan defense. In a three player variation, one player controls all the Andromedan forces.

(SH94.2) INITIAL SET UP

PLAYER-A: Commodore Karsh: B10K (8x Z-YC, 2x G1) in 4029, F6 in 4229, heading F, speed max, WS-III.

PLAYER-B: Commodore Khambers: B10S (12x Z-YC, 6x G1) in 0201, heading C, speed max, WS-III.

ANDROMEDAN: One Satellite Base in 2215, WS-III, rotation speed 4. All of the hexes that are 2, 3 or 4 hexes from the Satellite Base have one large mine (set for size 4 up) and two transporter bombs (set for all sizes).

Each player also controls an Andromedan force of one Conquistador, one Mamba, and two Cobras. These are set up anywhere within 10 hexes of the SatB by the player controlling them, any heading, speed max, WS-III.

(SH94.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH94.4) SPECIAL RULES

(SH94.41) MAP: Use a floating map.

(SH94.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH94.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH94.431).

(SH94.422) If using EW fighters, one fighter in each squadron of eight or more is an EW version. If not using EW fighters, it is a standard fighter of the squadron.

(SH94.423) The six PFs on the B10S are a standard flotilla including one leader and one scout. The two PFs on the B10K are standard G1s.

(SH94.43) COMMANDER'S OPTION ITEMS

(SH94.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SH94.432) All drones are "fast," speed-32.

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

(SH94.44) REFITS: The two Klingon ships have all available refits, including B, K, Y175, UIM, and PF shields.

(SH94.45) KLINGONS: The two Klingon forces are allied. They cannot take "aggressive actions" toward each other. Neither Klingon player may fire at, tractor, or place T-Bombs within 3 hexes of a Klingon unit belonging to the other force without the permission of the other Klingon player. Fighters and PFs can land on or dock with ships of the other force (with permission of that force), but the player controlling the other force is not required to repair or rearm them. The two Klingon players can give some of their fighters and/or PFs to each other (with permission of the receiving player).

(SH94.46) FRATRICIDE: Due to the unique play situation, neither player can order one of his units to fire on another of his units, even if those two units are of different races.

(SH94.47) SATELLITE BASE: Each player controls one of the two special sensors on the base, which is always assumed to be fully powered. The base will fire its weapons at any unit in an adjacent hex and in the arc of the weapons. If the unit is a drone or fighter, the base will only fire enough weapons to destroy the unit. If it is a PF or larger unit, the base will fire every weapon it can at it. Note that weapons fire will blind special sensors, and for this purpose the sensor that is blinded is that of the player whose unit caused the base to fire. (Fire by a player can only blind channels he controls. If there is an Andro player, this condition is redundant.)

(SH94.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). Each player counts damage scored by his ships (either Klingon or Andromedan) and damage scored on his ships (either Klingon or Andromedan). Damage scored on the SatB is divided between the two players in proportion to the number of total damage points they scored on it.

(SH94.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH94.61) Replace both Klingon forces with equal forces from another race, or from two allied races. Alternatively, replace one Klingon force with a force from a nominally enemy race, or replace both Klingon forces with forces from two nominally enemy races. In this case, the two forces are allowed to fire at each other, but receive no points for doing so.

(SH94.62) Replace one of the Klingon forces with a X-technology force, including a DX and an FX.

(SH94.63) For a faster game, delete one of the Klingon forces and one of the Andromedan forces.

(SH94.64) Use three players and have one command all of the Andromedan forces. At the start of each turn beginning with turn 3 (before Energy Allocation), the Andromedan player rolls one die. If the result is "1," Andromedan reinforcements have arrived. A Dominator (containing only one Eel; the two Mambas and two of the Cobras in the initial deployment are its new group which it is expecting to pick up) is placed 30 hexes from the base in any direction selected by the Andromedan player (speed max, heading towards the base, WS-III). If the base is destroyed, no Andromedan reinforcements arrive. Note that in order for this unit to arrive, one of the Conquistadors cannot use its displacement device in the battle at any time under (G18.8).

Each turn, starting with turn 6, each Klingon player rolls for reinforcements. If the result is a "6," they arrive. Reinforcements for either player include a D7, two D5s, a D5S, an F5L, and two F5s. These ships have all refits. They are placed within 3 hexes of a hex selected by the owning player no closer or farther than 30 hexes from the base.

(SH94.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH94.71) Change one Mamba to a Cobra or Conquistador.

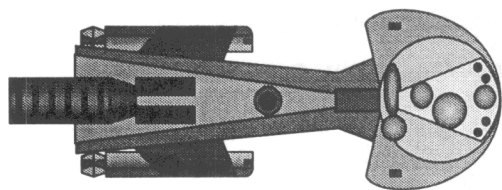
(SH94.72) Replace one of the B10s with a C8 variant (C8K for the B10K, C8S for the B10S).

(SH94.73) Delete one or two PFs or eight fighters from one B10 or the other.

(SH94.8) TACTICS: The base is the key, but not for the reason you think. While you might think that you have to destroy one set of Andromedan ships and the base to win, this isn't true. If one player destroys two Andromedan ships while the second accepts serious damage to destroy the base, the first player will simply order his two Andromedan ships to disengage and win the scenario on points alone. The base will be difficult to kill due to the massive minefield. Penetrating this minefield with drone swarms will be difficult; even the B10 cannot survive such abuse. Fire plenty of drones, but at a rate of one per impulse down a single hex row.

(SH94.9) PLAYTESTER COMMENTS: More than just an excuse to put two B10s in a single scenario. A unique and interesting two-player challenge.

HISTORICAL OUTCOME: The combined power of two B10s was too much for the Andromedans, who abandoned the base and fled. The base was destroyed after the simultaneous impact of drones from both B10s.



PLAYTESTERS

FOR MODULE R5 INCLUDE:

BATTLE GROUP G: John Bartoli, Mark Barbera, Andrew Martin.

BATTLE GROUP CHICAGO: John Berg, Pete Teel, Peter Teel, Dave Slavik, Paul Miller, Mike Incavo, Randy Demetz, Cliff Yahnke, John Jablonski, Anthony Davis, Richard Capiak, Rose Jablonski.

BATTLE GROUP DALLAS: Christopher Cafiero, Matthew Cafiero, Charles LeMahieu, Stephen Blount.

DAYTON STAR FLEET COUNCIL: Bruce Graw, Bruce Fiedler, Bruce Wilder, Gary Fitzpatrick, Sam Clark, Phil Clark, Marc Casenave, Mike Filsinger, Todd Warnken, Todd Walters, Mark Menter, Dan O'Connor.

BATTLE GROUP FALCON: William Justice, George Kemp, Dave Ferkins.

BATTLE GROUP HOUSTON: Frank Crull, James Chrysler, Matt Burleigh, Terry Haugh, Brad Hinkle, John Viles, Paul Kramer, Preston Kent, Gary Quick, Greg Wheelless, Paul Hamilton, Curtis Wood, Jeff Kelley, Jase Philip, Randy Lee, Eric Nussberger.

BATTLE GROUP INDIANA: Tony Zbaraschuk, Jeff Burnett, Hank Kim, Jim Moran, John Price, Dusty Scharf, Richard Willey.

BATTLE GROUP KENTUCKY: Joseph A. Coppage.

BATTLE GROUP KOREA: Bill Heim.

BATTLE GROUP LOS ANGELES: Ray Olesen, Frank Gilson, Terry Dix, Tom Gondolfi, Robert Loughery, Randy Pike, David Ethridge, J.D. Dennie.

BATTLE GROUP NEW JERSEY II: Tom Carroll, Josh Jameson, Bill Schoeller, Chet Jasinski, Rick Phelps, Robert Estrada.

BATTLE GROUP BUFFALO: Paul Paella, Tom Duffy, Joe Kopra, Murray Towle.

BATTLE GROUP NORTH CAROLINA: Oliver Upshaw III, Keith Plymale.

BATTLE GROUP OKLAHOMA: Chuck Strong, Eric Ellsworth, Tom Grulich, Craig Rutherford, Tim Burke, Ed Stowers, Eddie Bowman.

BATTLE GROUP PENNSYLVANIA: Andrew Patterson, Darin Smith, Ron Vitovich, Dale Dentler, John McVey.

BATTLE GROUP PHOENIX: Ken Burnside, Michael English, Steve Sims, Don Jensen, Jeff Plaine, Darin Cochrane, Harlan Sparer.

BATTLE GROUP SAN DIEGO: Gary Plana, Scott Mercer, Ray Morriss, Blaine Hennen, Jaime Osbourn, Mark Carruthers, John Marlowe, Karen Foster, Rich Foster, Ron Lee, George Taylor, Gary Wachtler.

BATTLE GROUP SEATTLE: Scot McConnachie, Chris Smith, Steve Zamboni, Jody Romero, Jonathan B. Swaby, Dan Bennett, Dave Gilman, Emmanuel Gambliel.

BATTLE GROUP ST. LOUIS: Greg Dieckhaus, Jay Clendenny, Allan Phelps, Rod Uding, Kent Logsdon, Dick Herbert, Gary Rucker, Gregg Boschert.

BATTLE GROUP WISCONSIN: Jeff Laikind, John Hilgers, Matt Westmoreland.

CHAIRMAN MEOW'S TACTICS SQUAD: Dean Stow, Elizabeth Stow.

CLEVELAND SHIPYARD: Stewart Frazier, Catherine Lizama, Dave Marsh, Ray Sanner, Warren Tuck, Rich McQuire, Johnny Jones, Gregory DeLaat, Clyde Faust, Kenneth Marcionis, Briyan Brandenberg.

HER MAJESTY'S SQUADRON: John Crawford, Victoria J. Dyke.

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 Cmnd Rtnng	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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HEAVY BATTLECRUISER VARIANTS

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 VARIANTS

CB	48	12	162	5-6	1.00	3	3	D	76	175	8	20	9	
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NEW HEAVY CRUISER

NCA	40	10	147	5-6	1.00	2	3	D	77	175	8	19	8	
-----	----	----	-----	-----	------	---	---	---	----	-----	---	----	---	--

TUGS, TUG+POD COMBINATIONS, AND PODS

BTV	66	14	204	2-6	2.00	1+2	2	F	78	170	11	28	10	V, D%
-----	----	----	-----	-----	------	-----	---	---	----	-----	----	----	----	-------

SEPARATED SAUCER SECTIONS

BB Scr	30	8	130	2-6	1.00	—	3°	C	73	175‡	7	19	10	N4, CJ
BB Scr-SL	30	8	100/50	—	Δ	—	3°	—	73	175‡	5	9	5	CJ
CB Scr	25	8	70/35	2-6	0.50	—	4°	C	76	175	5	7	5	
CB Scr-SL	25	8	35	—	Δ	—	4°	—	76	175	5	6	5	
NCA Scr	26	6	100/25	—	Δ	2	4°	—	77	175	4	7	3	

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

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

THE KLINGON DEEP SPACE FLEET (R3.0)

BATTLESHIP AND VARIANTS

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	178‡	40	47	10	D%,LA,V,CJ

In a campaign where battleships are built, the Klingons built the first B10 in Y173, the B10V in Y175, the B11 in Y178, and the B10S in Y180.

HEAVY BATTLECRUISER AND VARIANTS

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

D7W	50	16	155	5-6	1.00	2	3	B	88	175	8	21	9	
-----	----	----	-----	-----	------	---	---	---	----	-----	---	----	---	--

D5 WAR CRUISER AND VARIANTS

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

Note that all D5s and D5 variants have a special form of limited aegis. See ship descriptions and (D13.4).

TUGS, TUG+POD COMBINATIONS, AND PODS

TSC	40	13	214/179	3-6	1.50	1+4	3	E	85	184	8	22	9	V,P,D%, ♦
P-S10	20	6	80/60	—	■	0+4	4°	—	85	184	5	+2	+1	V, P, D%, ♦

THE IMPERIAL ROMULAN FLEET (R4.0)

BATTLESHIPS

KCN	80	24	415	3-6	2.00	2+2	2	E	81	175‡	36	33	10	V, CJ
K10R	84	30	418	2-6	2.00	2+2	2	E	83	175‡	36	40	10	V, CJ, N2, CP

HEAVY CRUISERS

SUN	45	15	203	5-6	1.00	1+2	3	C	82	182	8	22	9	V
KCR	55	20	215	5-6	1.00	2	3	C	84	181	8	23	10	CJ, N2, CP

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).

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

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 Srvc	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
----	----	----	-----	-----	------	-----	---	---	----	------	----	----	----	-------

HEAVY BATTLECRUISER VARIANTS

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

HEAVY CRUISER VARIANT

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	
-----	----	----	-----	-----	------	---	---	---	----	-----	---	----	---	--

TUGS, TUG+POD COMBINATIONS, AND PODS

TSC	54	18	209/177	4-6	1.50	2+4	3	E	58	183	8	22	9	V, P, ♦
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).

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
----	----	----	-----	-----	------	-----	---	---	----	------	----	----	----	-------

DREADNOUGHT VARIANT

CVA	70	24	240	4-6	1.50	2+4	2	E	48	175	12	27	10	V, CJ, Y2
-----	----	----	-----	-----	------	-----	---	---	----	-----	----	----	----	-----------

HEAVY CRUISER VARIANT

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

HEAVY BATTLECRUISER VARIANTS

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

THE THOLIAN DEFENSE FLEET (R7.0)

HEAVY CRUISER VARIANT

CCH	36	10	153	4-6	0.67	1	3	B	41	175	7	18	9	
-----	----	----	-----	-----	------	---	---	---	----	-----	---	----	---	--

WAR CRUISER AND VARIANTS

CWH	32	10	135	5-6	0.67	1	3	B	39	180	7	16	8	
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.

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
Collar	8	2	30	—	■	0	4	—	60	178	2	3	+0	HG

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.

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. HG = Ship was in home galaxy only.

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

THE ORION PIRATES (R8.0)

HEAVY CRUISER VARIANTS

DN	50	26	280	4-6	1.50	3	2	D	26	175‡	12	38	10	CJ
BC	35	18	150	5-6	1.00	2	3	B	27	175	8	28	9	
CV	36	10	160	5-6	1.00	2+2	3	B	28	175	7	27	8	V

BATTLE RAIDER AND VARIANTS

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

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

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Svc	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
-----	----	----	-----	-----	------	-----	---	---	----	------	----	----	----	-------

HEAVY BATTLECRUISER

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

HEAVY COMMAND CRUISERS

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

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

DESTROYER VARIANTS

CNT	30	10	94	6	0.50	1+2	4	B	63	173	5	13	5	V
ERL	30	10	96	6	0.50	1	4	B	64	173	5	14	5	

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

THE ANDROMEDANS (R10.0)

BATTLESHIP

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

CRUISER

IMP	28	10	285	6	1.00	-	3	C	27	175	36	27	8	L
-----	----	----	-----	---	------	---	---	---	----	-----	----	----	---	---

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
----	----	----	-----	-----	------	---	---	---	----	------	----	----	----	-------

DREADNOUGHT VARIANTS

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 VARIANTS

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 VARIANTS

CCH	50	20	170	5-6	1.00	1	3	C	51	175	7	22	9	
-----	----	----	-----	-----	------	---	---	---	----	-----	---	----	---	--

NEW HEAVY CRUISER

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

TUGS AND PALLETS

TSC	70	16	196/180	3-6	1.50	1+2	3	E	54	183	7	21	9	D%, V, P, ♦
PAL-SC	30	6	60/58	-	■	0+2	4°	-	54	183	6	+2	+1	V, P, ♦

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.

THE WYN CLUSTER DEFENSE FORCE (R12.0)

AUXILIARY DREADNOUGHT AND VARIANTS

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

NOTES

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

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

All WYN ships (excepting PFs) have an assumed command rating of 10 while inside the Cluster.

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 Rtg	Notes
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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
----	----	----	-----	-----	------	-----	---	---	----	------	----	----	----	-------

HEAVY CRUISER AND VARIANTS

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

EXPLANATION OF TERMS (Extract)

SYMBOLS used at various places in the chart:

△ This is a sublight ship (max speed of 1 in SFB).

◦ When detached.

‡ See tug chart, Annex #3A.

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

■ Does not move under own power.

◆ = Scout.

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 0.67 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:

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).

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

LA = Limited Aegis.

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

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

P = True PF Tender.

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

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

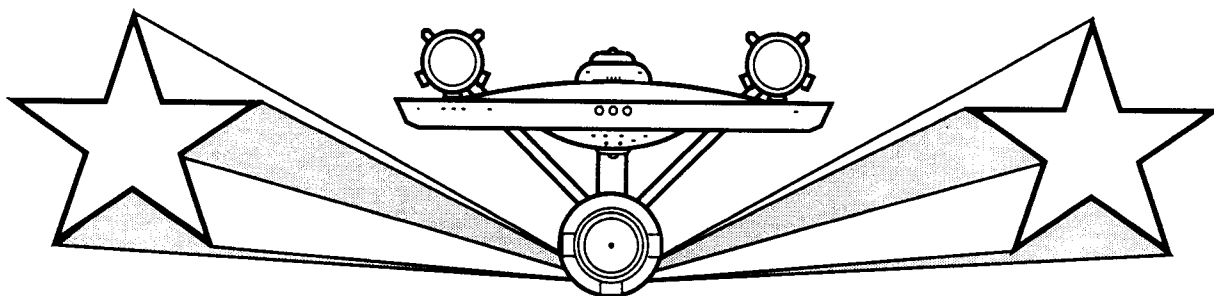
V = True carrier able to lend EW to fighters and with the supplies listed in (J4.7).

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.

NOTE: The above is an extract from the standard Explanation of Terms document; any items not used by ships in this product were deleted. Do not retain this as your only copy of the Explanation of Terms document.

STAR FLEET BATTLES



MODULE R5 – SSD BOOK

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ISC BATTLESHIP

[illegible]

SEE (R13.1C).

$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$

ADMINISTRATIVE SHUTTLES

[illegible][illegible]

SHIP DATA TABLE	
TYPE	= BB
POINT VALUE	= 326
BREAKDOWN	= 2-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R2.73

BOARDING PARTIES					
					10
					20

TRANSPORTER BOMBS					D	D	D	D	D	D
DECK CREWS					1					5
					2					5

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

TYPE III DEFENSE PHASE									
DIE RANGE		4- 9-		3 8 15					
ROLL	0	1	2	3	8	15			
1	4	4	4	4	3	1	1		
2	4	4	4	4	2	1	0		
3	4	4	4	4	1	0	0		
4	4	4	4	3	0	0	0		
5	4	3	2	0	0	0	0		
6	3	3	1	0	0	0	0		

Diagram illustrating a hexagonal lattice structure with arrows indicating flow directions and labels L, R, LF, RF, LR, RR.

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

PHOTON TORPEDO TABLE									
BRIDGE	0-1	2	3-4	5-8	9-12	13-30			
DAMAGE, STD	NA	1-5	1-4	1-3	1-2	1			
HIT, PROX	NA	NA	NA	NA	1-4	1-3			
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA			
DAMAGE, STD	NA	8	8	8	8	8			
DAMAGE, PROX	NA	NA	NA	NA	4	4			
DAMAGE, OVERLOAD	----	----	VARIES----	----	NA	NA			

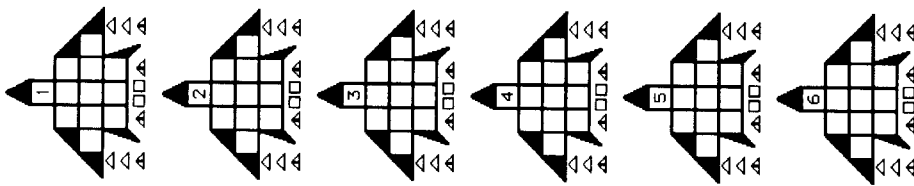
WARP ENERGY MOVEMENT COST = 2																												⑤ = NET COST ⑥ = EM WARP COST		
SPEED	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COST	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60

⑤ = HET COST ⑥ = EM WARP COST

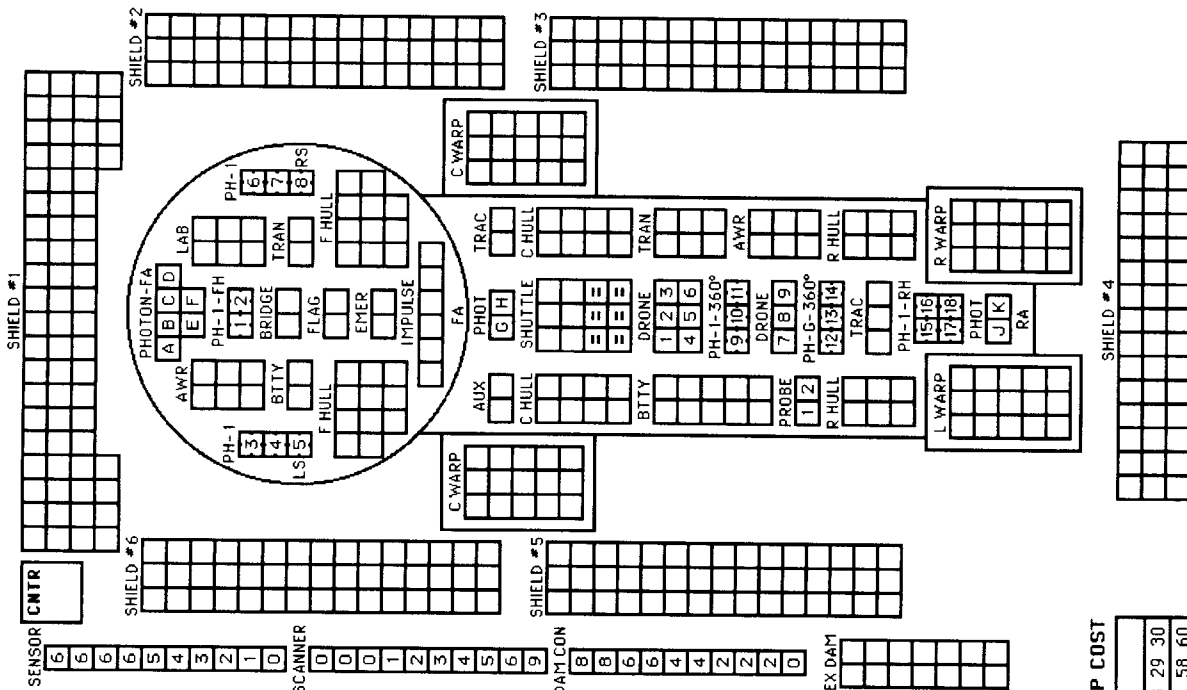
WARP ENERGY MOVEMENT COST = 2																														
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COST	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60

WARP ENERGY MOVEMENT COST = 2

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COST	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60



F-15 FIGHTERS
1xPh-G-FA
DFR = 4
CRIPPLED = 8
SPEED = 15



FEDERATION BATTLE CARRIER TUG

CNTR

SHIP DATA TABLE	
TYPE	= BTV
POINT VALUE	= 204
BREAKDOWN	= 2-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R2.78
TUG REFIT	= +8
B POD REFIT	= +20
Y175 REFIT	= +0

TURN MODE		SPEED	
F	1	2-3	
	2	4-5	
	3	6-9	
	4	10-13	
	5	14-17	
	6	18-23	
	7	24-29	
	8	30+	

DRONE RACKS	
1	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
2	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
3	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
4	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

ANTI-DRONE TABLE	
RANGE	0 1 2 3 4+
HIT#	- 1-2 1-3 1-4 -

WHILE A POD IS ATTACHED.
THE HULL BOXES ON THE TUG ARE
HIT ON "F HULL" HITS WHILE "AFT
HULL" HITS ARE SCORED ON THE POD.
WHEN SEPARATED, BOTH THE TUG
AND POD ARE TREATED AS HAVING
CENTER HULL.

- ☒ APR ON THE POD BECOMES AWR AS PART OF THE PLUS REFIT.
- ☒ SHADED BOXES ARE THE PLUS REFIT.
- ☒ SHADED BOXES ARE SYSTEMS PROVIDED BY THE BATTLE POD.
- ☒ SHADED BOXES ARE SYSTEMS PROVIDED BY THE LIGHT CARRIER POD.

[5] = HET COST	[6] = EM WARP COST
WARP ENERGY MOVEMENT COST = 2	
SPEED	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
COST	2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50 52 54 56 58 60

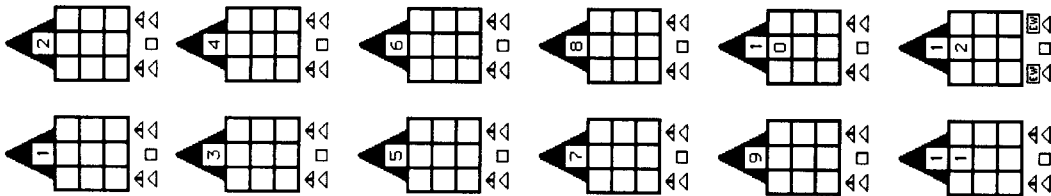
ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
10	20
30	40
50	60
70	80
90	100
110	120
130	140
150	160
170	180
190	200
210	220
230	240
250	260
270	280
290	300
310	320
330	340
350	360
370	380
390	400
410	420
430	440
450	460
470	480
490	500
510	520
530	540
550	560
570	580
590	600
610	620
630	640
650	660
670	680
690	700
710	720
730	740
750	760
770	780
790	800
810	820
830	840
850	860
870	880
890	900
910	920
930	940
950	960
970	980
990	1000

BOARDING PARTIES	
1	2
3	4
5	6
7	8
9	10
11	12
13	14
15	16
17	18
19	20
21	22
23	24
25	26
27	28
29	30
31	32
33	34
35	36
37	38
39	40
41	42
43	44
45	46
47	48
49	50
51	52
53	54
55	56
57	58
59	60
61	62
63	64
65	66
67	68
69	70
71	72
73	74
75	76
77	78
79	80
81	82
83	84
85	86
87	88
89	90
91	92
93	94
95	96
97	98
99	100

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

TYPE III DEFENSE PHASER	
DIE RANGE	4- 9- 15
ROLL	0 1 2 3 8 15
1	4 4 4 3 1 1
2	4 4 4 2 1 0
3	4 4 4 1 0 0
4	4 4 3 0 0 0
5	4 3 2 0 0 0
6	3 3 1 0 0 0

PHOTON TORPEDO TABLE	
RANGE	0-1 2 3-4 5-8 9-12 13-30
HIT, STO	NA 1-5 1-4 1-3 1-2 1
HIT, PROX	NA NA NA NA 1-4 1-3
HIT, OVERLORD	1-6 1-5 1-4 1-3 NA NA
DAMAGE, STO	NA 8 8 8 8 8
DAMAGE, PROX	NA NA NA NA 4 4
DAMAGE, OVERLORD	-----VARIES----- NA NA



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

NOTE THAT PHASER FIRING ARCS ON THE PODS HAVE BEEN ADJUSTED BASED ON (R2.8).
THE COMBINED TUG AND PODS CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE THE SENSOR RATING OF THE TUG.

FEDERATION BATTLE CONTROL SHIP

CREW UNITS		ADMINISTRATIVE SHUTTLES			
	*	IDENT	HIT POINTS	NOTES	
10					
20					
30					
40					
50					

[illegible]

PROBES	5
--------	---

TYPE I OFFENSIVE PHASER TABLE

[illegible]

TYPE III DEFENSE PHASER

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

F-14 FIGHTERS
1xPh-G-FA
DFR = 4
CRIPPLED = 8
SPEED = 15

HET COST = 5
EM COST = 6
MOVEMENT COST

PHOTON TORPEDO TABLE						
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DMGE, OVERLOAD	-----	-----	-----	-----	-----	-----

[illegible][illegible]TRANSPORTER BOMBS DD DD DD DD

REFERENCES

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

F-14 FIGHTERS

1xPh-G-FA
DFR = 4
CRIPPLED = 8

NET COST = 5
EM COST = 6
EMENT COST

	-8	9-12	13-30
3	1-2	1	
A	1-4	1-3	
3	NA	NA	
3	8	8	
A	4	4	
	NA	NA	

SHIP DATA TABLE	
TYPE	= BCS
POINT VALUE	= 203
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.75

ANTI-DRONE TABLE

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

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

DRONE RACKS

[illegible]

3 4

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

FH

F-111 FIGHTER DATA
1XPH-G-FX
1XPH-2-FA
1XPH-3-RA
DOGFIGHT RATING = 0
CRIPPLED RATING = 12
SPEED = 15

EX.DAM

CNTR

SENSOR

6	6	5	3	1	0
---	---	---	---	---	---

CANNER 001359

AM CON

				G
				G

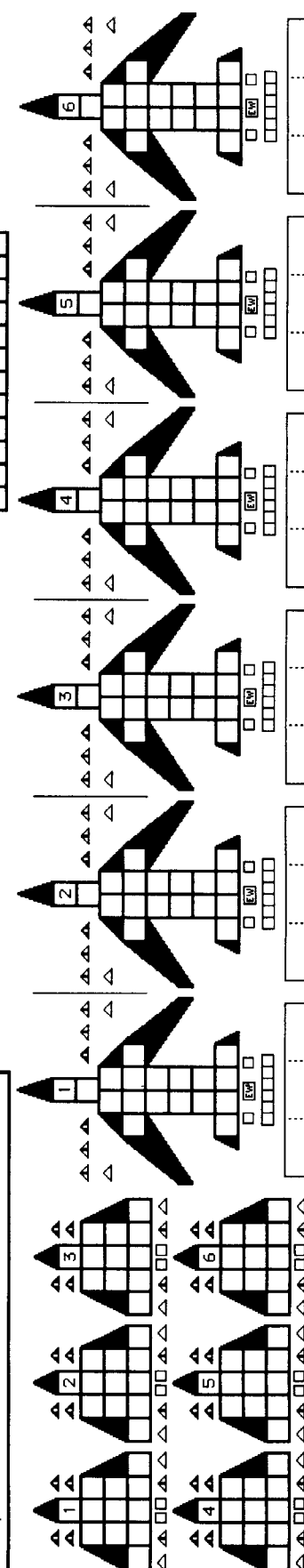
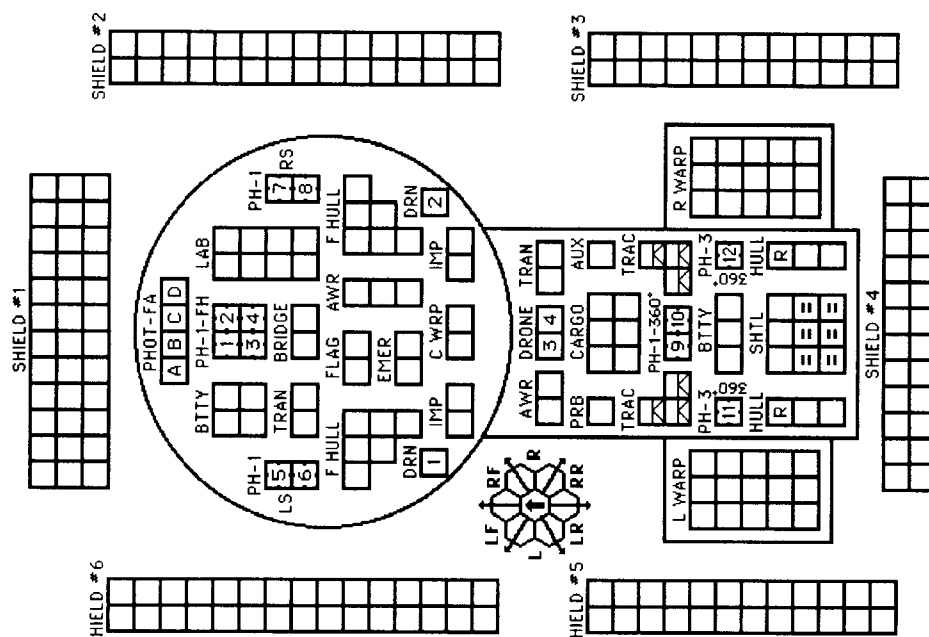
O THREE
O IS ENTIRELY ADDS.

			B
			B

O THREE RELOADS.

EX	DA					
----	----	--	--	--	--	--

F-111 FIGHTER DATA
1xPH-G-FX
1xPH-2-FA
1xPH-3-RA
DOGFIGHT RATING = 0
CRIPPLED RATING = 1
SPEED = 15



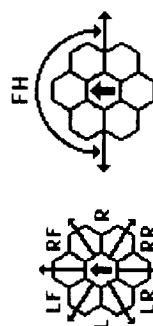
FEDERATION HEAVY COMMAND CRUISER

CNTR

SHIP DATA TABLE	
TYPE	= CB
POINT VALUE	= 162
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.76

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

ANTI-DRONE TABLE				
RANGE	0	1	2	3 4+
HIT#	-	1-2	1-3	1-4 -



$$FA = LF + RF$$

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

PROBES 5

DRONE RACK

[illegible]

THREE RELOADS (ONE IS ENTIRELY ADDS).

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

TYPE III DEFENSE PHASE									
DIE RANGE		4- 9-			4- 9-				
ROLL	0	1	2	3	8	15			
1	4	4	4	4	3	1	1		
2	4	4	4	4	2	1	0		
3	4	4	4	4	1	0	0		
4	4	4	4	4	3	0	0		
5	4	4	3	2	0	0	0		
6	3	3	1	0	0	0	0		

PHOTON TORPEDO TABLE						
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DAMAGE, OVERLOAD	-----	VARIES	-----	-----	NA	NA

ADMINISTRATIVE SHUTTLES

[illegible][illegible]

				D	D	D	D
--	--	--	--	---	---	---	---

PARTIES	10
---------	----

ER BOMBS

SENSOR
SHIELD #6

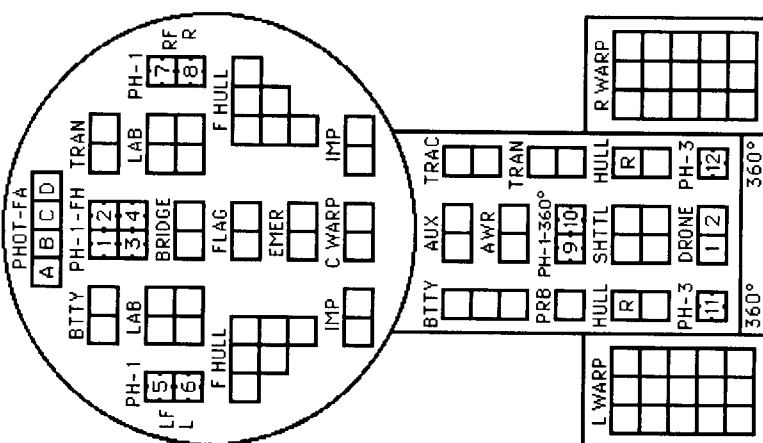
SCANNER
001359

DAM CON	4	4	2	2	2	0
---------	---	---	---	---	---	---

XX DAM

[illegible][illegible]

SHIELD #3

[illegible]

THE RIGHT AND LEFT PHASERS CAN FIRE DOWN THE ROW OF HEXES DIRECTLY TO THE REAR OF THE SHIP.

FEDERATION NEW HEAVY CRUISER

CREW UNITS

	*	10	HIT POINTS	NOTES
		20		
		30		
		40		

BOARDING PARTIES

[illegible]

PROBES

5				
---	--	--	--	--

TRANSPORTER BOMBS

[illegible]

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE		6-			9-			16-			26-			51-		
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
1	9	8	7	6	5	5	4	3	2	1							
2	8	7	6	5	5	4	3	2	1	1	0						
3	7	5	5	4	4	4	3	1	0	0	0						
4	6	4	4	4	4	3	2	0	0	0	0	0					
5	5	4	4	4	3	3	1	0	0	0	0	0	0				
6	4	4	3	3	2	2	0	0	0	0	0	0	0				

TYPE III DEFENSE PHASER

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

PHOTON TORPEDO TABLE

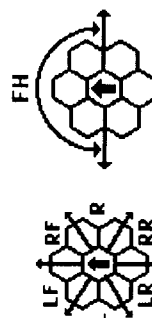
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DAGE, OVERLOAD	-----	VARIES	-----	-----	NA	NA

SHIP DATA TABLE	
TYPE	= NCA
POINT VALUE	= 147
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.77

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

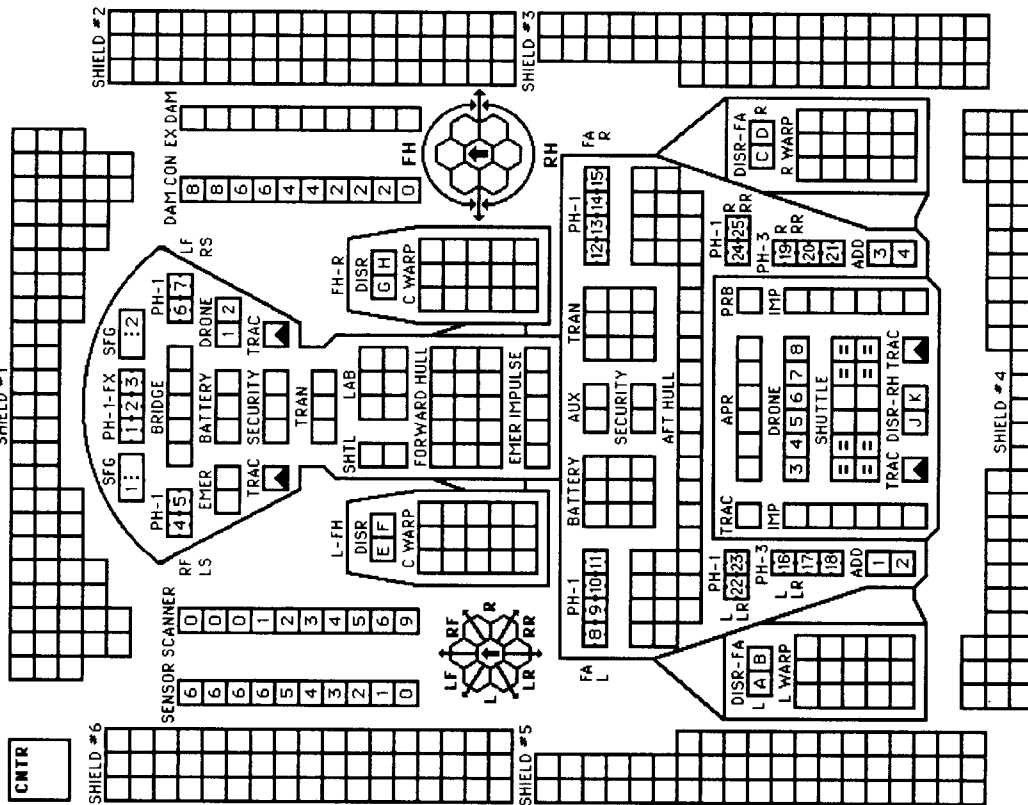
ANTI-DRONE TABLE

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


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$

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

KLINGON B11 SUPER BATTLESHIP



SHIP DATA TABLE	
TYPE	= B11
POINT VALUE	= 387
BREAKDOWN	= 2-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R3.82
LIMITED AEGIS CONTROLS ADDS AND PH-3s	
MECH LINKS	= +4
SFG REFIT	= +24
THREE UIM STANDARD	

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
10	20
30	40
50	60
70	80
TWO BAYS, NO (J159) TRANSFERS.	

BOARDING PARTIES	
IDENT	HIT POINTS
10	20
30	40
50	60
70	80
TRANSPORTER BOMBS	
10	20
30	40
50	60
70	80
THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.	
PROBES	
10	20
30	40
50	60
70	80

DRONE RACKS	
IDENT	HIT POINTS
10	20
30	40
50	60
70	80
TYPE I OFFENSIVE PHASER TABLE	
DIE RANGE	ROLL
1 9 8 7 6 5 4 3 2 1	1 1
2 8 7 6 5 4 3 2 1 0	2 1
3 7 6 5 4 3 2 1 0 0	3 1
4 6 5 4 3 2 1 0 0 0	4 1
5 5 4 3 2 1 0 0 0 0	5 1
6 4 3 2 1 0 0 0 0 0	6 1

DISRUPTOR TABLE	
RANGE	ROLL
0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100	1 1
HIT (STD)	NA
HIT (UIM)	NA
HIT (DEFRACS)	NA
HIT (OVERLORD)	1-6
HIT (OL/UIM)	1-6
DAMAGE, STD	0
DAMAGE, OULD	10

ANTI-DRONES	
DIE RANGE	ROLL
1 4 4 4 3 1 1	1 1
2 4 4 4 2 1 0	2 1
3 4 4 4 1 0 0	3 1
4 4 4 3 0 0 0	4 1
5 4 3 2 0 0 0	5 1
6 3 3 1 0 0 0	6 1
ANTI-DRONE TABLE	
RANGE	ROLL
0 1 2 3 4	1 1
HIT*	1-2 1-3 1-4
TYPE III DEFENSE PHASER	
DIE RANGE	ROLL
1 4 4 4 3 1 1	1 1
2 4 4 4 2 1 0	2 1
3 4 4 4 1 0 0	3 1
4 4 4 3 0 0 0	4 1
5 4 3 2 0 0 0	5 1
6 3 3 1 0 0 0	6 1
TURN MODE SPEED	
E	1 2 3
1	2-3
2	4-6
3	7-10
4	11-14
5	15-20
6	21-29
7	30+

5 = HET COST 6 = EM WARP COST

WARP ENERGY MOVEMENT COST = 2	
SPEED	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
COST	2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50 52 54 56 58 60

Z-YB FIGHTERS	
IDENT	HIT POINTS
10	20
30	40
50	60
70	80
2xPH-3 -FA	
DFR = 4	
CRIPPLED = 8	
SPEED = 15	

HIT & RUN
UIM DERFACS

WING PHASERS MAY FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33).
SEE (D16.52) FOR SFG DAMAGE

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

KLINGON SPACE CONTROL TUG

SHIP DATA TABLE	
TYPE	= TSC
POINT VALUE	= 214/179
BREAKDOWN	= 3-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R3.85
UIM REFIT	= +5

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

SCOUT FUNCTIONS SUMMARY

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

TYPE III DEFENSE PHASER									
DIE ROLL	RANGE			4- 9-			8 15		
	0	1	2	3	8	1	0	0	0
1	4	4	4	4	3	1	1		
2	4	4	4	4	2	1	0		
3	4	4	4	4	1	0	0		
4	4	4	4	3	0	0	0		
5	4	3	2	0	0	0	0		
6	3	3	1	0	0	0	0		

ANTI-DRONE TABLE				
RANGE	0	1	2	3 4+
HIT*	-	1-2	1-3	1-4 -

CREW UNITS										ADMINISTRATIVE SHUTTLES																			
* 										10					IDENT					HIT POINTS					NOTES				
										20																			
																													
																													
																													
																													
																													
																													
																													
																													
																													
																													
																													
																													
																													

BOARDING PARTIES										TRANSPORTER BOMBS										H&R UNIT																																																																																																																																	
																																																																																																																																																					

DECK CREWS										PROBES																																																																																																																																											
																																																																																																																																																					

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

[illegible]

DISRUPTOR TABLE										
RANGE	0	1	2	3-4	5-8	9-15	16-22			
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3			
HIT (UIH)	NA	1-5	1-5	1-4	1-4	1-4	1-4			
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA			
HIT (OL/UIH)	1-6	1-5	1-5	1-5	1-5	NA	NA			
DAMAGE, STD	0	5	4	4	3	3	2			
DAMAGE, OVL0	10	10	8	8	6	0	0			

 SYSTEMS PROVIDED BY POD. SPECIAL SENSORS ARE DESTROYED ON "PHASER" HITS.

A diagram of a hexagonal lattice structure. A central hexagon has an upward-pointing arrow. It is surrounded by six other hexagons. The labels L, R, LF, RF, LR, and RR are placed around the lattice, indicating different directions or states.

WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX														5 = HET COST										6 = ERRATIC MANEUVER WARP COST										
SPEED		1	2	3	4	5		6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30		
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45				
fract.	1 1/2	3	4 1/2	6	7 1/2	9	10 1/2	12	13 1/2	15	16 1/2	18	19 1/2	21	22 1/2	24	25 1/2	27	28 1/2	30	31 1/2	33	34 1/2	36	37 1/2	39	40 1/2	42	43 1/2	45				

[illegible]

KLINGON B10V HEAVY CARRIER

CREW UNITS										ADMINISTRATIVE SHUTTLES									
										IDENT	HIT POINTS	NOTES							
10																			
20																			
30																			
40																			
50																			
60																			
70																			
80																			

THIS SHIP HAS FOUR BAYS,
ONLY REAR BAYS MAY TRANSFER.

BOARDING PARTIES	TRANSPORTER BOMBS
10	D D D D D D

[illegible]

PROBES					5
--------	--	--	--	--	---

TYPE I OFFENSIVE PHASER TABLE	
DIE RANGE	6-0-16-26-51

ROLL	0	1	2	3	4	5	8	15	25	50	75
1	9	8	7	6	5	5	4	3	2	1	1

2	8	7	5	5	5	4	4	3	2	1	1	0
3	7	5	5	4	4	4	4	3	1	0	0	0

[illegible]

DISRUPTOR TABLE											
RANGE	0	1	2	3	4	5	8	0	15	16	23

	NR	1-5	1-4	1-4	1-4	1-3
HIT (STD)	NR	1-5	1-4	1-4	1-4	1-3
HIT (UIM)	NR	1-5	1-4	1-4	1-4	1-4

	1-3	1-4	1-5	1-6	NA	1-3	1-4	1-5	1-6	NA
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	NA	HIT (OVERLOAD)	1-6	1-5	1-4	NA
HIT (DERFACS)	NA	1-5	1-5	1-4	1-4	HIT (DERFACS)	NA	1-5	1-4	1-4
HIT (OVRD)	NA	1-5	1-5	1-4	1-4	HIT (OVRD)	NA	1-5	1-4	1-4

HIT(OL/UM)	1-6	1-5	1-5	1-5	1-5	NA	NA
DAMAGE STD	0	5	4	4	3	3	2

DAMAGE, OULD	10	10	8	8	6	0
TYPE III DEFENSE PHASER						
DRONE RACKS						

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

[illegible][illegible][illegible]

1 2 3 4 5

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

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
WARP ENERGY MOVEMENT															

COST	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
------	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----	----

SHIP DATA TABLE	
TYPE	= B10V
POINT VALUE	= 360
BREAKDOWN	= 2-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R3.83
3X UIM STANDARD	
SFG REFIT	= +24

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

ANTI-DRONE TABLE				
RANGE	0	1	2	3 4*
HITS	-	1-2	1-3	1-4 -

HIT & RUN
UIM
DERFACS

Z-Y FIGHTERS
2xPH-3 - FA
DFR = 4
CRIPPLED = 8
SPEED = 15

**BRACKS ALWAYS
HAD DOUBLE RELOADS.**

[illegible][illegible]



1



2



3



4



5



6



7



8

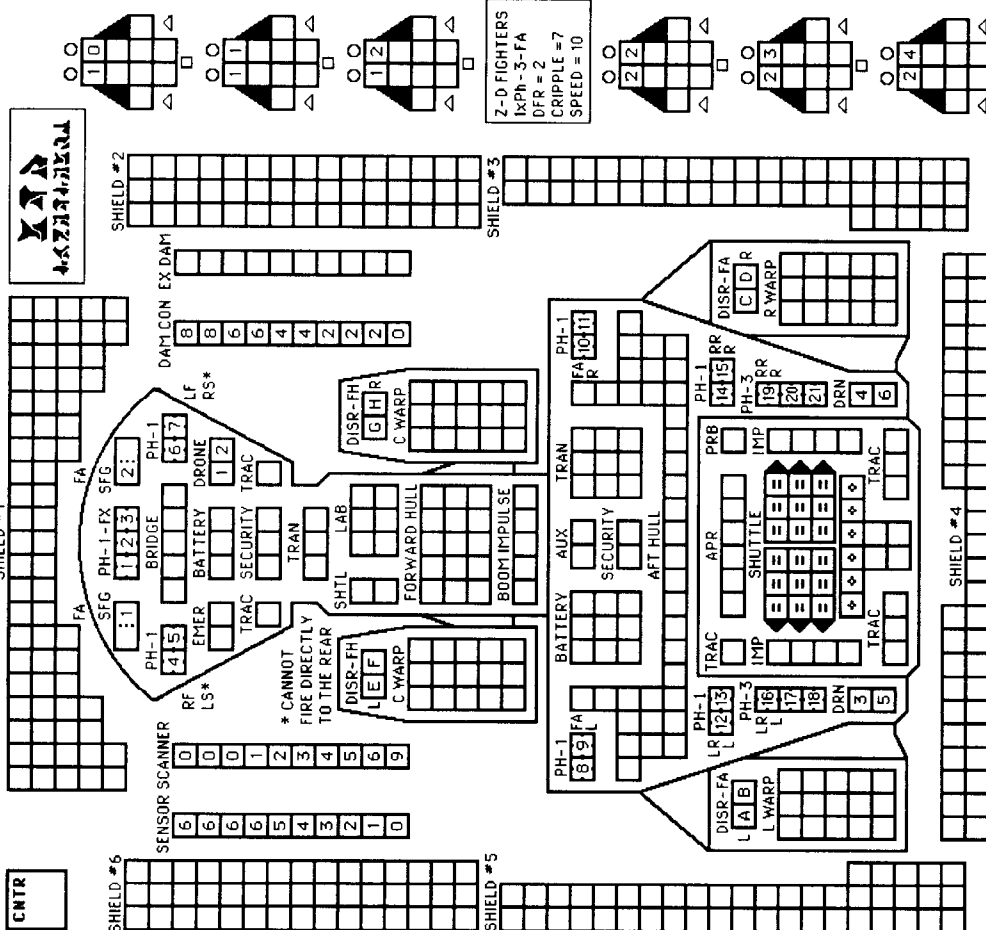
THIS SHIP CAN CONTROL A NUMBER OF SEEKING
WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

PH-3s AND ADDS
CONTROLLED BY
LIMITED ACQS.

5 = HET COST 6 = EM WARP COST

WARP ENERGY MOVEMENT COST = 2

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COST	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60


$$\begin{aligned} \text{FA} &= \text{LF} + \text{R} \\ \text{FX} &= \text{L} + \text{LF} \\ &\quad + \text{RF} + \text{R} \end{aligned}$$

SEE (D2.33).

⑤ = HET COST ⑥ = EM WARP COST

WARP ENERGY MOVEMENT COST = 2																														
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COST	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60

KLINGON B10S SPACE CONTROL SHIP

CREW UNITS			
IDENT	HIT POINTS	NOTES	
1	10		
2	20		
3	30		
4	40		
5	50		
6	60		
7	70		
8	80		

ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	
1	10		
2	20		
3	30		
4	40		
5	50		
6	60		
7	70		
8	80		

BOARDING PARTIES			
IDENT	HIT POINTS	NOTES	
1	10		
2	20		
3	30		
4	40		
5	50		
6	60		
7	70		
8	80		

DECK CREWS			
IDENT	HIT POINTS	NOTES	
1	10		
2	20		
3	30		
4	40		
5	50		
6	60		
7	70		
8	80		

TRANSPORTER BOMBS			
IDENT	HIT POINTS	NOTES	
1	10		
2	20		
3	30		
4	40		
5	50		
6	60		
7	70		
8	80		

PROBES			
IDENT	HIT POINTS	NOTES	
1	10		
2	20		
3	30		
4	40		
5	50		
6	60		
7	70		
8	80		

SHIP DATA TABLE			
TYPE	= B10S		
POINT VALUE	= 360		
BREAKDOWN	= 2-6		
SHIELD COST	= 1+3		
LIFE SUPPORT	= 1+1/2		
SIZE CLASS	= 2		
REFERENCE	= R3.84		

3X UIM STANDARD			
SFG REFIT	= +24		

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

ANTI-DRONE TABLE			
RANGE	0	1	2
HIT*	-	1-2	1-3

TYPE I OFFENSIVE PHASER TABLE			
DIE RANGE	ROLL	0	1
1	9	8	7
2	8	7	6
3	7	6	5
4	6	5	4
5	5	4	3
6	4	3	2
7	3	2	1
8	2	1	0
9	1	0	0
10	0	0	0

DISRUPTOR TABLE			
RANGE	0	1	2
HIT (STD)	NR	1-5	1-4
HIT (UIM)	NR	1-5	1-4
HIT (OVERLOAD)	NR	1-5	1-4
HIT (COL/ULIN)	NR	1-5	1-4
DAMAGE, STD	0	5	4
DAMAGE, OULD	10	10	8

HIT & RUN			
UIM			
DERFACS			

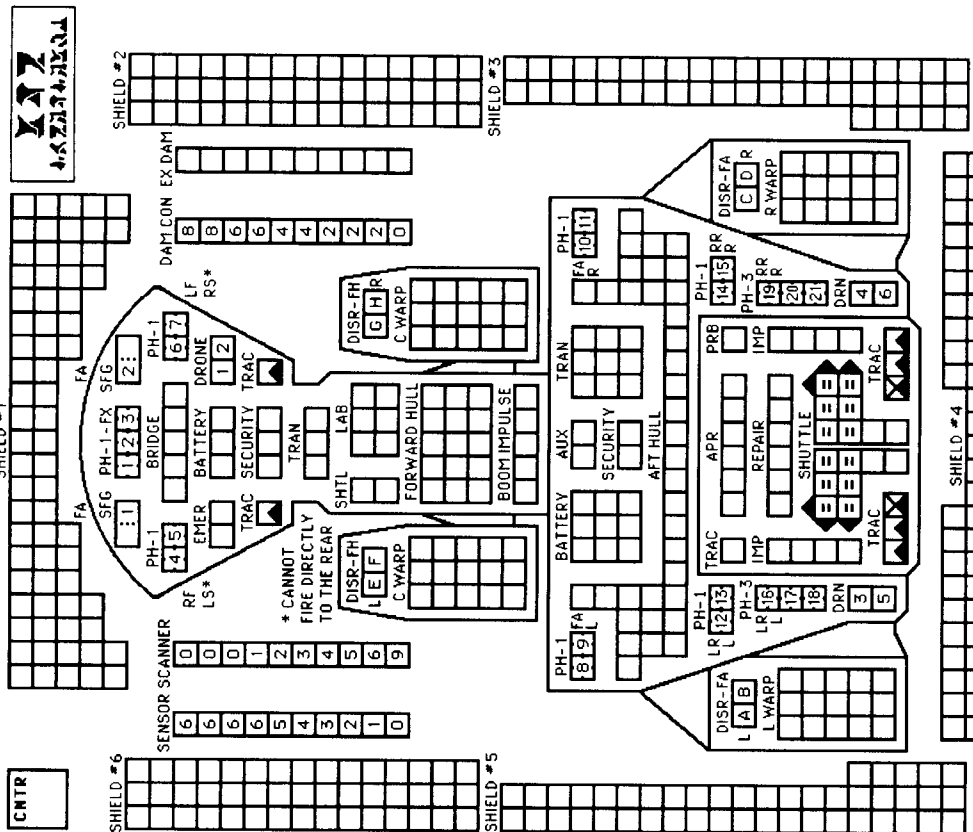
DRONE RACKS			
1			
2			
3			
4			

ANTI-DRONES			
1			
2			
3			
4			

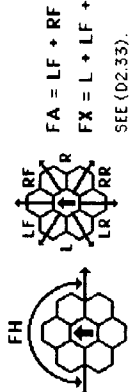
WARP ENERGY MOVEMENT COST = 2			
SPEED	1	2	3
COST	2	4	6

WARP ENERGY MOVEMENT COST = 2			
SPEED	1	2	3
COST	2	4	6

WARP ENERGY MOVEMENT COST = 2			
SPEED	1	2	3
COST	2	4	6



Z-V FIGHTERS
2xPH-3 - FA
DFR = 4
CRIPPLED = 8
SPEED = 15
▲ Z-YB ONLY



[5] = NET COST [6] = EM WARP COST			
SPEED	1	2	3
COST	2	4	6

KLINGON C7V BATTLE CARRIER

CREW UNITS						ADMINISTRATIVE SHUTTLES			
	*					IDEN	HIT POINTS	NOTES	
					10				
					20				
					30				
					40				
					50				

[illegible]

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

HIT & UIP	☐
DEFENSE	☐

TYPE III DEFENSE PHASER					DRONE RACKS				
DIE	RANGE	4-	3	8 15	1				
ROLL	0	1	2		2				
1	4	4	4	3	1				
2	4	4	4	2	1				
3	4	4	4	1	0				
4	4	4	4	0	0				
5	4	3	2	0	0				
6	3	3	1	0	0				

RACKS HAD TRIPLE RELOADS.

ANTI-DRONE TABLE				
RANGE	0	1	2	3
HIT#	-	1-2	1-3	1-4

DISKPUTOR TABLE											
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40		
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2		
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2		
HIT (DEFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2		
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA		
HIT (OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA		
DAMAGE, STD	0	5	4	4	3	3	2	2	1		
DAMAGE, OULD	10	10	8	8	6	0	0	0	0		

SHIP DATA TABLE	
TYPE	= C7V
POINT VALUE	= 202
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R3.86

2xUIM STANDARD

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

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

FH

	30	31-40
2	2	1-2
2	2	1-2
3	3	1-2
A	A	NA
A	A	NA

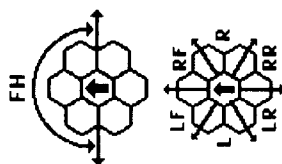
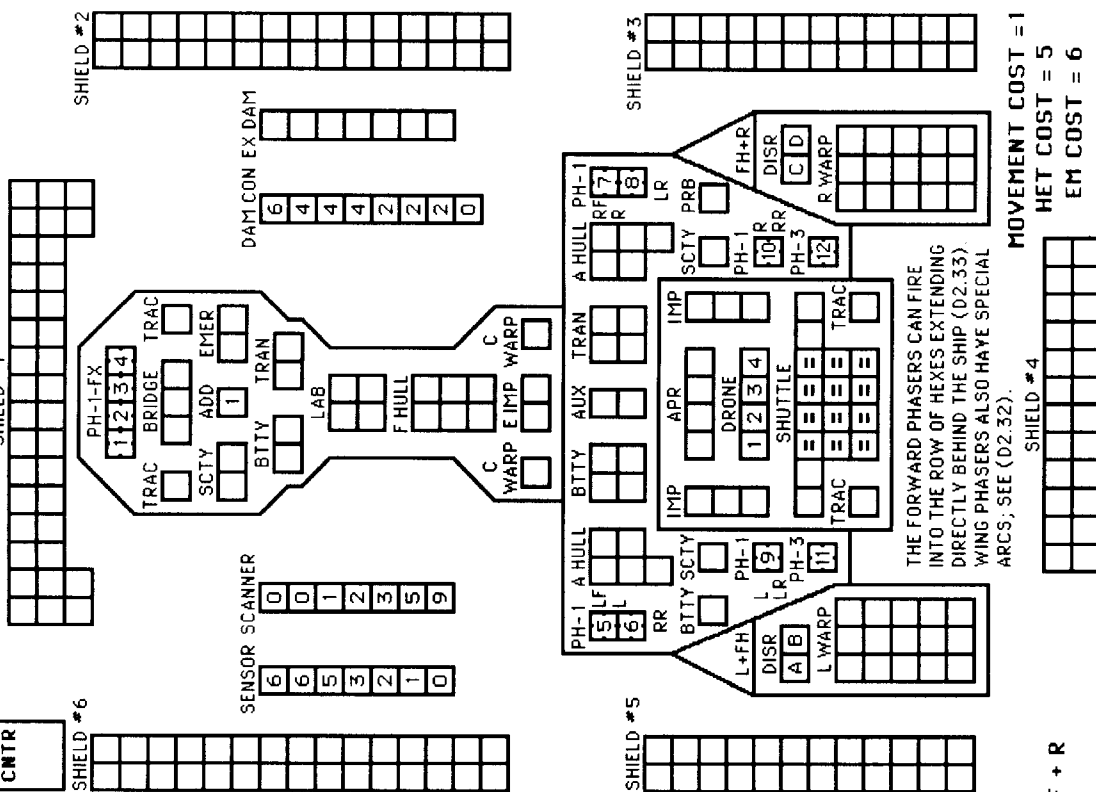


$$FA = LF + RF$$

$$FX = L + LF + R$$





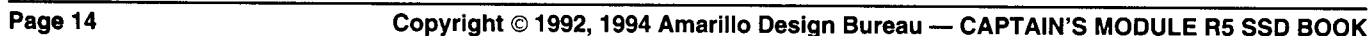

$$FX = L + LF + RF$$


THE FORWARD PHASERS CAN FIRE
INTO THE ROW OF HEXES EXTENDING
DIRECTLY BEHIND THE SHIP (D2.33).
FOLLOWING PHASERS ALSO HAVE SPECIAL
ARCS: SEE (D2.32).

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

Z-Y FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15

▲ Z-YB ONLY



KLINGON D7W COMMAND CRUISER

CMTR

CREW UNITS		ADMINISTRATIVE SHUTTLES		
*		IDENT	HIT POINTS	NOTES
	10			
	20			
	30			
	40			
	50			

[illegible]

ANTI-DRONE TABLE				
RANGE	0	1	2	3 4+
HIT*	-	1-2	1-3	1-4 -

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

DIE ROLL	RANGE		4-9-16-31-					
	0	1	2	3	8	15	30	50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

DISRUPTOR TABLE										
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30		
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2		
HIT (UIN)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2		
HIT(DEFRACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3		
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA		
HIT(OL/UIN)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA		
DAMAGE STD	0	5	4	4	3	3	2	2		
DAMAGE OULD	10	10	8	8	6	0	0	0		

SHIP DATA TABLE	
TYPE	= D7W
POINT VALUE	= 155
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R3.88
1 UIM STANDARD	
MECH LINKS	= +2

DRONE RACKS

1																			B
2																			B

RACKS ALWAYS HAD DOUBLE RELOADS.

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

TYPE III DEFENSE PHASE									
DIE ROLL	RANGE		4- 9-			8 15			
	0	1	2	3	8	9	10	15	
1	4	4	4	4	3	1	1		
2	4	4	4	4	2	1	0		
3	4	4	4	4	1	0	0		
4	4	4	4	3	0	0	0		
5	4	4	3	2	0	0	0		
6	3	3	1	0	0	0	0		

$$EX = L + LF + RF + R$$

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

PH-1-FX
1 2 3

TRAC BRIDGE TRAC
4 5 6

EMER SCTY
7 8 9

TRAN

BTTY
10

LAB
11 12

F HULL
13 14

SHIELD #6
15 16 17 18 19 20 21 22 23 24

SHIELD #2
25 26 27 28 29 30 31 32 33 34

DAM CON
35 36 37 38 39 40

EX DAM
41 42 43 44 45 46

SENSOR
47 48 49 50 51 52

Diagram of the Star Trek: The Motion Picture bridge layout. The bridge is a central rectangular area with various consoles and stations. At the top is the 'SHIELD #3' console. At the bottom is the 'SHIELD #5' console. On the left side, from top to bottom, are the 'PH-1' (with 'ADD' and 'AUX' stations), 'PH-2' (with 'DRONE' and 'TRAN' stations), 'PH-1' (with 'ADD' and 'AUX' stations), and 'PH-2' (with 'DRONE' and 'TRAN' stations). On the right side, from top to bottom, are the 'PH-1' (with 'ADD' and 'AUX' stations), 'PH-2' (with 'DRONE' and 'TRAN' stations), 'PH-1' (with 'ADD' and 'AUX' stations), and 'PH-2' (with 'DRONE' and 'TRAN' stations). The central area contains the 'DISR FA' (with 'A B' and 'C D' buttons), 'R WARP', 'L WARP', 'IMP', 'APR', 'SHITL', 'BTIV', and 'SHTTL' stations. The 'SHIELD #4' console is on the far right.

THE FORWARD PHASERS CAN FIRE INTO THE ROW
OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP.
SEE (D2.33).

WING PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32).

ROMULAN SUPERHAWK-N BATTLE CARRIER

ADMINISTRATIVE SHUTTLES

CREW UNITS

IDENT	HIT POINTS	NOTES

BOARDING PARTIES	DECK CREWS

TRANSPORTER BOMBS

TYPE I OFFENSIVE PHASER TABLE

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	15	15	15	10	5	1	1
TYPE G	20	20	15	15	10	5	1	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2

TYPE III DEFENSE PHASER

PSEUDO-PLASMA TORPEDOES

SEE (M2.113) FOR A RESTRICTION ON LAYING T-BOMBS FROM FIGHTER BAYS.

GLADIATOR-FSF

GLADIATOR-III

GLADIATOR-III

GLADIATOR-III

GLADIATOR-III

GLADIATOR-III

GLADIATOR-III

GLADIATOR-III

GLADIATOR-III

GLADIATOR-III

GLADIATOR-III

GLADIATOR-III

GLADIATOR-III

GLADIATOR-III

GLADIATOR-III

GLADIATOR-III

GLADIATOR-III

GLADIATOR-III

GLADIATOR-III

GLADIATOR-III

GLADIATOR-III

GLADIATOR-III

ROMULAN K10R BATTLESHIP

CREW UNITS			ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES	IDENT	HIT POINTS	NOTES
1	10				
2	20				
3	30				
4	40				
5	50				
6	60				
7	70				
8	80				

BOARDING PARTIES			TRANSPORTER BOMBS		
IDENT	HIT POINTS	NOTES	IDENT	HIT POINTS	NOTES
1	10				
2	20				
3	30				

PROBES

DECK CREWS

8

GLADIATOR-FSF
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15

IDENT	HIT POINTS	NOTES
1	10	
2	20	
3	30	
4	40	
5	50	
6	60	
7	70	
8	80	

SHIP DATA TABLE		
TYPE	= K10R	
POINT VALUE	= 418	
BREAKDOWN	= 2-6	
SHIELD COST	= 1+3	
LIFE SUPPORT	= 1+1/2	
SIZE CLASS	= 2	
CLOAK COST	= 45/8	
REFERENCE	= R4.83	
BPV INCLUDES CLOAK		
MECH LINKS	= +4	

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

PLASMA-D RACKS		
1		
2		
3		
4		

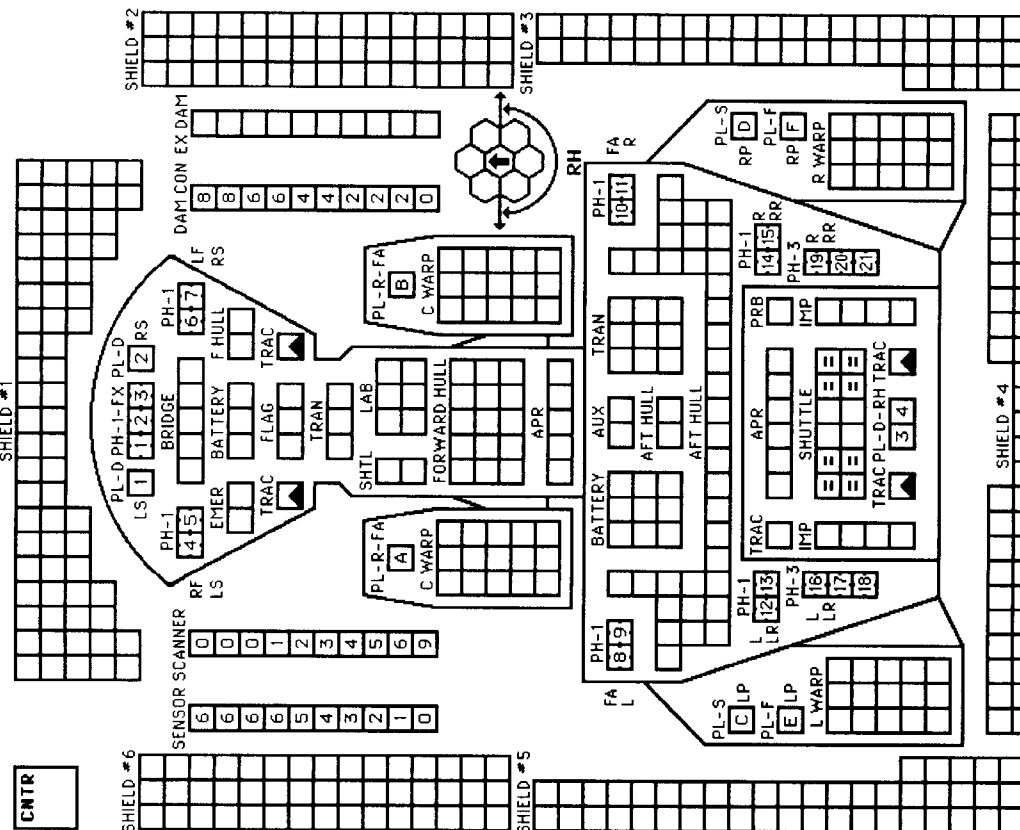
PLASMA RACKS ALWAYS HAD TWO RELOADS.

TYPE III DEFENSE PHASER		
DIE RANGE	ROLL	0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1	4	4 4 4 3 1 1
2	4	4 4 4 2 1 0
3	4	4 4 4 1 0 0
4	4	4 4 3 0 0 0
5	4	3 2 0 0 0 0
6	3	3 1 0 0 0 0

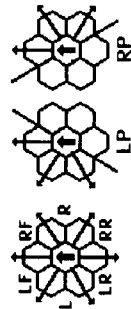
TYPE I OFFENSIVE PHASER TABLE		
DIE RANGE	ROLL	0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
1	9	8 7 6 5 4 3 2 1 1 1
2	8	7 6 5 4 3 2 1 1 0 0
3	7	5 4 4 3 1 0 0 0 0 0
4	6	4 4 4 3 2 0 0 0 0 0
5	5	4 4 4 3 1 0 0 0 0 0
6	4	4 3 3 2 0 0 0 0 0 0

PLASMA TORPEDO WARHEAD STRENGTH TABLE												
RANGE	0-5	6-10	11-12	13-14	15	16-18	19					
TYPE R	50	50	35	35	35	25	25					
TYPE S	30	30	22	22	22	15	15					
TYPE G	20	20	15	15	15	10	5					
TYPE F	20	15	10	5	1	0	0					
TYPE D	10	8	5	2	1	0	0					
BOLT	1-4	1-3	1-2									

WARP ENERGY														
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14
COST	2	4	6	8	10	12	14	16	18	20	22	24	26	28



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



PSEUDO-PLASMA TORPEDOES		
IDENT	HIT POINTS	NOTES
1	10	
2	20	
3	30	
4	40	
5	50	
6	60	
7	70	
8	80	

HIT & RUN CLOAK

HIT & RUN CLOAK		
IDENT	HIT POINTS	NOTES
1	10	
2	20	
3	30	
4	40	
5	50	
6	60	
7	70	
8	80	

ROMULAN KCR HEAVY BATTLECRUISER

CREW UNITS				ADMINISTRATIVE SHUTTLES			
	*			IDENT	HIT POINTS	NOTES	
			10				
			20				
			30				
			40				
			50				

BOARDING PARTIES					
					10
					20

TRANSPORTER BOMBS	PROBES
0000	5

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

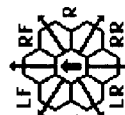
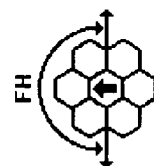
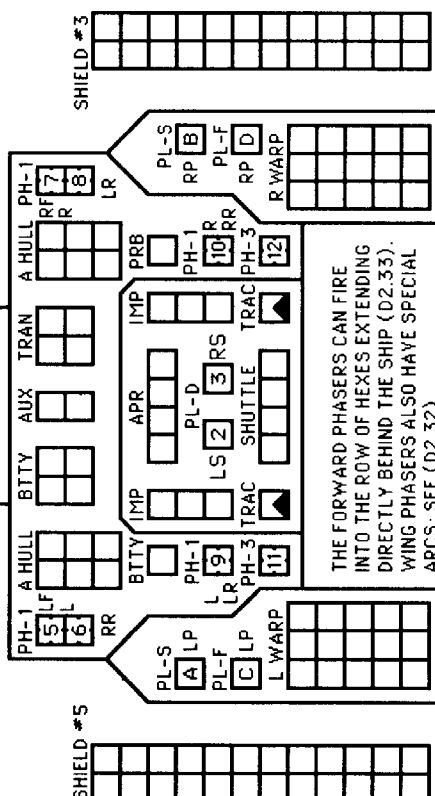
SHIP DATA TABLE	
TYPE	= KCR
POINT VALUE	= 215
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOCK COST	= 24/4
REFERENCE	= R4.84
BPV INCLUDES CLOCK	

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

TYPE III DEFENSE PHASE						
DIE ROLL	RANGE		4- 9- 3 8 15			
	0	1	2	3	8	15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

$$\begin{aligned} \text{FX} &= \text{L} + \text{LF} + \text{RF} + \text{R} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	15	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2					1			



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

**HIT & RUN
CLOAK** ☐

**PSEUDO-PLASMA
TORPEDOES**

[illegible]

CRACKS ALWAYS HAD TWO RELOADS.

TADS FIGHTERS 2 x Ph-3-FA DFR = 4 CRIPPLED = 8 SPEED = 15	TADS ONLY ▲
--	--------------------

5 = HET COST ⑥ = EM WARP COST

COST	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30

KZINTI SPACE CONTROL TUG

CNTR

[illegible][illegible]

The diagram illustrates a ship's deck layout with various rooms and corridors. The layout is symmetrical along a central vertical axis. At the top, there are two sets of rooms labeled 'DISR-FA' and 'P WARP', each with a 2x4 grid of squares. Below these are two sets of rooms labeled 'DRN' and 'SHUTTLE'. The central area contains several rooms labeled 'PH-1', 'PH-2', 'PH-3', 'AUX', 'BRDG', 'LAB', 'A HULL', 'F HULL', 'EMER', 'CARGO', 'APR', 'PRB', 'SHTL TRAC', 'IMP', 'R (S) P', 'BTLY', and 'TRAN'. The bottom section features two sets of rooms labeled 'DISR-FA' and 'P WARP', each with a 2x4 grid of squares. The layout is enclosed in a rectangular border with a central vertical corridor.

[illegible][illegible]
$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{PA} &= \text{LP} + \text{PP} \end{aligned}$$

0			
1			

6			

3			

TERS
A : 8

TADS FIGHT
2x PH-3-F
DFR = 4
CRIPPLED =
SPEED = 15

⑥ = ERRATIC MANEUVER WARP COST

5 = HET COST

WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX

	SPEED										CUTTING THROUGHT										COST									
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

ADMINISTRATIVE SHUTTLES		HIT POINTS	NOTES

NO (J1.59) TRANSFERS

TRANSPORTER BOMBS	DDDD	PROBES	SS
-------------------	------	--------	----

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE		6-9			16-25			51-75		
	0	1	2	3	4	5	6	7	8	9	10
1	9	8	7	6	5	5	4	3	2	1	1
2	9	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	4	4	4	4	3	3	2	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

DRONE RACKS

[illegible]

THIS SHIP CAN LAUNCH ONE
DRONE FROM EACH BANK
OF THREE DRONE MAGAZINES
DURING EACH TURN.

THE TUG-POD COMBINATION CAN
CONTROL A NUMBER OF SEEKING
WEAPONS EQUAL TO DOUBLE THE
SENSOR RATING OF THE TUG.

TYPE III DEFENSE PHASER

DIE RANGE		ROLL		0	1	2	3	4	5	6	7	8	9
1	4	4	4	4	4	4	3	1	1				
2	4	4	4	4	4	4	2	1	0				
3	4	4	4	4	4	4	1	0	0				
4	4	4	4	4	4	3	0	0	0				
5	4	4	3	2	0	0	0	0	0				
6	3	3	3	1	0	0	0	0	0				

DISCUSSION

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (DEFRACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT (OVERLOD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OULD	10	10	8	8	6	0	0	0

TADS FIGHTERS

2x PH-3-FA

DFR = 4
COMPILED - 8

CRIFFLED = 0
SPEED = 15

2
3
4
5

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KZINTI BATTLE CARRIER

CREW UNITS					ADMINISTRATIVE SHUTTLES				
			*	10				HIT POINTS	NOTES
				20					
				30					
				40					
				50					

SHUTTLE BAY HAS TWO DOORS.

DECK CREWS					PROBES				
				6					5
				12					

BOARDING PARTIES

[illegible]

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

TYPE III DEFENSE PHASER									
DIE ROLL	RANGE 0	1	2	3	8	9- 15	4- 8	9- 15	
1	4	4	4	4	3	1	1		
2	4	4	4	4	2	1	0		
3	4	4	4	4	1	0	0		
4	4	4	4	3	0	0	0		
5	4	4	3	2	0	0	0		
6	3	3	1	0	0	0	0		

ANTI-DRONE TABLE						
RANGE	0	1	2	3	4+	
HIT#	-	1-2	1-3	1-4	-	

DISRUPTOR TABLE												
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40			
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2			
HIT (DEFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2			
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA			
DAMAGE, STO	0	5	4	4	3	3	2	2	1			
DAMAGE, CULD	10	10	8	8	6	0	0	0	0			

TADS FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15

SHIP DATA TABLE	
TYPE	= BCV
POINT VALUE	= 202
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.59

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

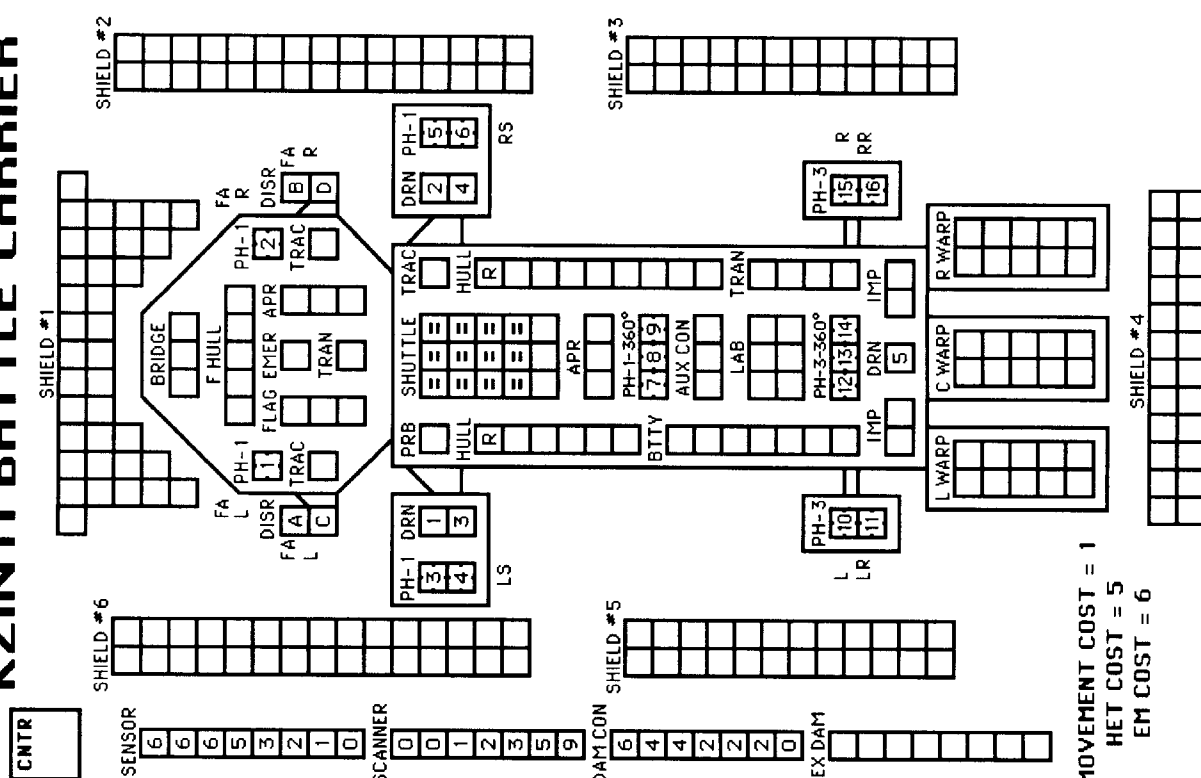
[illegible]
$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$

5	6
---	---

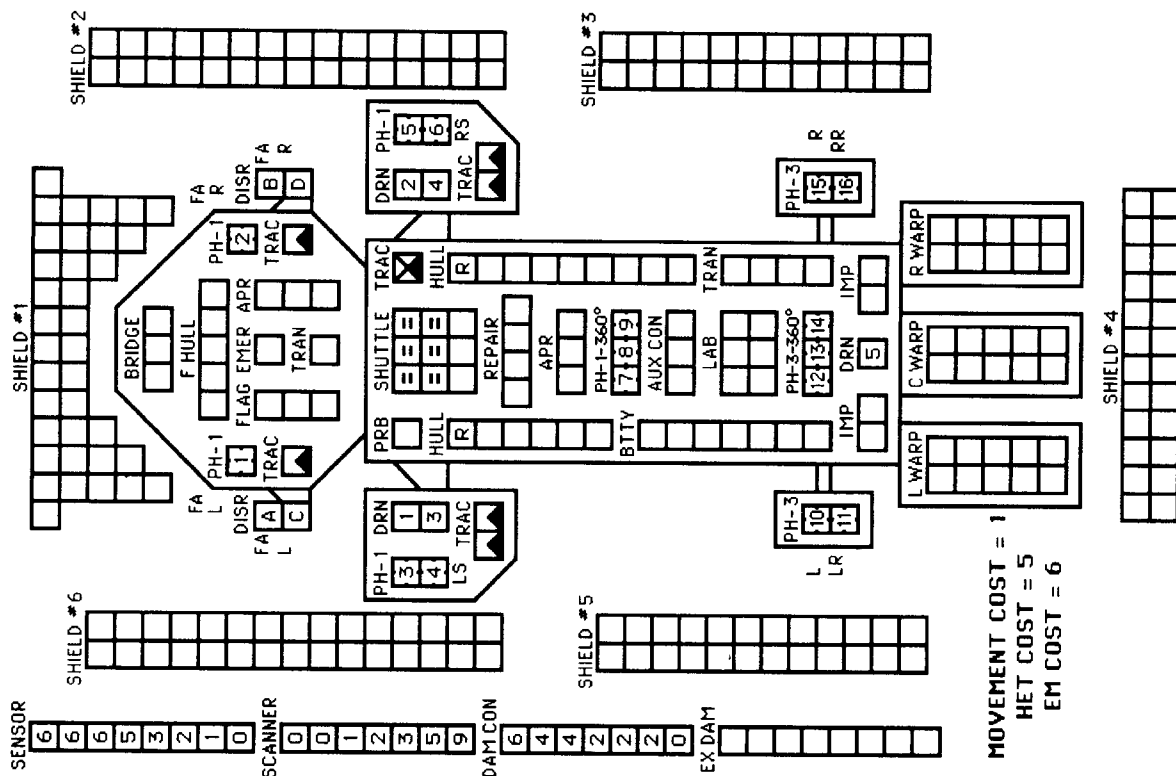
THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE THE SENSOR RATING

DERFACS ☐ H&R

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



KZINTI BATTLE CONTROL SHIP



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

SHIP DATA TABLE	
TYPE	= BCS
POINT VALUE	= 205
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.60

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

[illegible]

RACK HAD THREE RELOADS. ONE RELOAD IS ENTIRELY ADDS. THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE THE SENSOR RATING

☐ DERFACS ☐ H&R

CREW UNITS ADMINISTRATIVE SHUTTLES

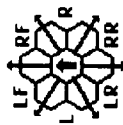
[illegible]

DECK CREWS	PROBES
6	5

BOARDING PARTIES						TRANSPORTER BOMBS					
					10						D D D D
					20						

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

Diagram illustrating the hexagonal grid structure and the central cell (1). The grid is surrounded by arrows indicating the directions of movement: LF (Left), RF (Right), R (Right), LR (Left), L (Left), and RR (Right).


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$

ANTI-DRONE TABLE				
RANGE	0	1	2	3 4+
HIT#	-	1-2	1-3	1-4 -

DISRUPTOR TABLE										SENSOR RATING			
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40				
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2				
HIT (DEFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2				
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA				
DAMAGE, STD	0	5	4	4	3	3	2	2	1				
DAMAGE, OULD	10	10	8	8	6	0	0	0	0				

TADS FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15

KZINTI NEW HEAVY CRUISER

CNTR

SHIP DATA TABLE	
TYPE	= NCA
POINT VALUE	= 130
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.62

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

CREW UNITS

[illegible]

BOARDING PARTIES

[illegible][illegible]

TRANSPORTER BOMBS

TYPE I OFFENSIVE PHASER TABLE

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

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

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

	C		B
	C		B
1			
2			
3			
4			

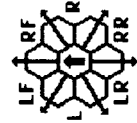
ANTI-DRONE TABLE

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

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(OVERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OULD	10	10	8	8	6	0	0	0

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


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$

KZINTI HEAVY COMMAND CRUISER

[illegible]

PROBES

				5
--	--	--	--	---

 TRANSPORTER BOMBS

D	D	D	D	D

[illegible]

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

TYPE III DEFENSE PHASE							
DIE ROLL	RANGE		4-9-15				
	0	1	2	3	8	15	
1	4	4	4	4	3	1	1
2	4	4	4	4	2	1	0
3	4	4	4	4	1	0	0
4	4	4	4	3	0	0	0
5	4	4	3	2	0	0	0
6	3	3	3	1	0	0	0

DISRUPTOR TABLE											
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30			
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2			
HIT(DEFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3			
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA			
DAMAGE STD	0	5	4	4	3	3	2	2			
DAMAGE OULD	10	10	8	8	6	0	0	0			

SHIP DATA TABLE	
TYPE	= CCH
POINT VALUE	= 147
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.61

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

DRONE RACKS

1				C
2				C
3				B
4				B

DOUBLE RELOADS

5				
6				

ANTI-DRONES

7				
8				

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

CNTR

SENSOR

6	6	6	4	1	0
---	---	---	---	---	---

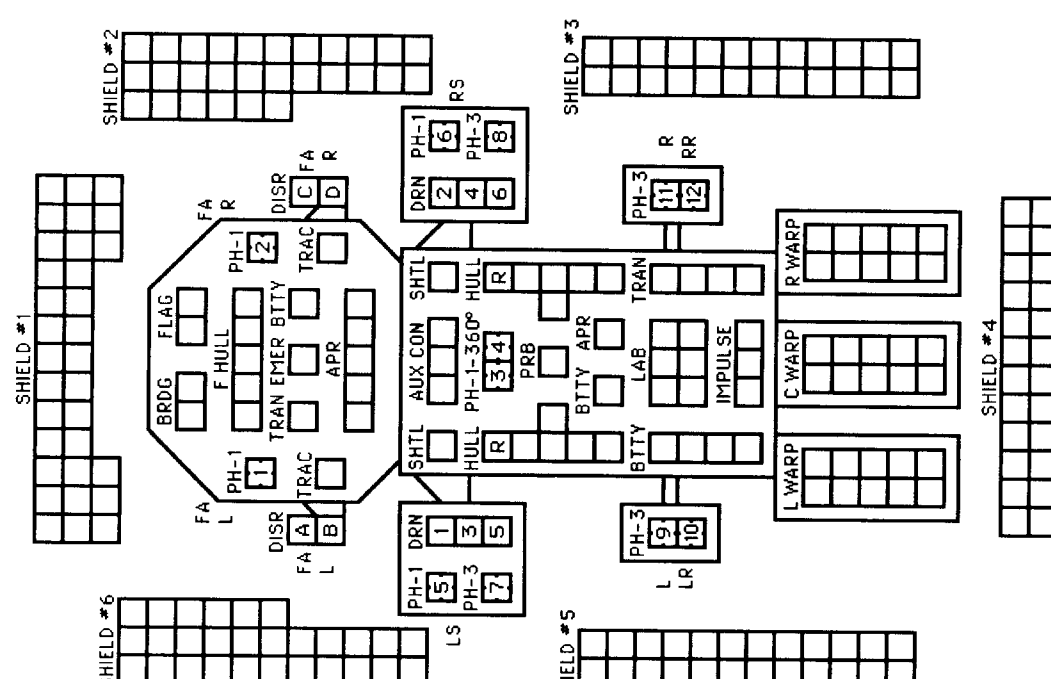
CANNER

AM CON 4 4 2 2 2 0

SHIELD 5

X DAM

X	DAM						
---	-----	--	--	--	--	--	--

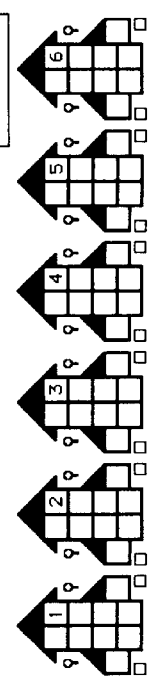

$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$


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

GORN BATTLESHIP

WARP ENERGY MOVEMENT																	
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
COST	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34

	20	20	20	10	5	1
21-23	10	5	1	0	0	0
24	0	0	0	0	0	0
25	0	0	0	0	0	0
26-28	0	0	0	0	0	0
29	0	0	0	0	0	0
30	0	0	0	0	0	0
Total	1					



CNTR

PROBES	1	2	3	4	5
1	0.00	0.00	0.00	0.00	0.00
2	0.00	0.00	0.00	0.00	0.00
3	0.00	0.00	0.00	0.00	0.00
4	0.00	0.00	0.00	0.00	0.00
5	0.00	0.00	0.00	0.00	0.00

BOARDING PARTIES					
					10
					20

						D	D	D	D
TRANSPORTER BOMBS									

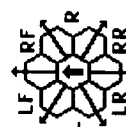
DIE ROLL	RANGE 0 1	6- 9- 16- 26- 51- 8 15 25 50 75									
		2	3	4	5	4	3	2	1	0	0
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	3	1	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASE						
DIE ROLL	RANGE		4- 8		9- 15	
	0	1	2	3	3	8
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2					1			

SHIP DATA TABLE	
TYPE	= CCH
POINT VALUE	= 171
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R6.51

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


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{RA} &= \text{LR} + \text{RR} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$

**PSEUDO-PLASMA
TORPEDOES**

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

[illegible][illegible]

Diagram of the Star Trek: The Motion Picture bridge control panel. The central console is circular and contains the following buttons:

- TRAN (top left)
- BTTY (top center)
- APR (top right)
- RHULL (middle left)
- AUX (middle center)
- PH-1 (middle right)
- TRAC (bottom left)
- L (bottom center)
- RA (bottom right)
- PH-1 (bottom right, below RA)

The console is flanked by two rectangular panels labeled "L WARP" (left) and "R WARP" (right). Above the console is a "SHIELD #3" panel, and below it is a "SHIELD #5" panel. The panels are filled with a grid of squares, some of which are highlighted in black.

SENSOR						DAMAGE CONTROL					
5	6	5	3	2	0	4	4	2	2	2	0
CANNER						EXCESS DAMAGE					
0	0	1	2	4	9						
						SHIELD #4					

GORN BATTLE CARRIER

CREW UNITS				ADMINISTRATIVE SHUTTLES			
	*			IDENT	HIT POINTS	NOTES	
			10				
			20				
			30				

SHIP DATA TABLE	
TYPE	= BCV
POINT VALUE	= 212
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R6.499

BOARDING PARTIES							DECK CREWS						
						10							10
						20							

PROBES					S
TRANSPORTER BOMBS					D D D D

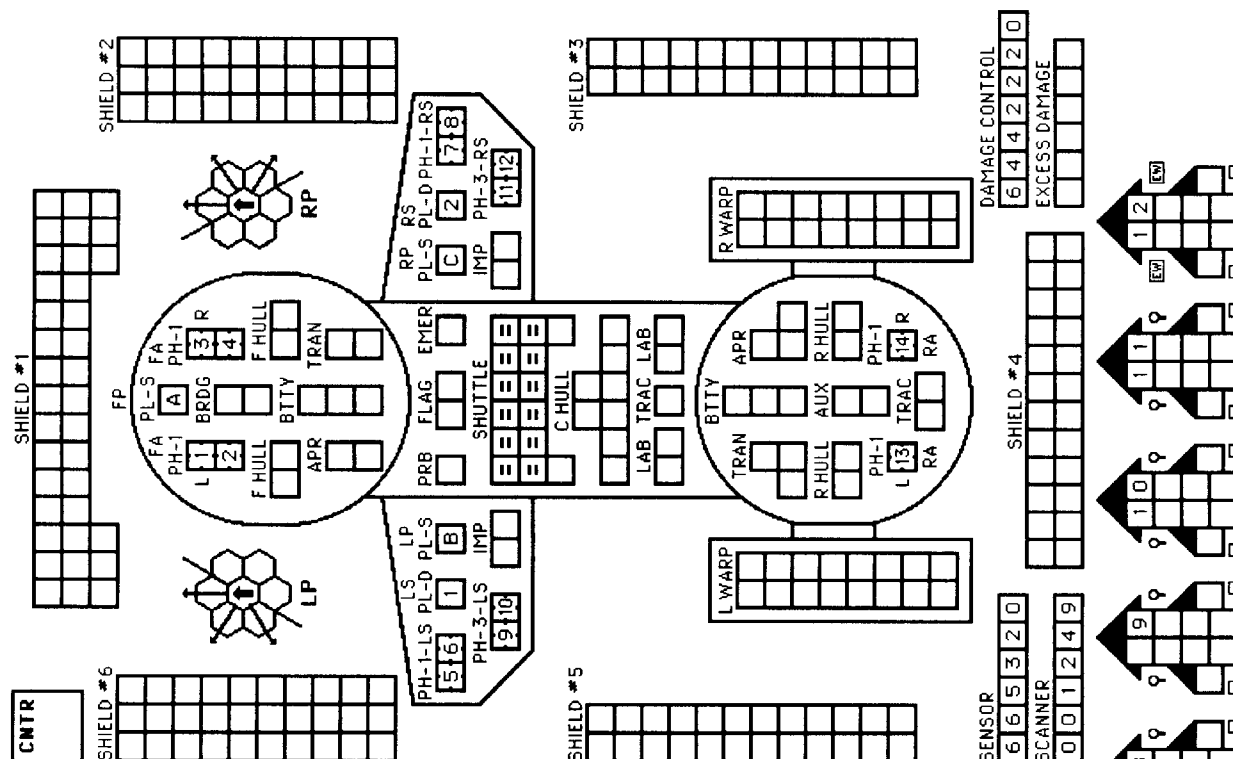
TYPE I OFFENSIVE PHASE TABLE												
DIE ROLL	RANGE		6- 9- 16- 26- 51- 75									
	0	1	2	3	4	5	6	7	8	9	10	11
1	9	8	7	6	5	5	4	3	2	1	1	1
2	8	7	6	5	5	4	3	2	1	1	0	0
3	7	5	5	4	4	4	3	1	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0

TYPE III DEFENSE PHASER							FA = LF + RF
DIE RANGE							RA = LR + RR
ROLL	0	1	2	3	8	15	LS = LF + L + LR
1	1	4	4	4	3	1	RS = RF + R + RR

**PSEUDO-PLASMA
TORPEDOES**

PLASMA TORPEDO WARHEAD STRENGTH TABLE									
RANGE	0-5	6-10	11-12	13-14	15	16-18	19		
TYPE S	30	30	22	22	22	15	15		
TYPE G	20	20	15	15	15	10	5		
TYPE F	20	15	10	5	1	0	0		
TYPE D	10	8	5	2	1	0	0		
BOLT	1-4	1-3						1-2	

G-12 FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15



GORN BATTLE CONTROL SHIP

CNTR

SHIELD #1[illegible][illegible]

DAMAGE CONTROL										EXCESS DAMAGE									
6	4	4	2	2	0														

[illegible]

SENSOR	6	6	5	3	2	0
SCANNER	0	0	1	2	4	9

SHIP DATA TABLE	
TYPE	= BCS
POINT VALUE	= 216
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R6.50

[illegible]

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

G-12 FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15

[illegible]

DECK CREWS	6
------------	---

					D	D	D	D
--	--	--	--	--	---	---	---	---

TRANSPORTER BOMBS

PROBES				5
--------	--	--	--	---

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

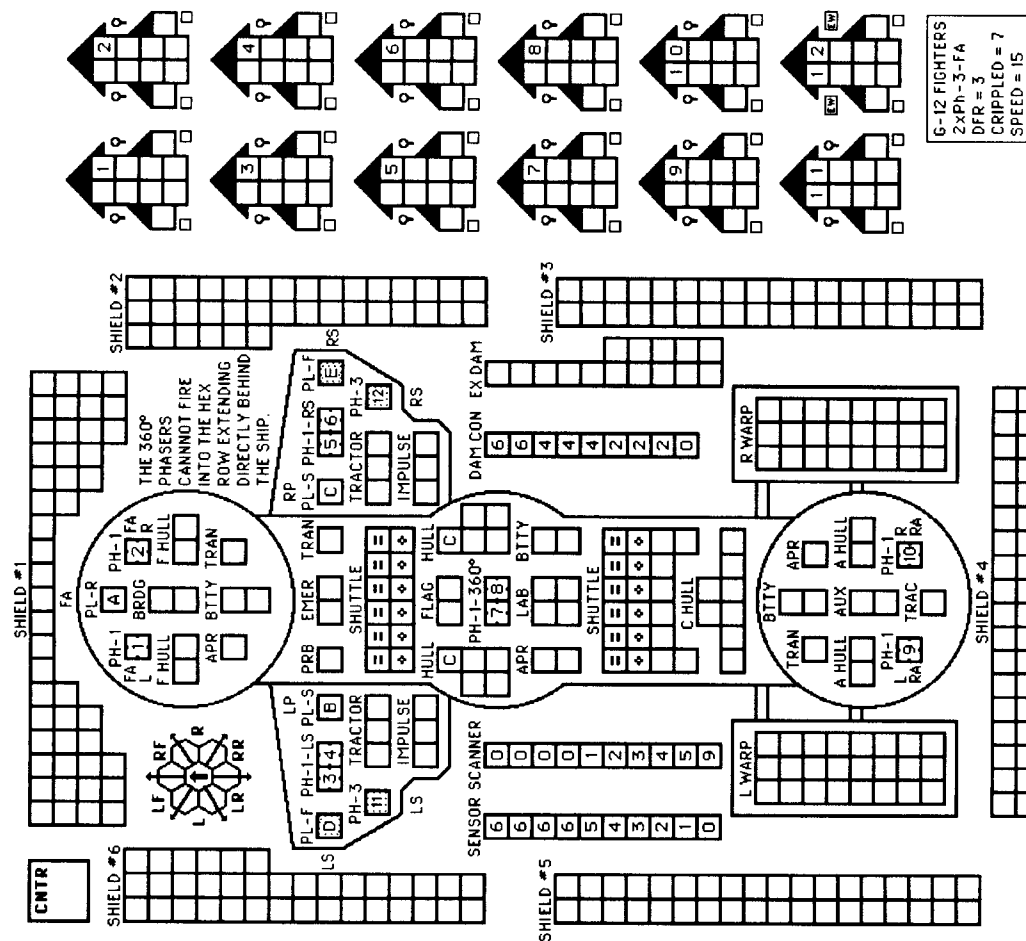
$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{RA} &= \text{LR} + \text{RR} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$

**PSEUDO-PLASMA
TORPEDOES**

TYPE III DEFENSE PHASER		DIE RANGE				4- 9- 3 8 15			
ROLL	0	1	2	3	4	5	6	7	8
1	4	4	4	4	3	1	1		
2	4	4	4	4	2	1	0		
3	4	4	4	4	1	0	0		
4	4	4	4	3	0	0	0		
5	4	4	3	2	0	0	0		
6	3	3	1	0	0	0	0		

PLASMA TORPEDO WARHEAD STRENGTH TABLE													
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25		
TYPE S	30	30	22	22	15	15	15	15	10	5	1		
TYPE G	20	20	15	15	15	10	5	1	0	0	0		
TYPE F	20	15	10	5	1	0	0	0	0	0	0		
TYPE D	10	8	5	2	1	0	0	0	0	0	0		
BOLT	1-4	1-3	1-2					1					

Five numbered arrows pointing right, labeled 1 through 5, each with a 3x3 grid of squares. The arrows are arranged horizontally. Each arrow has a black triangular head on the left and a tail on the right. The numbers 1, 2, 3, 4, and 5 are inside the top-left square of each grid. The grids are empty except for the number in the top-left square.



GORN HEAVY CARRIER

CREW UNITS ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
10	20	
20	30	
30	40	
40	50	
50	60	
60	70	

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

TWO BAYS - NO TRANSFERS.
ALL NON-FIGHTERS IN REAR BAY.
BAYS ARE "TUNNEL" DECKS (J156).

SHIP DATA TABLE
TYPE = CVA
POINT VALUE = 240
BREAKDOWN = 4-6
SHIELD COST = 1+3
LIFE SUPPORT = 1+1/2
SIZE CLASS = 2
REFERENCE = R6.48
F REFIT = +14

T-BOMBS MAY NOT BE DROPPED FROM FIGHTER ONLY BAYS (M2.113).

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

BOARDING PARTIES	DECK CREWS
10	10
20	20

TRANSPORTER BOMBS

PROBES

PSEUDO-PLASMA TORPEDOES

CYAF ONLY

AI R B S C S D E F

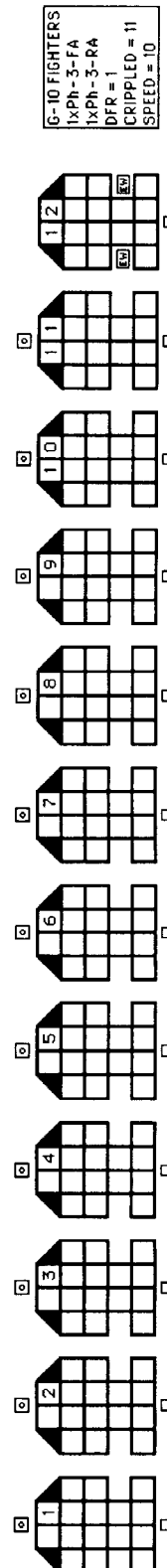
SHADED BOXES ON THE SSD ARE THE F-REFIT.

TYPE I OFFENSIVE PHASER TABLE		TYPE III DEFENSE PHASER	
DIE RANGE	ROLL	DIE RANGE	ROLL
1-9	1-9	1-4	1-4
10-12	10-12	5-6	5-6
13-15	13-15	7-8	7-8
16-18	16-18	9-10	9-10
19-21	19-21	11-12	11-12
22-24	22-24	13-14	13-14
25-27	25-27	15-16	15-16
28-30	28-30	17-18	17-18
31-33	31-33	19-20	19-20
34-36	34-36	21-22	21-22
37-39	37-39	23-24	23-24
40-42	40-42	25-26	25-26
43-45	43-45	27-28	27-28
46-48	46-48	29-30	29-30

PLASMA TORPEDO WARHEAD STRENGTH TABLE	
RANGE	ROLL
1-5	1-5
6-10	6-10
11-15	11-15
16-20	16-20
21-25	21-25
26-30	26-30
31-35	31-35
36-40	36-40
41-45	41-45
46-50	46-50
51-55	51-55
56-60	56-60
61-65	61-65
66-70	66-70
71-75	71-75

WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX [5] = HET COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1 1/2	3	4 1/2	6	7 1/2	9	10 1/2	12	13 1/2	15	16 1/2	18	19 1/2	21	22 1/2	24	25 1/2	27	28 1/2	30	31 1/2	33	34 1/2	36	37 1/2	39	40 1/2	42	43 1/2	45



GORN STRIKE CARRIER

SHIP DATA TABLE	
TYPE	= CVS
POINT VALUE	= 180
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R6.52

[illegible]

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

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

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

[illegible][illegible]

				D	D	D	D
--	--	--	--	---	---	---	---

TRANSPORTER BOMBS

[illegible][illegible]

PROBES 5

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

TYPE III DEFENSE PHASE									
DIE RANGE		4-9		3		8		15	
ROLL	0	1	2	3	4	5	6	7	8
1	4	4	4	4	3	1	1		
2	4	4	4	4	2	1	0		
3	4	4	4	4	1	0	0		
4	4	4	4	3	0	0	0		
5	4	4	3	2	0	0	0		
6	3	3	1	0	0	0	0		

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2					1			

G-10 FIGHTERS

Configuration	Fighters in Roof	Fighters in Body	Total Fighters
1	1	9	10
2	2	8	10
3	3	7	10
4	4	6	10
5	5	5	10
6	6	4	10
7	7	3	10
8	8	2	10
9	9	1	10
10	10	0	10

CRIPPLED = 11
SPEED = 10

NEO-THOLIAN BATTLESHIP

CREW UNITS

IDENT	HIT POINTS	NOTES
1	10	
2	20	
3	30	
4	40	
5	50	
6	60	
7	70	
8	80	

BOARDING PARTIES	10	20
1		
2		
3		
4		
5		
6		
7		
8		

TRANSPORTER BOMBS	10	20
1		
2		
3		
4		
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DECK CREWS	10	20
1		
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PROBES	10	20
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SHIP DATA TABLE	10	20
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SHIP DATA TABLE	10	20
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THOLIAN HEAVY COMMAND CRUISER

CREW UNITS							
		*					

SHIP DATA TABLE	
TYPE	= CCH
POINT VALUE	= 153
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SPT	= 1
SIZE CLASS	= 3
REFERENCE	= R7.41
SNARE REFIT	= +6

**HIT & RUN
DERFACS**

BOARDING PARTIES										T-BOMBS			
													10

PROBES					5
--------	--	--	--	--	---

TYPE I OFFENSIVE PHASER TABLE

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

TURN	SPEED
MODE	1 2 5
B	6-10
HET	11-15
	16-21
BD	22-28
	29+

ADMINISTRATIVE SHUTTLES

[illegible]

TYPE III DEFENSE PHASER

DIE ROLL	RANGE	0	1	2	3	4	5	6	7	8	9
1	4	4	4	3	1	1					
2	4	4	4	2	1	0					
3	4	4	4	1	0	0					
4	4	4	4	3	0	0					
5	4	3	2	0	0	0					
6	3	3	1	0	0	0					

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DEFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OULD	10	10	8	8	6	0	0	0

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

		NET WEIGHT										NET GROSS										EXACT TARE COVER TARE GROSS									
		⑤					⑥					⑦					⑧					⑨					⑩				
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
Standard 1	2	2	3	4	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20	
Fract. $\frac{2}{3}$	$1\frac{1}{3}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	$6\frac{2}{3}$	8	$8\frac{2}{3}$	$9\frac{1}{3}$	10	$10\frac{2}{3}$	$11\frac{1}{3}$	12	$12\frac{2}{3}$	$13\frac{1}{3}$	14	$14\frac{2}{3}$	$15\frac{1}{3}$	16	$16\frac{2}{3}$	$17\frac{1}{3}$	18	$18\frac{2}{3}$	$19\frac{1}{3}$	20				

TRT	CONTR	EXERCISE	EXERCISE + CONTR
1	1	1	1
2	1	1	1
3	1	1	1
4	1	1	1
5	1	1	1
6	1	1	1
7	1	1	1
8	1	1	1
9	1	1	1
10	1	1	1
11	1	1	1
12	1	1	1
13	1	1	1
14	1	1	1
15	1	1	1
16	1	1	1
17	1	1	1
18	1	1	1
19	1	1	1
20	1	1	1
21	1	1	1
22	1	1	1
23	1	1	1
24	1	1	1
25	1	1	1
26	1	1	1
27	1	1	1
28	1	1	1
29	1	1	1
30	1	1	1
31	1	1	1
32	1	1	1
33	1	1	1
34	1	1	1
35	1	1	1
36	1	1	1
37	1	1	1
38	1	1	1
39	1	1	1
40	1	1	1
41	1	1	1
42	1	1	1
43	1	1	1
44	1	1	1
45	1	1	1
46	1	1	1
47	1	1	1
48	1	1	1
49	1	1	1
50	1	1	1
51	1	1	1
52	1	1	1
53	1	1	1
54	1	1	1
55	1	1	1
56	1	1	1
57	1	1	1
58	1	1	1
59	1	1	1
60	1	1	1
61	1	1	1
62	1	1	1
63	1	1	1
64	1	1	1
65	1	1	1
66	1	1	1
67	1	1	1
68	1	1	1
69	1	1	1
70	1	1	1
71	1	1	1
72	1	1	1
73	1	1	1
74	1	1	1
75	1	1	1
76	1	1	1
77	1	1	1
78	1	1	1
79	1	1	1
80	1	1	1
81	1	1	1
82	1	1	1
83	1	1	1
84	1	1	1
85	1	1	1
86	1	1	1
87	1	1	1
88	1	1	1
89	1	1	1
90	1	1	1
91	1	1	1
92	1	1	1
93	1	1	1
94	1	1	1
95	1	1	1
96	1	1	1
97	1	1	1
98	1	1	1
99	1	1	1
100	1	1	1

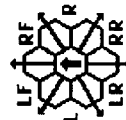
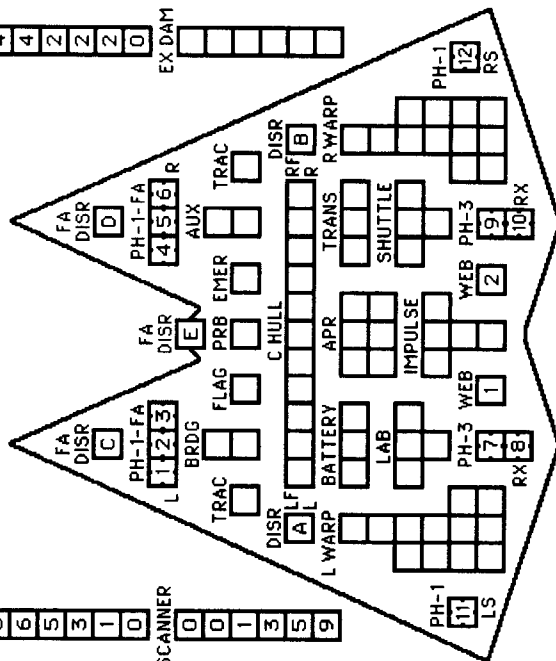
[illegible]SHIELD #6 SENSOR[illegible]DAM CON SHIELD #2SCANNER

0	0	1	3	5	9
---	---	---	---	---	---

SHIELD #5

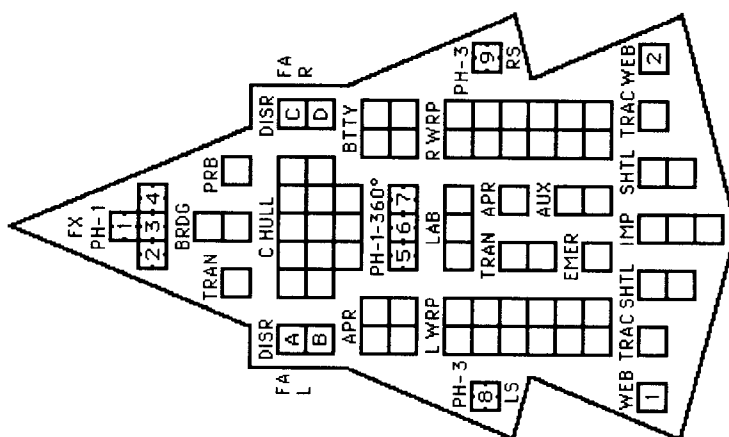
K DAM

SHIELD #3

SHIELD #5[illegible]SHIELD #3[illegible]

SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS WEB SNARES; SEE (E13.3) IN MODULE C2. WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.

$$\begin{array}{l} \text{FA} = \text{LF} + \text{RF} \\ \text{RX} = \text{L} + \text{LR} + \text{RR} + \text{R} \end{array} \quad \begin{array}{l} \text{LS} = \text{LF} + \text{L} + \text{LR} \\ \text{RS} = \text{RF} + \text{R} + \text{RR} \end{array}$$

[illegible][illegible][illegible][illegible]

SENSOR

6
6
5
3
1
0

CNTR

SHIELD #6

[illegible]001359
SCANNER

SHIELD #	5
----------	---

DAMCON

4	4	2	2	2	0
---	---	---	---	---	---

EX	DAM					
----	-----	--	--	--	--	--

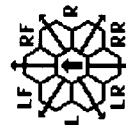
SHIP DATA TABLE	
TYPE	= CWH
POINT VALUE	= 135
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R7.39
SNARE REFIT	= +6

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

**HIT & RUN
DERFACS**

SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS WEB SNARES: SEE (E13.3) IN MODULE C2.

WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \\ \text{FX} &= \text{L} + \text{LF} + \text{RF} + \text{R} \end{aligned}$$
[illegible]

TRANSPORTER BOMBS	PROBES
	5

PROBES				5
--------	--	--	--	---

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

TYPE III DEFENSE PHASER									
DIE	RANGE				4-		9-		
ROLL	0	1	2	3	8	15			
1	4	4	4	4	3	1	1		
2	4	4	4	4	2	1	0		
3	4	4	4	4	1	0	0		
4	4	4	4	3	0	0	0		
5	4	4	3	2	0	0	0		
6	3	3	1	0	0	0	0		

DISRUPTOR TABLE										
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30		
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2		
HIT(OERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3		
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA		
DAMAGE, STD	0	5	4	4	3	3	2	2		
DAMAGE, QULD	10	10	8	8	6	0	0	0		

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX												
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
Standard	1	2	2	3	4	4	5	6	6	7	8	8
Fract.	$\frac{2}{3}$	$1\frac{1}{3}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$	8

⑥ = ERRATIC MANEUVER WARP COST

5 = HET COST	4	15	16	17
0	10	11	12	
1/3	10	10 ^{2/3}	11 ^{1/3}	

**THOLIAN NEW HEAVY
PHOTON WAR CRUISER**

CREW UNITS						
*						10
						20
						30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES					
					10

				D	D	D	D
--	--	--	--	---	---	---	---

TRANSPORTER BOMBS

PROBES 5

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

TYPE III DEFENSE PHASE						
DIE ROLL	RANGE		4- 9- 3 8 15			
	0	1	2	3	4	5
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PHOTON TORPEDO TABLE						
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DAMAGE, OVERLOAD	----	VARIES	----	----	NA	NA

SHIP DATA TABLE	
TYPE	= CHP
POINT VALUE	= 135
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R7.40
SNARE REFIT	= +6

TURN MODE	SPEED
B	1 2-5
	2 6-10
	3 11-15
HET	4 16-21
	5 22-28
BD	6 29+

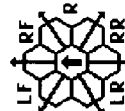
SENSOR

6	6	5	3	1	0
---	---	---	---	---	---

CANNER 001359

AMCON 4 2 2 2 0

EX DAM


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \\ \text{FX} &= \text{L} + \text{LF} + \text{RF} + \text{R} \end{aligned}$$

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX													⑤ = HET COST										⑥ = ERRATIC MANEUVER WARP COST									
SPEED	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30		
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20		
Fract.	$\frac{2}{3}$	$1\frac{1}{3}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$	8	$8\frac{2}{3}$	$9\frac{1}{3}$	10	$10\frac{2}{3}$	$11\frac{1}{3}$	12	$12\frac{2}{3}$	$13\frac{1}{3}$	14	$14\frac{2}{3}$	$15\frac{1}{3}$	$16\frac{2}{3}$	$17\frac{1}{3}$	18	$18\frac{2}{3}$	$19\frac{1}{3}$	20			

CNTR

[illegible][illegible][illegible]

1						C
2						C
3						C
4						C

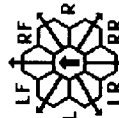
DIE ROLL	RANGE		6-9-16-26-51-75									
	0	1	2	3	4	5	8	15	25	50	75	
1	9	8	7	6	5	5	4	3	2	1	1	
2	8	7	6	5	5	4	3	2	1	1	0	
3	7	5	5	4	4	4	3	1	0	0	0	
4	6	4	4	4	4	3	2	0	0	0	0	
5	5	4	4	4	3	3	1	0	0	0	0	
6	4	4	3	3	2	2	0	0	0	0	0	

**HIT & RUN
CLOAK** ☐ IF INSTALLED

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

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

CARGO BOXES HAVE 25 CARGO POINTS EACH. SEE (G15.4) FOR RULES ON OPTION MOUNTS. SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES. THIS SHIP CAN LAUNCH A MAXIMUM OF THREE DRONES (OR PLASMA-D3) PER TURN UNLESS EQUIPPED WITH OAKDISC.


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \\ \text{RA} &= \text{LR} + \text{RR} \end{aligned}$$

SENSOR	SCANNER	DAM CON	EX DAM
6	0	6	
6	0	4	
6	0	4	
5	0	2	
3	1	2	
1	3	2	
0	5	0	
	9		

INSERT OPTIONAL WEAPONS
SEE ANNEXES #8A AND #8B.

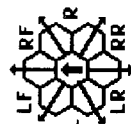
WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	$1\frac{1}{2}$	3	$4\frac{1}{2}$	6	$7\frac{1}{2}$	9	$10\frac{1}{2}$	12	$13\frac{1}{2}$	15	$16\frac{1}{2}$	18	$19\frac{1}{2}$	21	$22\frac{1}{2}$	24	$25\frac{1}{2}$	27	$28\frac{1}{2}$	30	$31\frac{1}{2}$	33	$34\frac{1}{2}$	36	$37\frac{1}{2}$	39	$40\frac{1}{2}$	42	$43\frac{1}{2}$	45

ORION BATTLECRUISER

SHIP DATA TABLE	
TYPE	= BC
POINT VALUE	= 150
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
CLOAK COST	= 21/4
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= RB.27
CLOAK BPV	= +25
OAKDISC	= +15
STEALTH +2 ECM	
PLASMA RACKS = +4	

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$
[illegible]

DRONE RACKS										C
1										C
2										C

RACKS ALWAYS HAD TWO RELOADS. THIS CHART CAN ALSO BE USED FOR PLASMA RACKS.

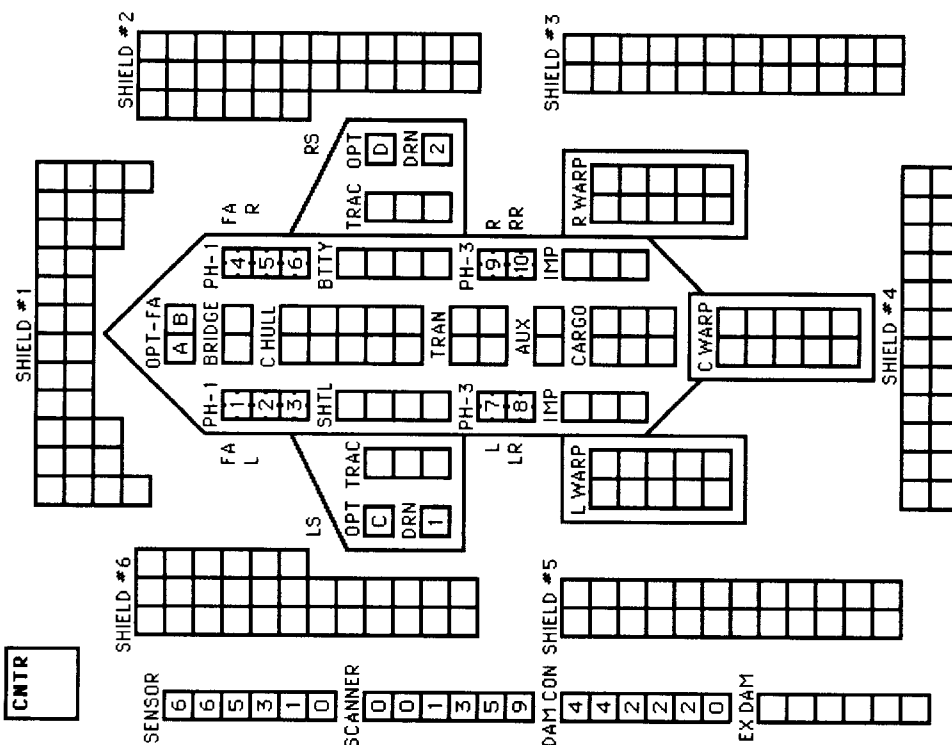
**HIT & RUN
CLOAK** ☐ IF INSTALLED

DIE ROLL	RANGE 0 1	2	3	4	5	6-9 8 15 25	10-15 16 25 50	16-20 21 50 75	21-25 26 50 75
1	9	8	7	6	5	5	4	3	2
2	8	7	6	5	5	4	3	2	1
3	7	5	5	4	4	4	3	1	0
4	6	4	4	4	4	3	2	0	0
5	5	4	4	4	3	3	1	0	0
6	4	4	3	3	2	2	0	0	0

TYPE III DEFENSE PHASER						
DIE RANGE		4- 9- ROLL 0 1 2 3 8 15				
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43).
SEE (G15.4) FOR RULES ON OPTION MOUNTS.
SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES.

**INSERT OPTIONAL WEAPONS
AND HELLBORES IN WING MOUNTS
SEE ANNEXES *8A AND *8B.**



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

THIS SHIP CAN LAUNCH A MAXIMUM OF THREE DRONES (OR PLASMA-Ds) PER TURN UNLESS EQUIPPED WITH OAKDISC.

ORION HEAVY BATTLE RAIDER

[illegible][illegible]

DRONE RACKS

1						C
2						C

THIS CHART CAN ALSO BE USED FOR PLASMA RACKS.

HIT & RUN CLOAK

☐ IF INSTALLED

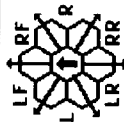
SHIP DATA TABLE	
TYPE	= BRH
POINT VALUE	= 145
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
CLOAK COST	= 20/4
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R8.29
CLOAK BPV	= +25
OAKDISC	= +15
STEALTH +2 ECM	
PLASMA RACKS = +4	

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

TYPE III DEFENSE PHASER									
DIE ROLL	RANGE		4- 9- 3 8 15						
	0	1	2	3	8	15			
1	4	4	4	3	1	1			
2	4	4	4	2	1	0			
3	4	4	4	1	0	0			
4	4	4	3	0	0	0			
5	4	3	2	0	0	0			
6	3	3	1	0	0	0			

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43). CARGO BOXES HAVE 25 CARGO POINTS EACH. SEE (G15.4) FOR RULES ON OPTION MOUNTS. (SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES. THIS SHIP CAN LAUNCH A MAXIMUM OF THREE ORBONES (OR PLASMA-D TORPEDOES) PER TURN UNLESS EQUIPPED WITH OAKDISC.

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+


$$\begin{aligned} \mathbf{FA} &= \mathbf{LF} + \mathbf{RF} \\ \mathbf{LS} &= \mathbf{LF} + \mathbf{L} + \mathbf{LR} \\ \mathbf{RS} &= \mathbf{RF} + \mathbf{R} + \mathbf{RR} \\ \mathbf{RA} &= \mathbf{LR} + \mathbf{RR} \end{aligned}$$

INSERT OPTIONAL WEAPONS
AND HELLBORES IN WING MOUNTS
SEE ANNEXES #8A AND #8B.

CNTR

[illegible][illegible][illegible][illegible][illegible][illegible][illegible]

SENSOR				SCANNER				DAM CON				EX DAM			
6	6	5	3	1	0	0	1	4	4	2	2	4	4	2	2
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

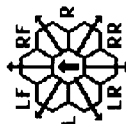
MOVEMENT COST = 1
HET COST = 5
EM COST = 6

ORION FLEET CARRIER

CNTR

SHIP DATA TABLE	
TYPE	= CV
POINT VALUE	= 160
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
CLOAK COST	= 20/4
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R8.28
CLOAK BPV	= +25
OAKDISC STANDARD	
STEALTH +2 ECM	
PLASMA RACKS = +4	

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$

CREW UNITS						ADMINISTRATIVE SHUTTLES						
		*				IDNT	HIT POINTS	NOTES				
					10							
					20							
					30							

BOARDING PARTIES						TRANSPORTER BOMBS					
					10	D	D	D	D		

[illegible]

DRONE RACKS						HIT & RUN
1					C	C
2					C	C

ALWAYS HAD C-RACKS WITH TWO RELOADS.
THIS CHART CAN ALSO BE USED FOR
PLASMA RACKS.

**HIT & RUN
CLOAK** ☐ IF INSTALLED

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

TYPE III DEFENSE PHASER

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

SHIP CAN LAND ON PLANETS BY AERODYNAMIC,
GRAVITY, OR POWERED LANDINGS (P2.43).
SEE (G15.4) FOR RULES ON OPTION MOUNTS.
SEE (G15.21) FOR DOUBLING OF ENGINE POWER
AND RESULTING DAMAGE TO ENGINES.

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

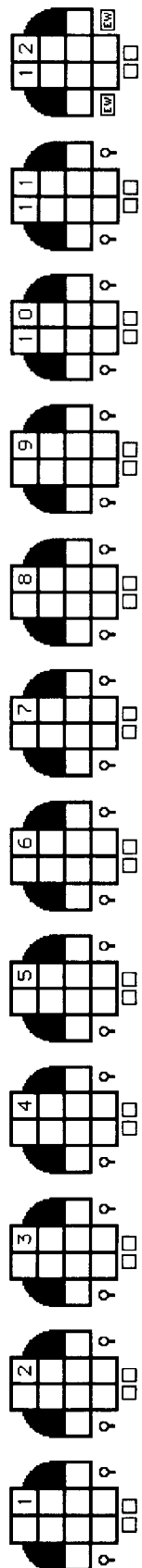
INSERT OPTIONAL WEAPONS

NO HELLBORES IN WING MOUNTS
SEE ANNEXES #8A AND #8B.

GLADIATOR - FSF
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15

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

NO TWO ORION CYs USED THE SAME
FIGHTERS. ROMULAN FIGHTERS ARE
SHOWN AS AN EXAMPLE.



HYDRAN MONARCH BATTLESHIP

CREW UNITS		ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS	IDENT	NOTES
10	20		
20	30		
30	40		
40	50		
50	60		
60	70		
70	80		

BOARDING PARTIES		DECK CREWS	
IDENT	HIT POINTS	IDENT	NOTES
10	20		
20	30		
30	40		
40	50		
50	60		
60	70		
70	80		

PROBES		TRANSPORTER BOMBS	
IDENT	HIT POINTS	IDENT	NOTES
10	20		
20	30		
30	40		
40	50		
50	60		
60	70		
70	80		

TYPE I OFFENSIVE PHASER TABLE		HELLBORE COMBAT RESOLUTION TABLE	
DIE RANGE	HIT	RANGE	HIT
1-9	1	0-1	1
10-18	2	2-4	2
19-27	3	5-8	3
28-36	4	9-12	4
37-45	5	13-16	5
46-54	6	17-20	6
55-63	7	21-24	7
64-72	8	25-28	8
73-81	9	29-32	9

TYPE III DEFENSE PHASER		FUSION OVERLOAD	
DIE RANGE	HIT	DIE RANGE	HIT
1-4	1	0-1	1
5-8	2	2-4	2
9-12	3	5-8	3
13-16	4	9-12	4
17-20	5	13-16	5
21-24	6	17-20	6
25-28	7	21-24	7
29-32	8	25-28	8
33-36	9	29-32	9

SHIP DATA TABLE		WARP ENERGY MOVEMENT COST = 2	
TYPE	MNR	SPEED	COST
POINT VALUE	390	1	2
BREAKDOWN	4-6	2	3
SHIELD COST	1+3	3	4
LIFE SUPPORT	1+1/2	4	5
SIZE CLASS	2	5	6
REFERENCE	R9.55	6	7
MECH LINKS	+4	7	8
STINGER-H	1xPH-G-FA	8	9
DFR	2	9	10
CRIPPLED	7	10	11
SPEED	15	11	12
STINGER-2	1xPH-G-FA	12	13
DFR	4	13	14
CRIPPLED	7	14	15
SPEED	15	15	16
STINGER-1	1xPH-G-FA	16	17
DFR	4	17	18
CRIPPLED	7	18	19
SPEED	15	19	20
STINGER-0	1xPH-G-FA	20	21
DFR	4	21	22
CRIPPLED	7	22	23
SPEED	15	23	24
STINGER-3	1xPH-G-FA	24	25
DFR	4	25	26
CRIPPLED	7	26	27
SPEED	15	27	28
STINGER-4	1xPH-G-FA	28	29
DFR	4	29	30
CRIPPLED	7	30	31
SPEED	15	31	32
STINGER-5	1xPH-G-FA	32	33
DFR	4	33	34
CRIPPLED	7	34	35
SPEED	15	35	36
STINGER-6	1xPH-G-FA	36	37
DFR	4	37	38
CRIPPLED	7	38	39
SPEED	15	39	40
STINGER-7	1xPH-G-FA	40	41
DFR	4	41	42
CRIPPLED	7	42	43
SPEED	15	43	44
STINGER-8	1xPH-G-FA	44	45
DFR	4	45	46
CRIPPLED	7	46	47
SPEED	15	47	48
STINGER-9	1xPH-G-FA	48	49
DFR	4	49	50
CRIPPLED	7	50	51
SPEED	15	51	52
STINGER-10	1xPH-G-FA	52	53
DFR	4	53	54
CRIPPLED	7	54	55
SPEED	15	55	56
STINGER-11	1xPH-G-FA	56	57
DFR	4	57	58
CRIPPLED	7	58	59
SPEED	15	59	60

TYPE II OFFENSIVE PHASER TABLE		FUSION BEAM TABLE	
DIE RANGE	HIT	DIE RANGE	HIT
1-4	1	0-1	1
5-8	2	2-4	2
9-12	3	5-8	3
13-16	4	9-12	4
17-20	5	13-16	5
21-24	6	17-20	6
25-28	7	21-24	7
29-32	8	25-28	8
33-36	9	29-32	9

TYPE III DEFENSE PHASER		FUSION OVERLOAD	
DIE RANGE	HIT	DIE RANGE	HIT
1-4	1	0-1	1
5-8	2	2-4	2
9-12	3	5-8	3
13-16	4	9-12	4
17-20	5	13-16	5
21-24	6	17-20	6
25-28	7	21-24	7
29-32	8	25-28	8
33-36	9	29-32	9

SHIP DATA TABLE		WARP ENERGY MOVEMENT COST = 2	
TYPE	MNR	SPEED	COST
POINT VALUE	390	1	2
BREAKDOWN	4-6	2	3
SHIELD COST	1+3	3	4
LIFE SUPPORT	1+1/2	4	5
SIZE CLASS	2	5	6
REFERENCE	R9.55	6	7
MECH LINKS	+4	7	8
STINGER-H	1xPH-G-FA	8	9
DFR	2	9	10
CRIPPLED	7	10	11
SPEED	15	11	12
STINGER-2	1xPH-G-FA	12	13
DFR	4	13	14
CRIPPLED	7	14	15
SPEED	15	15	16
STINGER-1	1xPH-G-FA	16	17
DFR	4	17	18
CRIPPLED	7	18	19
SPEED	15	19	20
STINGER-0	1xPH-G-FA	20	21
DFR	4	21	22
CRIPPLED	7	22	23
SPEED	15	23	24
STINGER-3	1xPH-G-FA	24	25
DFR	4	25	26
CRIPPLED	7	26	27
SPEED	15	27	28
STINGER-4	1xPH-G-FA	28	29
DFR	4	29	30
CRIPPLED	7	30	31
SPEED	15	31	32
STINGER-5	1xPH-G-FA	32	33
DFR	4	33	34
CRIPPLED	7	34	35
SPEED	15	35	36
STINGER-6	1xPH-G-FA	36	37
DFR	4	37	38
CRIPPLED	7	38	39
SPEED	15	39	40
STINGER-7	1xPH-G-FA	40	41
DFR	4	41	42
CRIPPLED	7	42	43
SPEED	15	43	44
STINGER-8	1xPH-G-FA	44	45
DFR	4	45	46
CRIPPLED	7	46	47
SPEED	15	47	48
STINGER-9	1xPH-G-FA	48	49
DFR	4	49	50
CRIPPLED	7	50	51
SPEED	15	51	52
STINGER-10	1xPH-G-FA	52	53
DFR	4	53	54
CRIPPLED	7	54	55
SPEED	15	55	56
STINGER-11	1xPH-G-FA	56	57
DFR	4	57	58
CRIPPLED	7	58	59
SPEED	15	59	60

TURN MODE		WARP ENERGY MOVEMENT COST = 2	
TURN MODE	SPEED	SPEED	COST
1	2-3	1	2
2	4-6	2	3
3	7-10	3	4
4	11-14	4	5
5	15-20	5	6
6	21-29	6	7
7	30+	7	8
8		8	9
9		9	10

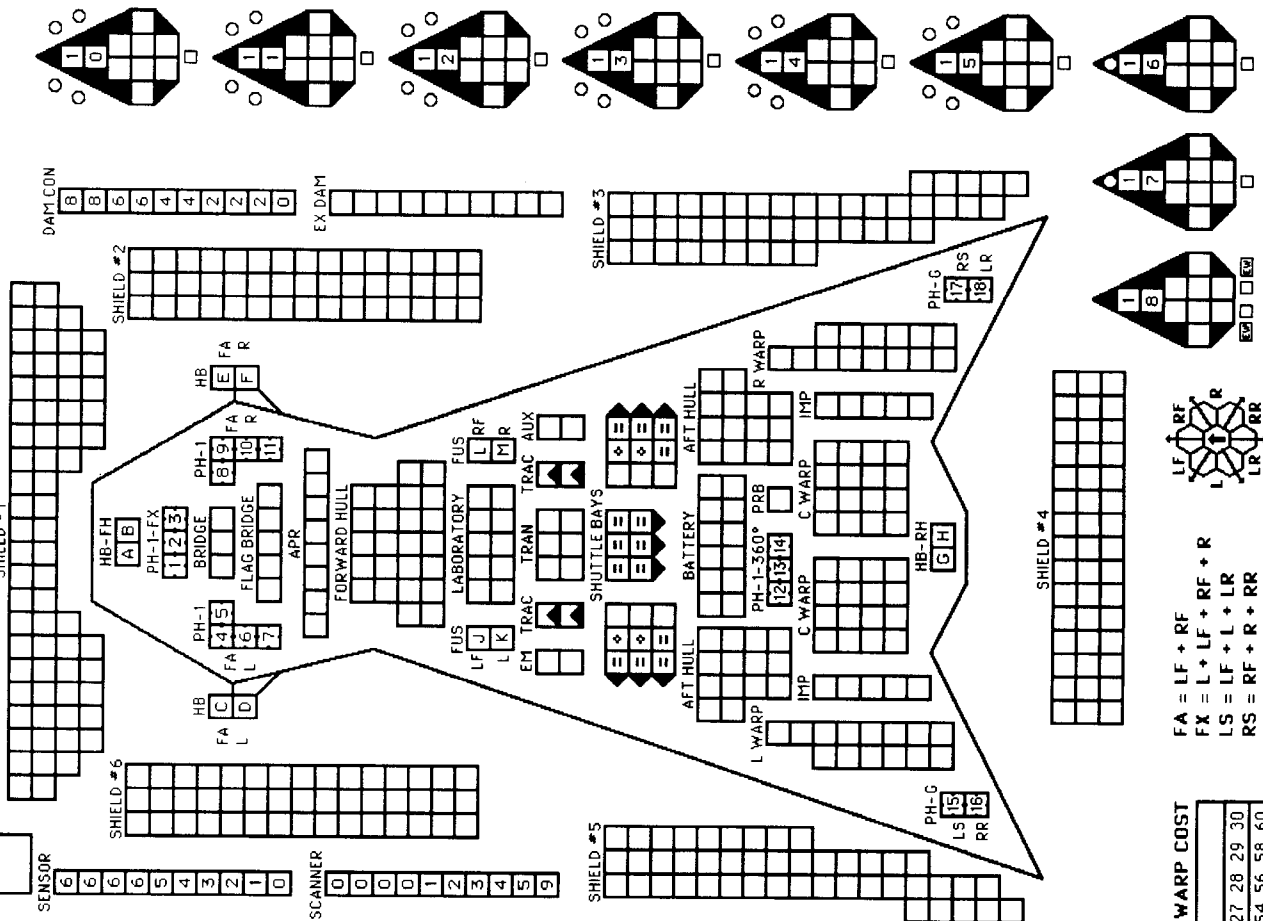
TYPE III DEFENSE PHASER		WARP ENERGY MOVEMENT COST = 2	
DIE RANGE	HIT	SPEED	COST
1-4	1	1	2
5-8	2	2	3
9-12	3	3	4
13-16	4	4	5
17-20	5	5	6
21-24	6	6	7
25-28	7	7	8
29-32	8	8	9
33-36	9	9	10

TYPE III DEFENSE PHASER		WARP ENERGY MOVEMENT COST = 2	
DIE RANGE	HIT	SPEED	COST
1-4	1	1	2
5-8	2	2	3
9-12	3	3	4
13-16	4	4	5
17-20	5	5	6
21-24	6	6	7
25-28	7	7	8
29-32	8	8	9
33-36	9	9	10

TYPE III DEFENSE PHASER		WARP ENERGY MOVEMENT COST = 2	
DIE RANGE	HIT	SPEED	COST
1-4	1	1	2
5-8	2	2	3
9-12	3	3	4
13-16	4	4	5
17-20	5	5	6
21-24	6	6	7
25-28	7	7	8
29-32	8	8	9
33-36	9	9	10

TYPE III DEFENSE PHASER		WARP ENERGY MOVEMENT COST = 2	
DIE RANGE	HIT	SPEED	COST
1-4	1	1	2
5-8	2	2	3
9-12	3	3	4
13-16	4	4	5
17-20	5	5	6
21-24	6	6	7
25-28	7	7	8
29-32	8	8	9
33-36	9	9	10

TYPE III DEFENSE PHASER		WARP ENERGY MOVEMENT COST = 2	
DIE RANGE	HIT	SPEED	COST
1-4	1	1	2
5-8	2	2	3
9-12	3	3	4
13-16	4	4	5
17-20	5	5	6
21-24	6	6	7
25-28	7	7	8
29-32	8	8	9
33-36	9	9	10



HYDRAN CHEYENNE NEW HEAVY CRUISER

[illegible]

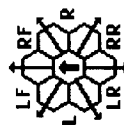
DECK CREWS	PROBES	TRANSPORTER BOMBS

[illegible]

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

TYPE II PHASER TABLE

DIE RANGE		4-9-16-31-	
ROLL	0 1 2 3 4 5	0 1 2 3 4 5	0 1 2 3 4 5
1	6 5 5 4 3 2	1 1 1	1
2	6 5 4 4 2 1	1 1 0	0
3	6 4 4 4 1 1	0 0 0	0
4	5 4 4 3 1 0	0 0 0	0
5	5 4 4 3 0 0	0 0 0	0
6	5 3 3 3 0 0	0 0 0	0


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$

FUSION BEAM TABLE

DIE RANGE						
ROLL	0	1	2	3-10	11-15	16-24
1	13	8	6	4	3	2
2	11	8	5	3	2	1
3	10	7	4	2	1	0
4	9	6	3	1	1	0
5	8	5	3	1	0	0
6	8	4	2	0	0	0

FUSION OVERLOAD

DIE	RANGE
ROLL	0 1 2 3-8
1	19 12 9 6
2	16 12 7 4
3	15 10 6 3
4	13 9 4 1
5	12 7 4 1
6	12 6 3 0

HELLBORE COMBAT RESOLUTION TABLE

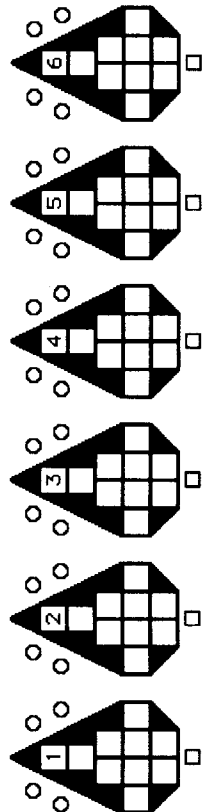
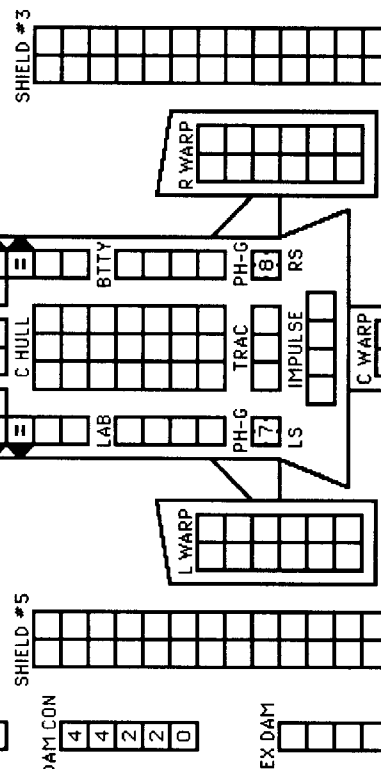
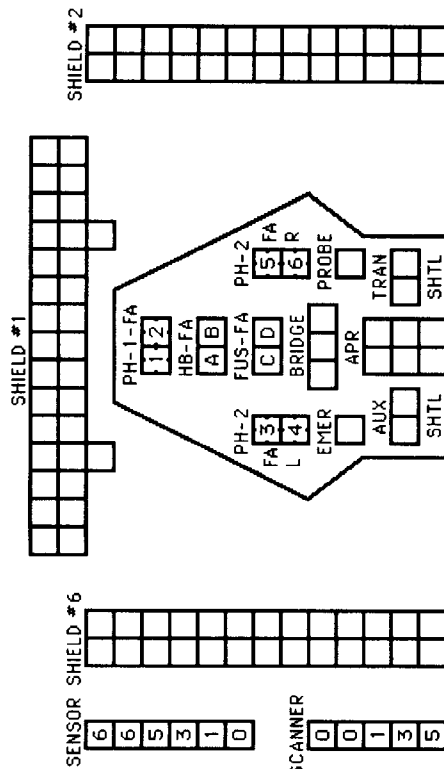
REQUIRE CUMULATIVE RESOLUTION TABLE								
RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40	
HIT*	11	10	9	8	7	6	5	
BASE DAMAGE	20	17	15	13	10	8	4	
O/L DAMAGE	30	25	22	19	0	0	0	

SHIP DATA TABLE	
TYPE	CHY
POINT VALUE	131
BREAKDOWN	5-6
SHIELD COST	1+1
LIFE SUPPORT	1
SIZE CLASS	3
REFERENCE	R9.62

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

TYPE III DEFENSE PHASER

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



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

STINGER-2
XPH-G-FA
FR = 4
CRIPPLED = 7
SPEED = 15

HYDRAN OVERSEER BATTLE CARRIER

CREW UNITS

IDENT	HIT POINTS	NOTES
10	20	
30	40	
40	50	

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
10	20	
30	40	
40	50	

BOARDING PARTIES

IDENT	HIT POINTS	NOTES
10	20	
30	40	
40	50	

TRANSPORTER BOMBS

IDENT	HIT POINTS	NOTES
10	20	
30	40	
40	50	

DECK CREWS

IDENT	HIT POINTS	NOTES
10	20	
30	40	
40	50	

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

DIE RANGE	4-9	16-25
ROLL 0	1	2
1	4	3
2	4	3
3	4	3
4	4	3
5	4	3
6	3	2

HELLBORE COMBAT RESOLUTION TABLE

RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT*	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19	0	0	0

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

FUSION BEAM TABLE

DIE RANGE	4-9	16-24
ROLL 0	1	2
1	13	8
2	11	8
3	10	7
4	9	6
5	8	5
6	8	4

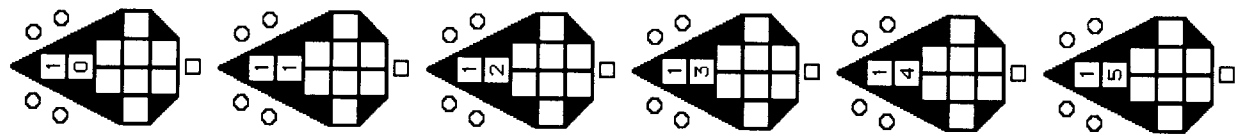
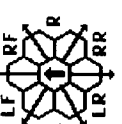
FUSION OVERLOAD

DIE RANGE	4-9	16-24
ROLL 0	1	2
1	19	12
2	16	12
3	15	10
4	13	9
5	12	7
6	12	6

SHIP DATA TABLE	
TYPE	OS
POINT VALUE	= 202
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R9.56

STINGER-H	IXPH-G-FA	DFR = 2	CRIPPLED = 7	SPEED = 15
STINGER-2	IXPH-G-FA	DFR = 4	CRIPPLED = 7	SPEED = 15

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



SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

CNTR

SENSOR

SCANNER

DAM CON

EX DAM

MOVEMENT COST = 1

HET COST = 5

EM COST = 6

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

HYDRAN LORD ADMIRAL HEAVY COMMAND CRUISER

CREW UNITS						ADMINISTRATIVE SHUTTLES					
			*			IDENT	HIT POINTS	NOTES			
					10						
					20						
					30						
					40						
						THREE BAYS — NO TRANSFERS					

[illegible]

DECK CREWS	6
------------	---

PROBES	5
--------	---

$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$

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

TYPE III DEFENSE PHASE									
DIE	RANGE		4- 9- 3 8 15						
ROLL	0	1	2	3	4	5	6	7	8
1	4	4	4	4	3	1	1		
2	4	4	4	4	2	1	0		
3	4	4	4	4	1	0	0		
4	4	4	4	3	0	0	0		
5	4	4	3	2	0	0	0		
6	3	3	1	0	0	0	0		

HELLBORE COMBAT RESOLUTION TABLE												
RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40					
HIT*	11	10	9	8	7	6	5					
BASE DAMAGE	20	17	15	13	10	8	4					
O/L DAMAGE	30	25	22	19	0	0	0					

FUSION BEAM TABLE

DIE RANGE		COLOR GRANT TABLE						
ROLL	0	1	2	3-10	11-15	16-24		
1	13	8	6	4	3	2		
2	11	8	5	3	2	1		
3	10	7	4	2	1	0		
4	9	6	3	1	1	0		
5	8	5	3	1	0	0		
6	8	4	2	0	0	0		

FUSION OVERLOAD

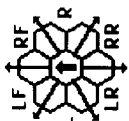
DIE RANGE		ROLL		0		1		2		3-8	
1	19	12	9	6							
2	16	12	7	4							
3	15	10	6	3							
4	13	9	4	1							
5	12	7	4	1							
6	12	6	3	0							

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

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

SHIP DATA TABLE	
TYPE	= CHA
POINT VALUE	= 150
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R9.56

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



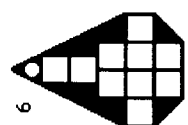
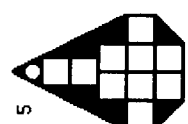
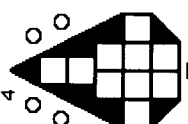
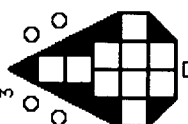
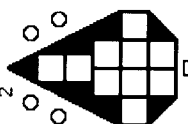
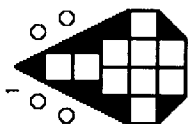
CNTR

SENS0 6 6 5 3 1 0

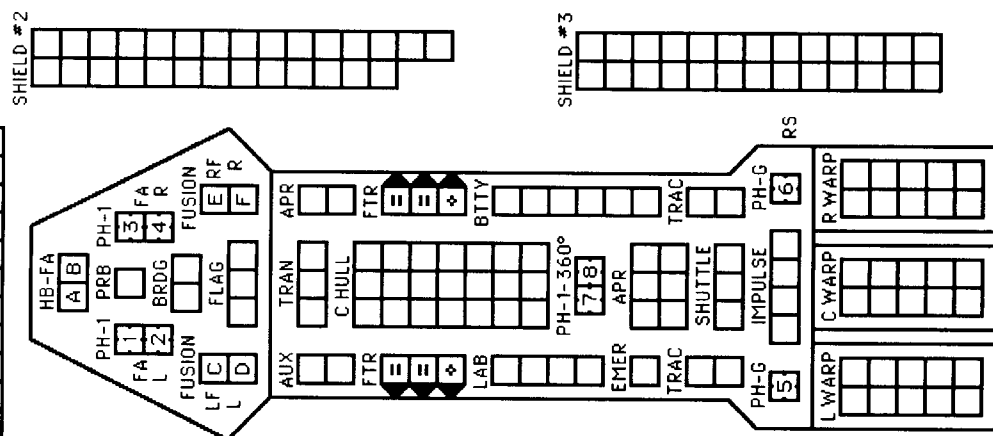
SCANNER 001359

4 4 2 2 0

X D A M



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

[illegible][illegible][illegible][illegible]

HYDRAN LORD CARDINAL HEAVY COMMAND CRUISER

CREW UNITS						ADMINISTRATIVE SHUTTLES			
	*					IDEN	HIT POINTS	NOTES	
					10				
					20				
					30				
					40				

[illegible]

DECK CREWS	PROBES
3	5

PROBES					5
--------	--	--	--	--	---

$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$

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

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



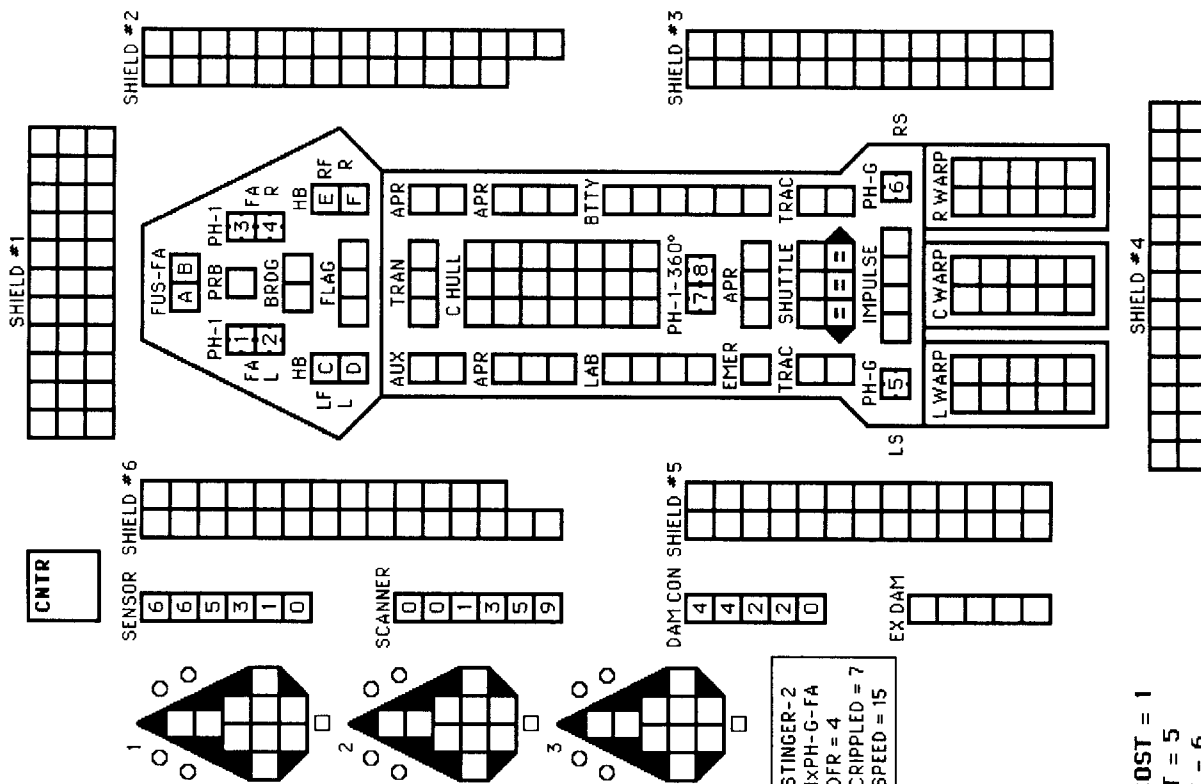
TYPE III DEFENSE PHASER									
DIE RANGE		4- 9-			4- 9-				
ROLL	0	1	2	3	8	15			
1	4	4	4	3	1	1			
2	4	4	4	2	1	0			
3	4	4	4	1	0	0			
4	4	4	3	0	0	0			
5	4	3	2	0	0	0			
6	3	3	1	0	0	0			

HELLBORE COMBAT RESOLUTION TABLE												
RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40					
HIT*	11	10	9	8	7	6	5					
BASE DAMAGE	20	15	13	10	8	4						
O/L DAMAGE	30	25	22	19	0	0	0					

DIE ROLL	RANGE					
	0	1	2	3-10	11-15	16-24
1	13	8	6	4	3	2
2	11	8	5	3	2	1
3	10	7	4	2	1	0
4	9	6	3	1	1	0
5	8	5	3	1	0	0
6	8	4	2	0	0	0

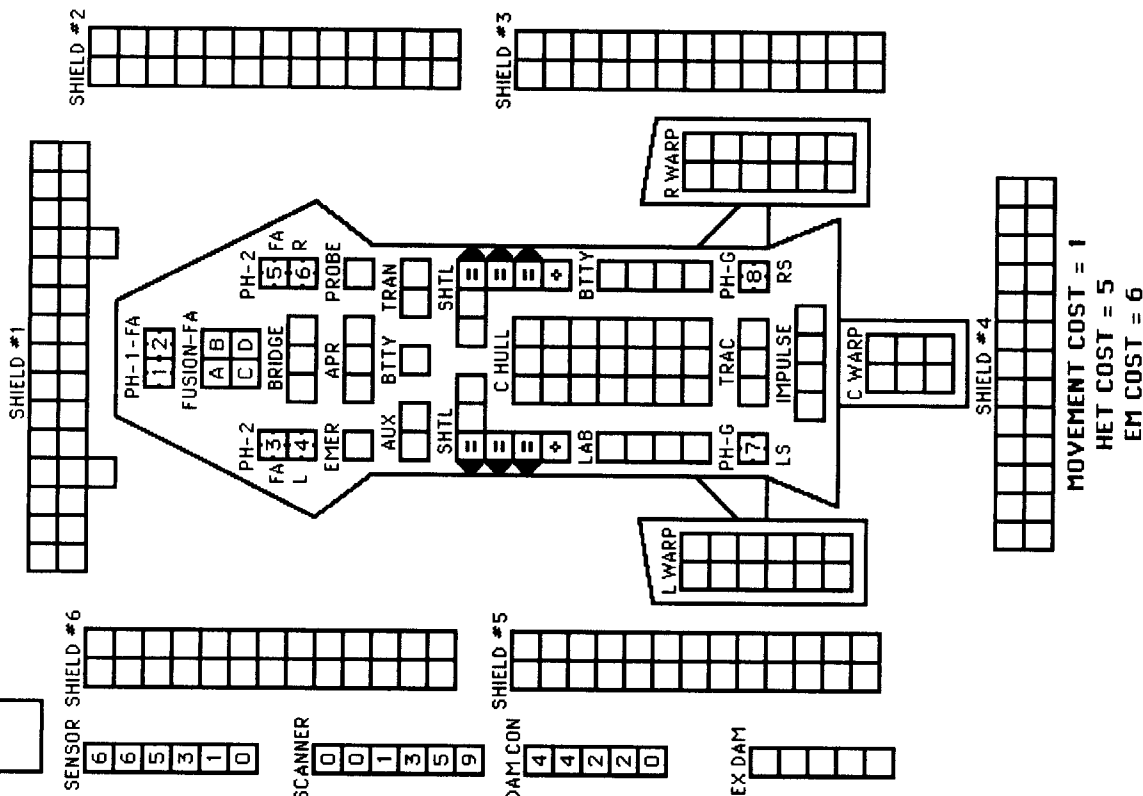
FUSION OVERLOAD				
DIE ROLL	RANGE	0	1	2
1	19	12	9	6
2	16	12	7	4
3	15	10	6	3
4	13	9	4	1
5	12	7	4	1
6	12	6	3	0

SHIP DATA TABLE	
TYPE	= CHC
POINT VALUE	= 162
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R9.59



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

HYDRAN MOHAWK NEW HEAVY CRUISER



ADMINISTRATIVE SHUTTLES

CREW UNITS

IDENT	HIT POINTS	NOTES
10		
20		
30		
40		
50		
60		
70		
80		
90		
100		

PROBES	TRANSPORTER BOMBS
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

BOARDING PARTIES	TWO BAYS - NO TRANSFERS
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

DECK CREWS	PROBES	TRANSPORTER BOMBS
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

SHIP DATA TABLE	
TYPE	MHK
POINT VALUE	111
BREAKDOWN	5-6
SHIELD COST	1+1
LIFE SUPPORT	1
SIZE CLASS	3
REFERENCE	R9.61

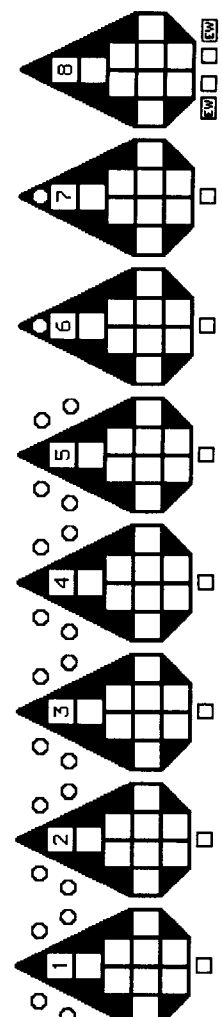
TYPE I OFFENSIVE PHASER TABLE												
DIE RANGE		6-9		9-16		16-26		26-51		51-75		
ROLL	0	1	2	3	4	5	6	7	8	9	10	
1	9	8	7	6	5	4	3	2	1	1	0	
2	8	7	6	5	4	3	2	1	1	0	0	
3	7	5	4	4	4	3	1	0	0	0	0	
4	6	4	4	4	4	3	2	0	0	0	0	
5	5	4	4	4	3	3	1	0	0	0	0	
6	4	4	3	3	2	2	0	0	0	0	0	

TYPE II PHASER TABLE												
DIE RANGE		4-9		9-16		16-31		31-50		50-75		
ROLL	0	1	2	3	4	5	6	7	8	9	10	
1	6	5	4	3	2	1	1	1	1	0	0	
2	6	5	4	4	2	1	1	0	0	0	0	
3	6	4	4	4	1	1	0	0	0	0	0	
4	5	4	4	3	1	0	0	0	0	0	0	
5	5	4	3	3	0	0	0	0	0	0	0	
6	5	3	3	3	0	0	0	0	0	0	0	

TYPE III DEFENSE PHASER												
DIE RANGE		4-9		9-15		15-20		20-25		25-30		
ROLL	0	1	2	3	4	5	6	7	8	9	10	
1	4	4	4	3	1	1	1	0	0	0	0	
2	4	4	4	2	1	0	0	0	0	0	0	
3	4	4	4	1	0	0	0	0	0	0	0	
4	4	4	3	0	0	0	0	0	0	0	0	
5	4	3	2	0	0	0	0	0	0	0	0	
6	3	3	1	0	0	0	0	0	0	0	0	

FUSION BEAM TABLE												
DIE RANGE		3-10		10-15		15-24		24-31		31-40		
ROLL	0	1	2	3	4	5	6	7	8	9	10	
1	13	8	6	4	3	2	1	1	1	0	0	
2	11	8	5	3	2	1	1	0	0	0	0	
3	10	7	4	2	1	0	0	0	0	0	0	
4	9	6	3	1	1	0	0	0	0	0	0	
5	8	5	3	1	0	0	0	0	0	0	0	
6	8	4	2	0	0	0	0	0	0	0	0	

FUSION OVERLOAD												
DIE RANGE		1-2		2-3		3-8		8-15		15-20		
ROLL	0	1	2	3	4	5	6	7	8	9	10	
1	19	12	9	6	4	3	2	1	1	0	0	
2	16	12	7	4	3	2	1	0	0	0	0	
3	15	10	6	3	2	1	0	0	0	0	0	
4	13	9	4	1	1	0	0	0	0	0	0	
5	12	7	4	1	1	0	0	0	0	0	0	
6	12	6	3	0	0	0	0	0	0	0	0	



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CREW UNITS						ADMINISTRATIVE SHUTTLES						
	*					IDENT	HIT POINTS	NOTES				
						TWO BAYS - NO TRANSFERS						

[illegible]

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE		6-			9-			16-			26-			51-		
	0	1	2	3	4	5	8	15	25	50	75	1	2	5	10	20	
1	9	8	7	6	5	5	4	3	2	1	1						
2	8	7	6	5	5	4	3	2	1	1	0						
3	7	5	5	4	4	4	3	1	0	0	0						
4	6	4	4	4	4	3	2	0	0	0	0						
5	5	4	4	4	3	3	1	0	0	0	0						
6	4	4	3	3	2	2	0	0	0	0	0						

TYPE II PHASER TABLE

DIE ROLL	RANGE			4-9-16-31-				
	0	1	2	3	8	15	30	50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	4	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

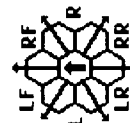
TYPE II PHASER TABLE

DIE ROLL	RANGE 0	RANGE 1	RANGE 2	RANGE 3-10
1	13	8	6	4
2	11	8	5	3
3	10	7	4	2
4	9	6	3	1
5	8	5	3	1
6	8	4	2	0

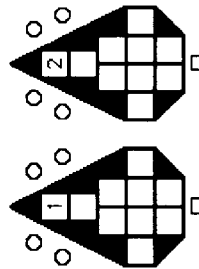
TYPE II PHASER TABLE	FTR FUSION TABLE	TYPE III DEFENSE PHASER
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9
10	10	10
11	11	11
12	12	12
13	13	13
14	14	14
15	15	15
16	16	16
17	17	17
18	18	18
19	19	19
20	20	20
21	21	21
22	22	22
23	23	23
24	24	24
25	25	25
26	26	26
27	27	27
28	28	28
29	29	29
30	30	30
31	31	31
32	32	32
33	33	33
34	34	34
35	35	35
36	36	36
37	37	37
38	38	38
39	39	39
40	40	40
41	41	41
42	42	42
43	43	43
44	44	44
45	45	45
46	46	46
47	47	47
48	48	48
49	49	49
50	50	50
51	51	51
52	52	52
53	53	53
54	54	54
55	55	55
56	56	56
57	57	57
58	58	58
59	59	59
60	60	60
61	61	61
62	62	62
63	63	63
64	64	64
65	65	65
66	66	66
67	67	67
68	68	68
69	69	69
70	70	70
71	71	71
72	72	72
73	73	73
74	74	74
75	75	75
76	76	76
77	77	77
78	78	78
79	79	79
80	80	80
81	81	81
82	82	82
83	83	83
84	84	84
85	85	85
86	86	86
87	87	87
88	88	88
89	89	89
90	90	90
91	91	91
92	92	92
93	93	93
94	94	94
95	95	95
96	96	96
97	97	97
98	98	98
99	99	99
100	100	100

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

RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT*	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19	0	0	0

$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$


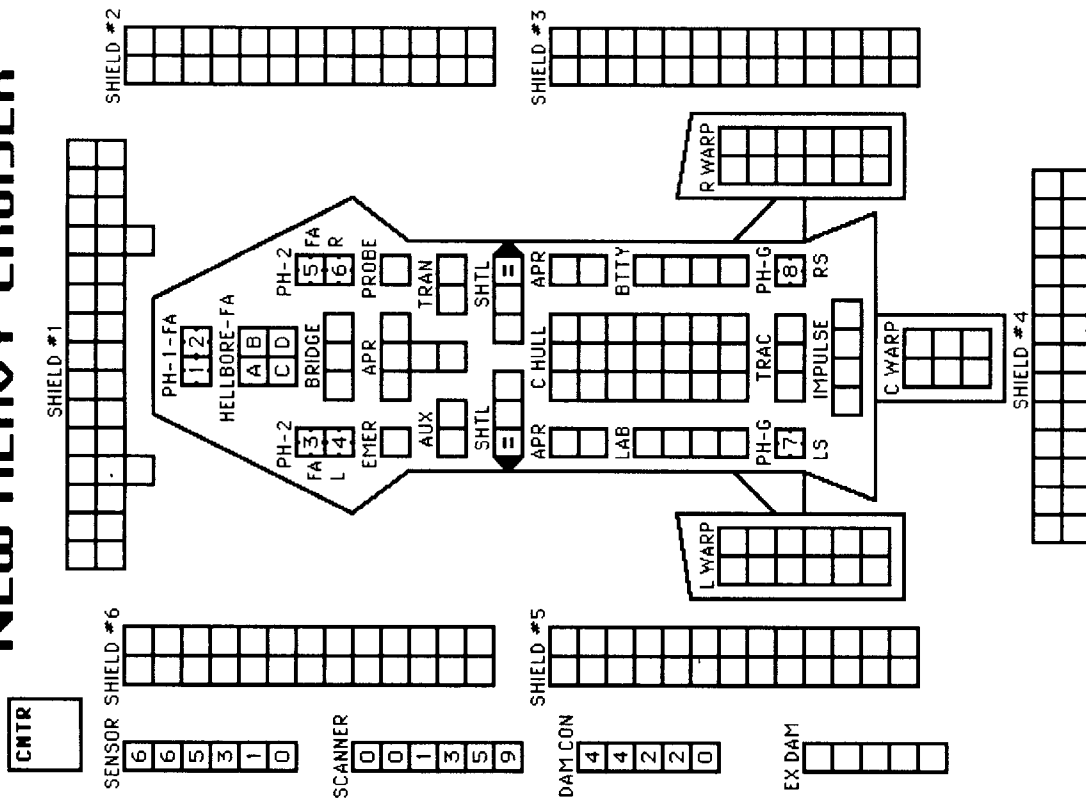
MOVEMENT COST = 1
HET COST = 5
EM COST = 6



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

SHIP DATA TABLE	
TYPE	= IRQ
POINT VALUE	= 136
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R9.60

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

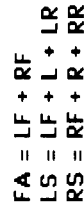


HYDRAN EARL

SHIP DATA TABLE	
TYPE	= ERL
POINT VALUE	= 96
BREAKDOWN	= 6
SHIELD COST	= 1/2+1
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R9.6

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
	6	29+

TYPE III DEFENSE PHASER									
DIE RANGE		1		2		3		4-9	
ROLL	0	1	2	3	4	5	6	7	8
1	4	4	4	4	3	1	1	1	1
2	4	4	4	4	2	1	0	0	0
3	4	4	4	4	1	0	0	0	0
4	4	4	4	3	0	0	0	0	0
5	4	4	3	2	0	0	0	0	0
6	3	3	1	0	0	0	0	0	0

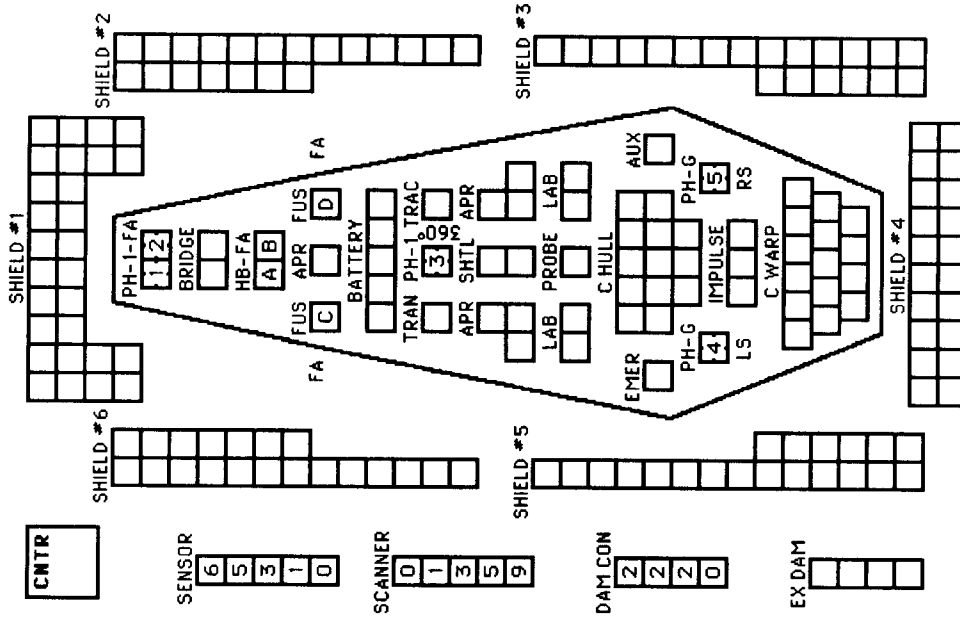


FUSION OVERLOAD		DIE RANGE					
ROLL	0	1	2	3	4	5	6
1	19	12	9	6			
2	16	12	7	4			
3	15	10	6	3			
4	13	9	4	1			
5	12	7	4	1			
6	12	6	3	0			

DIE RANGE	ROLL	0	1	2	3-10	11-15	16-24
1	13	8	6	4	3	2	
2	11	8	5	3	2	1	
3	10	7	4	2	1	0	
4	9	6	3	1	1	0	
5	8	5	3	1	0	0	
6	8	4	2	0	0	0	

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	$\frac{1}{2}$	1	$1\frac{1}{2}$	2	$2\frac{1}{2}$	3	$3\frac{1}{2}$	4	$4\frac{1}{2}$	5	$5\frac{1}{2}$	6	$6\frac{1}{2}$	7	$7\frac{1}{2}$	8	$8\frac{1}{2}$	9	$9\frac{1}{2}$	10	$10\frac{1}{2}$	11	$11\frac{1}{2}$	12	$12\frac{1}{2}$	13	$13\frac{1}{2}$	14	$14\frac{1}{2}$	15



CREW UNITS						ADMINISTRATIVE SHUTTLES							
			*		10						IDENT	HIT POINTS	NOTES
					20								
					30								

BOARDING PARTIES						TRANSPORTER BOMBS							
					10							D	D

PROBES

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

HELLBORE COMBAT RESOLUTION TABLE												
RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40					
HIT*	11	10	9	8	7	6	5					
BASE DAMAGE	20	17	15	13	10	8	4					
O/L DAMAGE	30	25	22	19	0	0	0					

FUSION BEAM TABLE

CNTR

TRANSPORTER BOMBS

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

TYPE	TH	DIE	RANGE	4-9-				
				ROLL	0	1	2	3
1	4	4	4	3	1	1		
2	4	4	4	2	1	0		
3	4	4	4	4	1	0	0	
4	4	4	4	3	0	0	0	
5	4	4	3	2	0	0	0	
6	3	3	1	0	0	0	0	

5 = HET COST ⑥ = EM WARP COST

		WARP ENERGY MOVEMENT COST = 2																													
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
COST	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60	

DISORDERMENT DEVICE TABLE									
RANGE	0	1-2	3-15	16-22	23-31	32-50			
SUCCESS	-	1-5	1-4	1-3	1-2	1			
FAILURE	1-6	6	5-6	4-6	3-6	2-6			

TYPE II PHASER TABLE

DIE ROLL	RANGE		4-9-16-31-					
	0	1	2	3	8	15	30	50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TRACTOR-REPULSOR BEAM TABLE (HEAVY)

DIE ROLL	RANGE					
	0-3	4-5	6-8	9-12	13-18	19-25
1	20	20	18	12	8	3
2	20	20	15	9	5	2
3	20	18	12	6	3	1
4	20	15	9	3	2	0
5	18	12	6	2	1	0
6	15	9	3	1	0	0

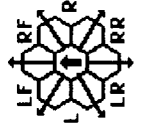
TRACTOR-REPULSOR BEAM TABLE (LIGHT)

DIE RANGE		DIE ROLL									
		0-3	4-5	6-8	9-12	13-18	19-25				
1	10	10	9	6	4	2					
2	10	10	7	4	3	1					
3	10	9	6	3	2	0					
4	10	7	4	2	1	0					
5	9	6	3	1	0	0					
6	7	4	2	0	0	0					

DISPLACEMENT DEVICE TABLE

STORAGE/RETRIEVAL DEVICE TABLE									
RANGE	0	1-2	3-15	16-22	23-31	32-50			
SUCCESS	-	1-5	1-4	1-3	1-2	1			
FAILURE	1-6	6	5-6	4-6	3-6	2-6			

		WARP ENERGY MOVEMENT COST = 2																													
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
COST	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60	


$$\begin{aligned} LS &= LF + L + LR \\ RS &= RF + R + RR \end{aligned}$$

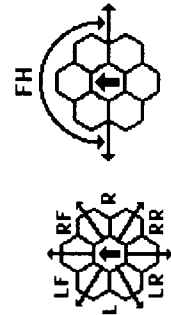
CNTR	
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SHIP DATA TABLE	
TYPE	= IMP
POINT VALUE	= 285
BREAKDOWN	= 6
PA COST	= 6/10
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R10.27

TRANSPORTER BOMBS	DDDD
-------------------	------

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

TYPE III DEFENSE PHASE									
DIE RANGE		4- 9-		4- 9-		4- 9-		4- 9-	
ROLL	0	1	2	3	8	15	0	1	2
1	4	4	4	4	3	1	1		
2	4	4	4	4	2	1	0		
3	4	4	4	4	1	0	0		
4	4	4	4	3	0	0	0		
5	4	4	3	2	0	0	0		
6	3	3	3	1	0	0	0		


$$\begin{aligned}LS &= LF + L + LR \\RS &= RF + R + RR\end{aligned}$$

A 10x10 grid with the following labels and values:

- CREW UNITS** (vertical label on the left)
- BOARDING PARTIES** (vertical label on the right)
- PROBES** (vertical label on the right)
- Values in the grid:**
 - Row 1: 10
 - Row 2: 20
 - Row 3: *
 - Row 4: 10
 - Row 5: 5

DIE ROLL	RANGE		4-9-16-31-		4-9-16-31-	
	0	1	2	3	8	15 30 50
1	6	5	5	4	3	2 1 1
2	6	5	4	4	2	1 1 0
3	6	4	4	4	1	1 0 0
4	5	4	4	3	1	0 0 0
5	5	4	3	3	0	0 0 0
6	5	3	3	3	0	0 0 0

TRACTOR-REPULSOR BEAM TABLE (HEAVY)												
DIE ROLL	RANGE		4-5		6-8		9-12		13-18		19-25	
	1	20	20	18	12	8	3					
2	20	20	15	9	5	2						
3	20	18	12	6	3	1						
4	20	15	9	3	2	0						
5	18	12	6	2	1	0						
6	15	9	3	1	0	0						

TRACTOR-REPULSOR BEAM TABLE (LIGHT)									
DIE ROLL	RANGE		4-5	6-8	9-12	13-18	19-25		
	0-3								
1	10		10	9	6	4	2		
2	10		10	7	4	3	1		
3	10		9	6	3	2	0		
4	10		7	4	2	1	0		
5	9		6	3	1	0	0		
6	7		4	2	0	0	0		

DISPLACEMENT DEVICE TABLE									
RANGE	0	1-2	3-15	16-22	23-31	32-50			
SUCCESS	-	1-5	1-4	1-3	1-2	1			
FAILURE	1-6	6	5-6	4-6	3-6	2-6			

PROBES

SCANNER 001249

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

THE SINGLE HANGAR CAN HOLD ONE SATELLITE SHIP OF ANY SIZE; THIS IS AN EXCEPTION TO (G19.2113). IT CAN BE CONFIGURED TO HOLD TWO SMALL SATELLITE SHIPS. IT COULD HOLD SIX PSEUDO-SATELLITE SHIPS, OR ONE SMALL SATELLITE SHIP AND UP TO THREE PSEUDO-SATELLITE SHIPS IF CONFIGURED TO CARRY TWO SMALL SATELLITE SHIPS.

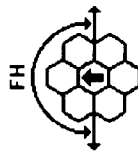
LYRAN CAVE LION BATTLESHIP

CREW UNITS										ADMINISTRATIVE SHUTTLES		
				*						IDENT	HIT POINTS	NOTES
									10			
									20			
									30			
									40			
									50			
									60			
									70			
									80			
BOARDING PARTIES										THIS SHIP HAS TWO SHUTTLE BAYS.		
										NO TRANSFERS		

[illegible]

TRANSPORTER BOMBS

EXPANDING SPHERE TABLE	
RADIUS	ENERGY
	1 2 3 4 5
0 (4.00)	4 8 12 16 20
1 (3.67)	4 7 11 15 18
2 (3.33)	3 7 10 13 17
3 (3.00)	3 6 9 12 15


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \\ \text{RA} &= \text{LR} + \text{RR} \\ \text{FX} &= \text{L} + \text{LF} + \text{RF} + \text{R} \end{aligned}$$

DIE ROLL	RANGE		4		5		6		9-15		16-25		26-30		31-75	
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	9	6	7	6	5	5	4	3	2	1	1					
2	8	7	6	5	5	4	3	2	1	1	0					
3	7	5	5	4	4	4	3	1	0	0	0					
4	6	4	4	4	4	3	2	0	0	0	0					
5	5	4	4	4	3	3	1	0	0	0	0					
6	4	4	3	3	2	2	0	0	0	0	0					

TYPE III DEFENSE PHASER							
DIE	RANGE			4- 9- 3 8 15			
	ROLL 0	1	2	3	8	15	
1	4	4	4	4	3	1	1
2	4	4	4	4	2	1	0
3	4	4	4	4	1	0	0
4	4	4	4	3	0	0	0
5	4	4	3	2	0	0	0
6	3	3	1	0	0	0	0

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(DEFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT(OL/UM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE STD	0	5	4	4	3	3	2	2	1
DAMAGE_OLLO	10	10	8	8	6	0	0	0	0

HIT & RUN
UIM
DERFACS

PROBE 1 PROBE 2

5 = HET COST 6 = EM WARP COST

WARP ENERGY MOVEMENT COST = 2																														
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COST	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60

SHIP DATA TABLE	
TYPE	= BB
POINT VALUE	= 336
BREAKDOWN	= 3-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R11.47
THREE UIM STANDARD	
NO MECH LINKS = -6	

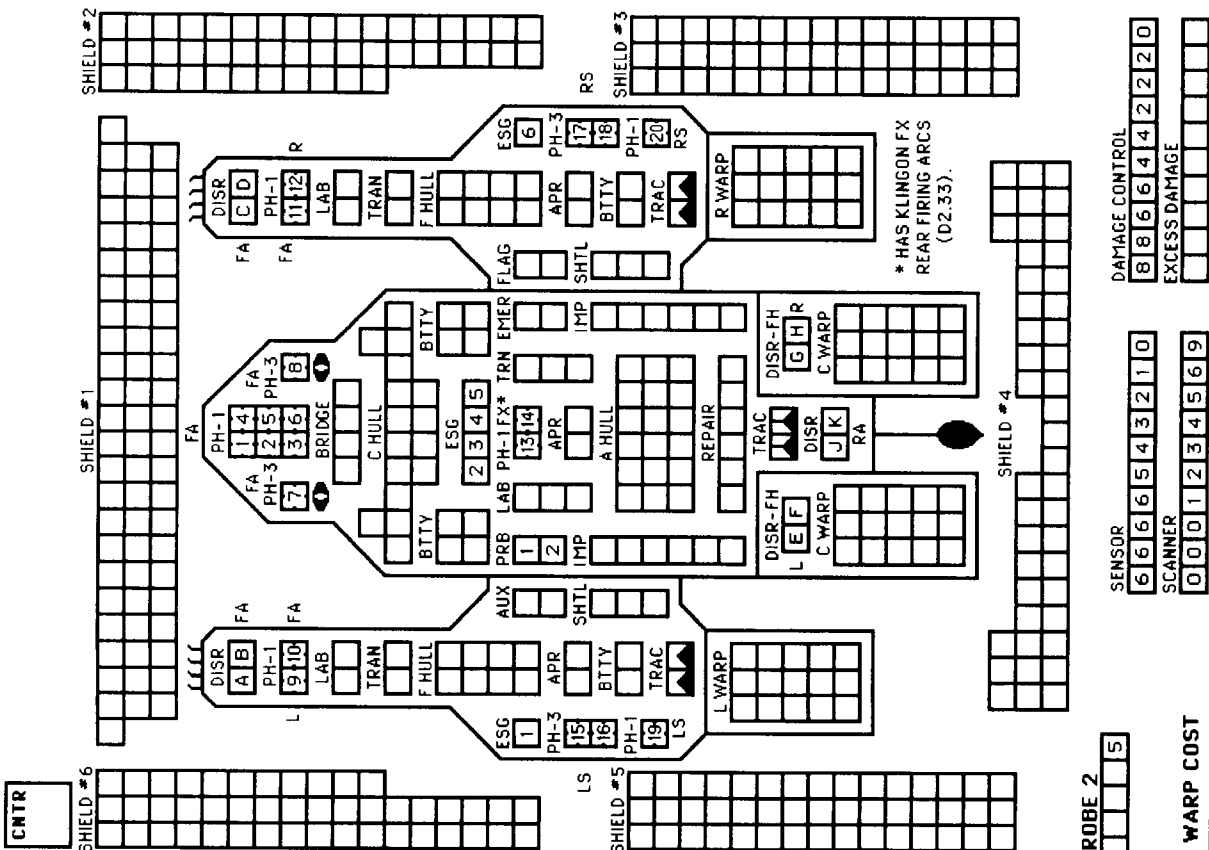
TURN MODE	SPEED
E 1	2-3
2	4-6
3	7-10
4	11-14
5	15-20
6	21-29
7	30+

[illegible]

PROBE 2	5
---------	---

SENSOR
6 6 6 6 5 4 3 2 1 0

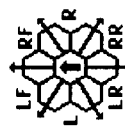
SCANNER
0 0 0 1 2 3 4 5 6 9

[illegible]

LYRAN SIBERIAN HELLCAT BATTLE CARRIER

Page 55

**LYRAN FIRECAT
BATTLE CONTROL SHIP**

[illegible]
$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{FX} &= \text{L} + \text{LF} + \text{RF} + \text{R} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$


THE 360° PHASERS CANNOT FIRE
INTO THE HEX ROW EXTENDING
DIRECTLY BEHIND THE SHIP.

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

[illegible][illegible]

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

SHIP DATA TABLE	
TYPE	= BCS
POINT VALUE	= 194
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R11.5
INCLUDES 2X UIM	
POWER PACK	= +18

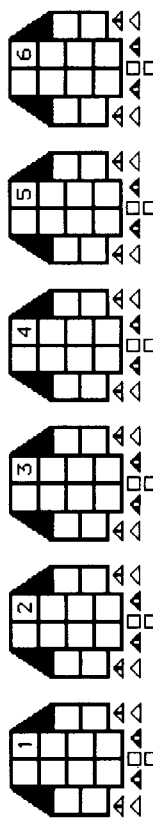
TYPE III DEFENSE PHASER							EXPANDING SPHERE TABLE							
DIE ROLL	RANGE			4- 9- 2 3 8 15			RADIUS	ENERGY						
	0	1	2	3	8	15		1	2	3	4	5		
1	4	4	4	4	3	1	1	0	(4.00)	4	8	12	16	20
2	4	4	4	4	2	1	0	1	(3.67)	4	7	11	15	18
3	4	4	4	4	1	0	0	2	(3.33)	3	7	10	13	17
4	4	4	4	3	0	0	0	3	(3.00)	3	6	9	12	15
5	4	3	2	0	0	0	0							
6	3	3	1	0	0	0	0							

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

DISRUPTOR TABLE										
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40	
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2	1-2
HIT(DEFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2	1	1
DAMAGE, OULD	10	10	8	8	6	0	0	0	0	0

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

Z-Y FIGHTERS
2xPH-3 -FA
DFR = 4
CRIPPLED = 8
SPEED = 15



CNTR

SHIP DATA TABLE	
TYPE	= CCH
POINT VALUE	= 170
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R11.51
ONE UIM STANDARD	
MECH LINKS	= +4

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

EXPANDING SPHERE TABLE									
	RADIUS		ENERGY						
	1	2	3	4	5				
0	(4.00)	4	8	12	16	20			
1	(3.67)	4	7	11	15	18			
2	(3.33)	3	7	10	13	17			
3	(3.00)	3	6	9	12	15			

DTS RANGE FOR TABLE												
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30				
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2				
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2				
HIT (DEAFCS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3				
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA				
HIT (OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA				
DAMAGE STD	0	5	4	4	3	3	2	2				
DAMAGE OULD	10	10	8	8	6	0	0	0				

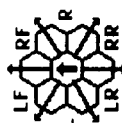
CREW UNITS						ADMINISTRATIVE SHUTTLES		
	*					IDENT	HIT POINTS	NOTES
					10			
					20			
					30			
					40			
					50			
						TWO BAYS - NO TRANSFERS-		

10						
20						

				S
PROBES				
TRANSPORTER BOMBS				
				D
				D
				D
				D

DIE RANGE		1		2		3		4		5		6-8		9-15		16-25		26-50		51-75	
DIE	RANGE	ROLL	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1	0	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
2	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
3	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
4	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
5	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
6	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

TYPE III DEFENSE PHASE									
DIE RANGE		2			3			4- 9- 8 15	
ROLL	0	1	2	3	4	5	6	7	8
1	4	4	4	3	1	1			
2	4	4	4	2	1	0			
3	4	4	4	1	0	0			
4	4	4	3	0	0	0			
5	4	3	2	0	0	0			
6	3	3	1	0	0	0			


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$

HIT & RUN
UIM ☐

DERFACS ☐

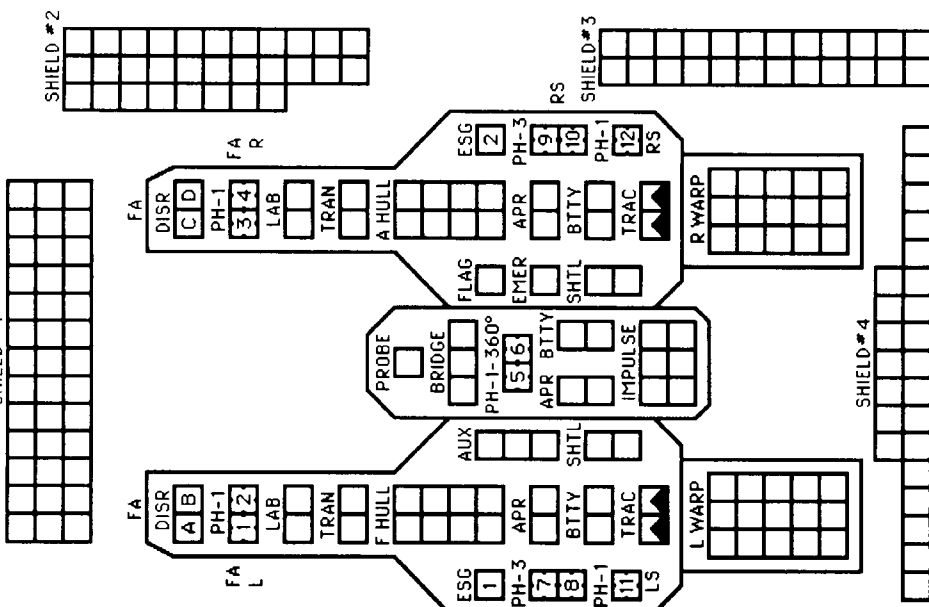
[illegible]

Diagram illustrating a 6x6 grid representing a shield, with a sensor array below it showing values 6, 6, 5, 3, 1, 0.

001352

4 4 2 2 2 0

EX-DAM



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

**LYRAN
MOUNTAIN LION
DESTROYER**

CNTR

[illegible][illegible][illegible][illegible]

SENSOR				SCANNER				DAM CONTROL				EXCESS DAMAGE			
6	6	4	2	0	0	1	5	2	2	2	2				

SHIP DATA TABLE	
TYPE	= DND
POINT VALUE	= 90
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R11.53
2 X UIM STANDARD	

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

TYPE III DEFENSE PHASER									
DIE RANGE		4- 9-			4- 9-				
ROLL	0	1	2	3	8	15			
1	4	4	4	4	3	1	1		
2	4	4	4	4	2	1	0		
3	4	4	4	4	1	0	0		
4	4	4	4	3	0	0	0		
5	4	3	2	0	0	0	0		
6	3	3	1	0	0	0	0		

HIT & RUN
UIM 
DERFACS 

CREW UNITS					ADMINISTRATIVE SHUTTLES				
			*		IDENT	HIT POINTS	NOTES		
				10					
				20					

	BOARDING PARTIES	TRANSPORTER BOMBS
1		
2		
3		
4		
5		
6	6	D D

1				5
2				5

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

A diagram of a hexagonal lattice structure. An arrow points upwards from the center. The lattice is labeled with 'LF' at the top-left, 'RF' at the top-right, 'LR' at the bottom-left, and 'RR' at the bottom-right. A label 'R' is positioned above the top-right vertex.

THE 360° PHASERS CANNOT
FIRE INTO THE ROW OF
HEXES EXTENDING DIRECTLY
TO THE REAR OF THE SHIP.

$$\begin{aligned}LS &= LF + L + LR \\RS &= RF + R + RR \\FX &= L + LF + RF + R\end{aligned}$$

EXPANDING SPHERE TABLE	
RADIUS	ENERGY
	1 2 3 4 5
0 (4.00)	4 8 12 16 20
1 (3.67)	4 7 11 15 18
2 (3.33)	3 7 10 13 17
3 (3.00)	3 6 9 12 15

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(DEFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT(OL/UM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE STD	0	5	4	4	3	3	2	2
DAMAGE_OULD	10	10	8	8	6	0	0	0

HARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX											
SPEED	1	2	3	4	5	6	7	8	9	10	11 12
Standard	1	1	2	2	3	3	4	4	5	5	6 6
Fract.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2 6

AUXILIARY DREADNOUGHT

[illegible][illegible]

ALL HULL BOXES ARE "CENTER" HULL.

SHIP DATA TABLE	
TYPE	= AXDN
POINT VALUE	= 272
BREAKDOWN	= 2-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R12.16

TURN MODE SPEED	
E	1 2-3
	2 4-6
	3 7-10
NO	4 11-14
HET	5 15-20
BONUS	6 21-29
BD	7 30+

TYPE III DEFENSE PHASER						
DIE ROLL	RANGE		4- 9- 3 8 15			
	0	1	2	3	8	15
1	4	4	4	4	3	1
2	4	4	4	4	2	1
3	4	4	4	4	1	0
4	4	4	4	4	1	0
4	4	4	4	3	0	0
5	4	4	3	2	0	0
6	3	3	3	1	0	0

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

[illegible]

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

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

THIS SHIP CAN ACCELERATE BY NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED (MAXIMUM ACCELERATION 10) PER TURN. THIS SHIP CAN DISENGAGE BY ACCELERATION.

TYPE I OFFENSIVE PHASER TABLE

LF = LF + RF
 LS = LF + L + RF
 RS = RF + R + LF
 PA = PA + RF

$$\begin{array}{l} \text{FA} = \text{LF} + \text{RF} \\ \text{LS} = \text{LF} + \text{L} + \text{LR} \\ \text{RS} = \text{RF} + \text{R} + \text{RR} \\ \text{RA} = \text{LR} + \text{RR} \end{array}$$

RACKS ALWAYS HAD TWO RELOADS.

INSERT OPTIONAL WEAPONS

SEE (G15.442) FOR RESTRICTIONS.

ISC BATTLE CONTROL SHIP

CNTR	
------	--

SHIP DATA TABLE	
TYPE	= BCS
POINT VALUE	= 241
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R13.46

CREW UNITS			ADMINISTRATIVE SHUTTLES			
		*	IDENT	HIT POINTS	NOTES	

[illegible]

DECK CREWS					PROBES				
				6					5

PLASMA TIC PULSAR DEVICE COMBAT TABLE							
RANGE	0-3	4-10	11-15	16-20	21-25	26-30	31-40
HIT*	-	9	8	7	6	5	4
DAMAGE	0	6	5	4	3	2	1
SPLASH	0	1+4*1	1+3*1	1+2*1	1+1*1	1+1*0	0+1*0
ALT	0	3+3	3+2	2+2	2+1	1+1	1+0

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

TYPE III DEFENSE PHASE						
DIE ROLL	RANGE	4-9-15				
		1	2	3	8	15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

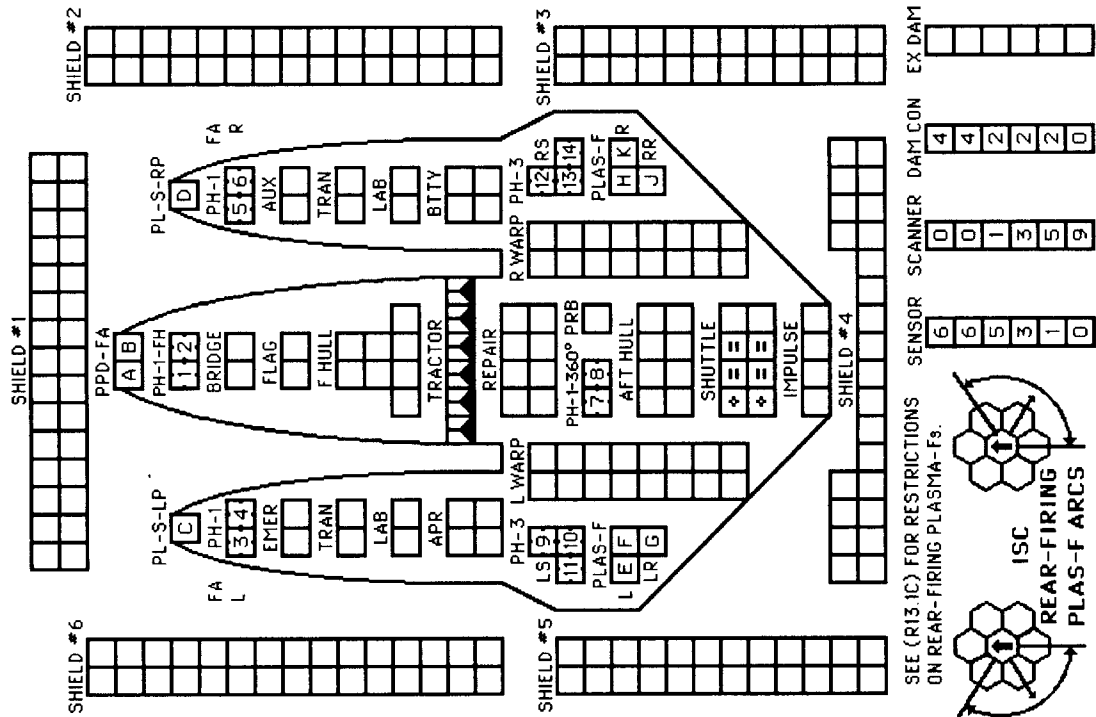
DIE ROLL	RANGE 0 1	6- 9- 16- 26- 51- 8 15 25 50 75									
		2	3	4	5	6	7	8	9	10	11
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	4	4	4	3	1	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2					1			

FA = LF + RF

LS = LF + L + LR

RS = RF + R + RR



SEE (R13.1C) FOR RESTRICTIONS
ON REAR-FIRING PLASMA-Fs.

FSF FIGHTERS
 2xPH-3-fA
 DFR=4
 CRIPPLED=8
 SPEED = 15

FTF FIGHTERS
 1xPH-3-fA
 DFR=2
 CRIPPLED=8
 SPEED = 15

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

PSEUDO-PLASMA

B 3	C 7	C 8	B 4	B 5	N 1	N 2	N 3	B 5
B	B	B	C	C	C	C	C	T
								V
D 4	B 7	B 8	B 5	C 6	B 9	B 7	C 8	C 4
N	R	R	C	V	R	C	A	V
	H	H			H	A	L	

B 6	B 2	B 3	D 1	D 2	D 3	Z 1	Z 2	Z 3
1	10	5	5	5	5	H	H	H
	V	S	W	W	W			
B 4	T 4	C 3	C 4	D 6	D 7	Z 4	Z 5	Z 6
10	S	7	7	7	7	H	H	H
Bm	C	V	S	W	W			

K 5	K 1	S 9	C 6	T 1	N 4	C 1	C 2	C 3
10	C	U	C	R	B	W	H	W
R	N	N	R	B	B	H	H	H
T 2	T 3	T 4	T 5	T 6	C 7	C 8	C 4	C 5
R	R	R	R	R	C	C	H	C
B	B	B	B	B	H	H	P	P

B 6	C 1	C 2	B 3	B 4	B 1	C 2	C 7	C 8
B	C	C	C	C	B	C	C	C
	H	H	V	S	B	V	H	H
N 1	N 2	N 3	S 1	T 4	C 9	B 5	B 8	S 7
C	C	C	R	S	V	C	C	R
A	A	A	V	C	S	V	V	V

B 4	C 7	C 3	M 1	M 2	M 3	O 5	I 4	I 5
B	C	C	H	H	H	S	M	M
	H	N	K	K	K		P	P
C 7	C 8	E 4	I 4	I 5	I 6	O 6	S 2	D 3
H	H	R	R	R	R	M	R	E
Y	C	L	Q	Q	Q	V	V	V

B 7	B 5	C 8	N 1	N 2	N 3	B 5	B 7	Ax 1
B	C	C	C	C	C	B	C	D
	V	H	A	A	A	B	S	N
C 8	B 6	C 10	L 5	D 9	T 5	S 6	B 8	Ax 2
V	C	C	B	N	S	R	C	B
A	S	H	T	D	C	V	V	S

B 3	C 7	C 8	B 4	B 5	N 1	N 2	N 3	B 5
B	B	B	C	C	C	C	C	T
								V
D 4	B 7	B 8	B 5	C 6	B 9	B 7	C 8	C 4
N	R	R	C	V	R	C	A	V
	H	H			H	A	L	

B 6	B 2	B 3	D 1	D 2	D 3	Z 1	Z 2	Z 3
1	10	5	5	5	5	H	H	H
	V	S	W	W	W			
B 4	T 4	C 3	C 4	D 6	D 7	Z 4	Z 5	Z 6
10	S	7	7	7	7	H	H	H
Bm	C	V	S	W	W			

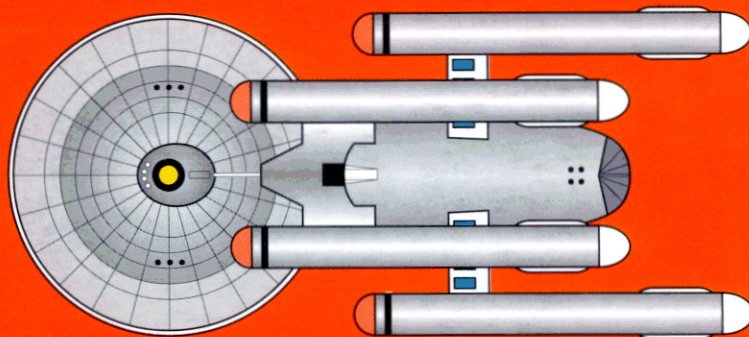
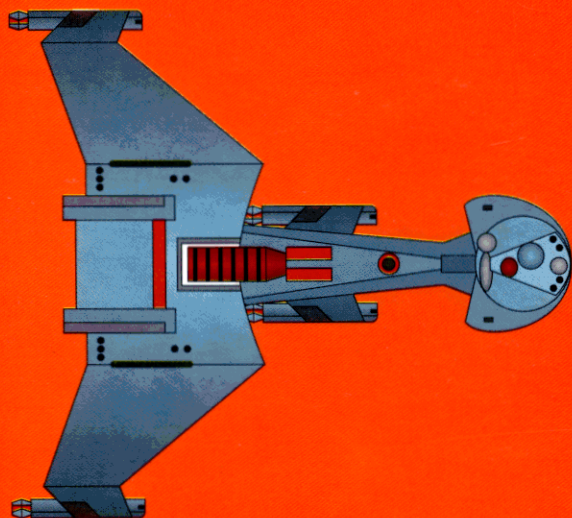
K 5	K 1	S 9	C 6	T 1	N 4	C 1	C 2	C 3
10	C	U	C	R	B	W	H	W
R	N	N	R	B	B	H	H	H
T 2	T 3	T 4	T 5	T 6	C 7	C 8	C 4	C 5
R	R	R	R	R	C	C	H	C
B	B	B	B	B	H	H	P	P

B 6	C 1	C 2	B 3	B 4	B 1	C 2	C 7	C 8
B	C	C	C	C	B	C	C	C
	H	H	V	S	B	V	H	H
N 1	N 2	N 3	S 1	T 4	C 9	B 5	B 8	S 7
C	C	C	R	S	V	C	C	R
A	A	A	V	C	S	V	V	V

B 4	C 7	C 3	M 1	M 2	M 3	O 5	I 4	I 5
B	C	C	H	H	H	S	M	M
	H	N	K	K	K		P	P
C 7	C 8	E 4	I 4	I 5	I 6	O 6	S 2	D 3
H	H	R	R	R	R	M	R	E
Y	C	L	Q	Q	Q	V	V	V

B 7	B 5	C 8	N 1	N 2	N 3	B 5	B 7	Ax 1
B	C	C	C	C	C	B	C	D
	V	H	A	A	A	B	S	N
C 8	B 6	C 10	L 5	D 9	T 5	S 6	B 8	Ax 2
V	C	C	B	N	S	R	C	B
A	S	H	T	D	C	V	V	S

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