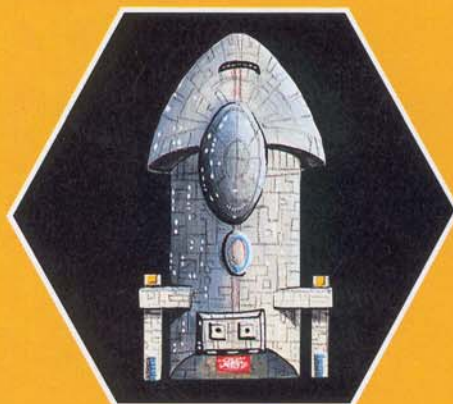
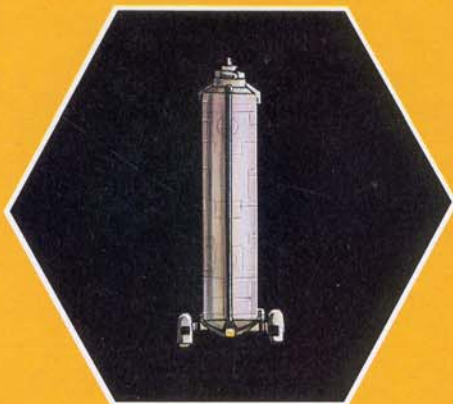
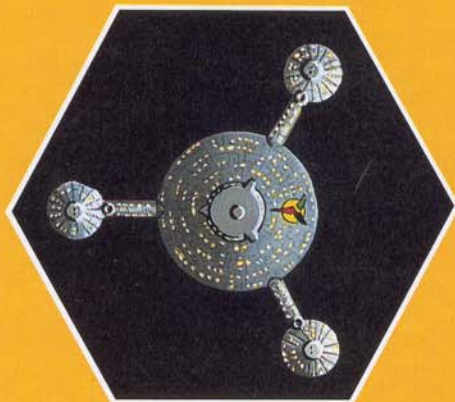


STAR FLEET BATTLES

MODULE R1

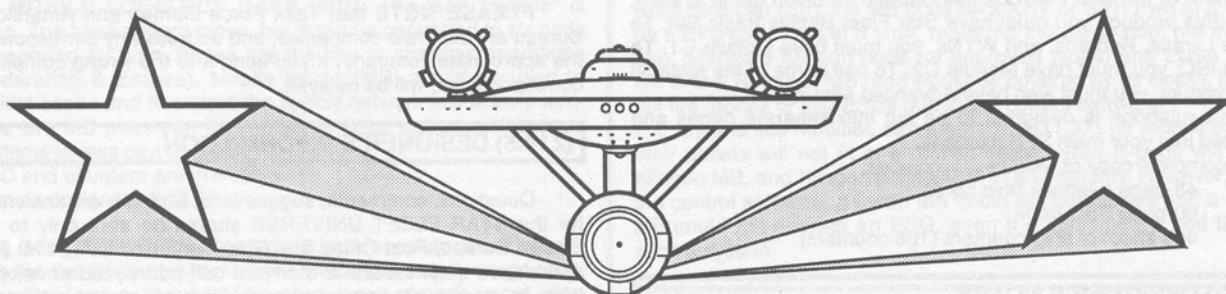


**Bases and Auxiliaries
For All Races**



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STAR FLEET BATTLES



CAPTAIN'S MODULE R1

STARBASES — BATTLE STATIONS — BASE STATIONS — FREIGHTERS — NAVAL AUXILIARIES

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(Z14.0) NOTES ON MODULE R1**(Z14.1) PRODUCT ORGANIZATION AND COMPONENTS**

STAR FLEET BATTLES CAPTAIN'S MODULE R1 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 the Lyrans, Hydrans, and WYNs, you must have Module C1. To use the ISC, you must have Module C2. To use some of the material in this product, you must also have Advanced Missions.

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

A complete copy of Module R1 includes:

- 48-page rulebook (this book)
- 80-page SSD book
- one sheet of ship counters (108 counters)

(Z14.2) DESIGNER'S NOTES

When the Captain's Edition was first organized, the R-Modules were created as a combination of the later ship sections and the Reinforcements products from the older Commander's Edition. The 12 races were divided between three modules (R2-R4), with the "generic" ships put into Module R1 (this product). Many players have asked for an assortment of play aids, and for a complete set of annexes, and we are more than happy to oblige.

This product, in a very real sense, "completes" the transition from the "Commander's Edition" to the "Captain's Edition," and we are all glad that one journey is complete so that another can begin.

(Z14.3) DESIGN CREDITS**DESIGN AND DEVELOPMENT STAFF**

SFB Designer..... Stephen V. Cole, PE
 SFB Executive Developer..... Steven P. Petrick
 Senior Rules Editor..... Scot McConnachie
 Project Staff..... Tony Zbaraschuk, Bruce Graw,
 Frank Crull, Gregg Dieckhaus, Scott Mercer, Gary Plana, John
 Berg, Jeff Laikind, Ken Burnside, Keith Velleux, Ray Olesen,
 Stewart Frazier, Chris Cafiero, Chuck Strong
 Production, TFG..... Timothy D. Olsen
 Production, ADB..... Leanna M. Cole
 Marketing & Promotion..... John Olsen, Task Force Games
 Chief of ADB Security..... Blackie
 Security Staff..... Waylon, R Rex
 Computer Artist..... Stephen V. Cole
 Artist - pages 7, 8, and 11..... Dan Carroll
 Cover Artist..... Kenneth Mayfield

(Z14.4) PUBLISHER'S INFORMATION

STAR FLEET BATTLES CAPTAIN'S EDITION MODULE R1 was created by Amarillo Design Bureau and published by:

TASK FORCE GAMES
 POST OFFICE BOX 50145
 AMARILLO, TEXAS 79159-0145

Send the following correspondence to Task Force Games:

- requests for a spare parts price list,
- orders for spare parts,
- requests for catalogs and product updates,
- replacement of defective or missing parts,
- submissions of art,
- subscriptions to Starletter, the SFB newsletter,
- inquiries into the release schedule of various products,
- anything relating to any TFG product other than a Star Fleet Universe product.

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(Z14.5) DESIGNER'S INFORMATION

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

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

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(Z14.6) SUBMISSIONS OF NEW MATERIAL

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

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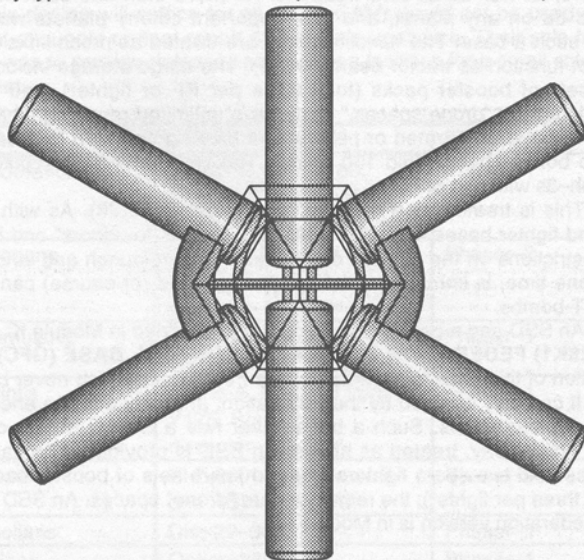
**(R1.0) GENERAL UNITS
USED BY ALL RACES****MOBILE BASE**

(R1.24) MOBILE LOGISTICS BASE (MB): The term "mobile" is confusing. The base cannot move, but it can be converted to six pods and transported by tugs. Bases are the key to strategic operations (see Federation & Empire). Mobile bases (MB) would be used to replace lost bases and to extend the supply network into enemy territory. The two MB pods can be carried by tugs, but cannot operate their systems unless part of a MB.

SSD and counters are in Module R1.

Former designation: BLM.

(R1.24A) CONSTRUCTION: The mobile base consists of two special MB pods (on the SSD) and four others, which are usually cargo pods. (No more than one or two could be other types of pods, most often self-defense or repair, but any type of pod can be used except as noted below. To function as a supply point, there must be at least two cargo pods as part of the structure. To function as a repair point, it must have at least one repair pod or two repair modules as part of the structure.) If pods with weapons are used, their firing arcs must be revised based on the direction they are facing. (While the SSD shows a rectangular arrangement, it is more properly star-shaped, with one pod facing each shield.) The RH arc of each pod is blocked by the structure of the base, as are any rear shuttle hatches on carrier pods. The MB can also be equipped with two base augmentation modules of any type. These are treated as "position A" on a starbase (R1.1B).



A mobile base cannot be assembled during a scenario, but can attach and detach pods (other than the two mobile base pods) during a scenario using the tug procedure. Mobile bases have positional stabilizers (G29.0) and are treated as bases for all purposes.

Federation, Gorns, Romulans, Kzintis, ISCs, Orions, and Tholians use the SSD with phaser-1. Klingons, Lyran, LDR, and WYNs use the SSD with phaser-2. Hydrans use the SSD with one ph-G in place of two ph-3. Klingons add two Security boxes; these are marked on the phaser-2 SSD. Romulans must (and Orions may) purchase a cloaking device for their MBs.

For purposes of "hull" hits from the DAC, hull boxes on pods 1, 2, and 6 are forward hull; hull boxes on pods 3, 4, and 5 are aft hull.

The BPV does NOT include any pods or augmentation modules beyond the two MB pods. The pods are of the standard type for the owning race. The MB can be operated without some or all of the four extra pods or the augmentation modules.

Each tractor beam (on any of the pods, but not the modules) comprises one docking point where ships or pods can dock externally.

Pods with shields or other systems (e.g., sensor or scanner tracks) are combined with the MB shields and other systems as they would be with tugs.

See special damage rule (H4.32) for the AWR. This applies only to the MB pods, not other pods.

(R1.24B) PODS: Many races do not have pods adaptable to the MB. Tholians use Federation cargo, repair, or self-defense pods. WYNs can use Klingon or Kzinti pod types.

The Romulans cannot use the 16-box Freight Eagle pallet, but can use the 18-box SkyHawk pod or Klingon cargo pods. The Romulans can carry the MB pods on a KRT or SPH (two at a time) or on a SkyHawk (one at a time, replacing the cargo pod, not the module). Standard Klingon pods (of approved types) and Lyran K-pods will fit in a Romulan MB (and would be covered by its cloak), but cannot fire drones or use ESGs due to the control software.

Lyran use modified Klingon pods (R11.37) for mobile bases as their pallets will not fit in a mobile base. Lyran K-pods will fit in a Klingon MB, and Klingon pods will fit in a Lyran MB. However, due to the control software, a Lyran MB could not fire drones and a Klingon MB could not operate an ESG, even if it contained a pod that had such a system.

NAVAL AUXILIARIES**(R1.25A) SMALL REPAIR FREIGHTER (F-RS)****(R1.25B) LARGE REPAIR FREIGHTER (F-RL)**

These ships were designed to provide repair and logistics support to units operating away from bases. The repair freighter can dock directly to the ship (C13.9) to provide repairs (G17.0) or can provide the equivalent of 20 turns of repairs between rounds of a campaign game (D9.4). The total system boxes repaired by a repair freighter (or repair tug, or several such ships) cannot exceed (D9.4), in as much as these ships are the source of (D9.4) repairs.

Romulan repair freighters cannot cloak.

Maneuver: Repair freighters are under the standard freighter maneuver limits; see (R1.5) and (R1.6).

SSD and counters are in Module R1.

(R1.26A) SMALL EXPLORATION FREIGHTER (F-ES)**(R1.26B) LARGE EXPLORATION FREIGHTER (F-EL)**

Used by non-military crews to survey a specific planet that had previously been found by a starship or survey ship. They do not carry T-bombs. Sometimes called "survey freighters."

Exploration freighters are often deployed to remote areas by tugs using rule (G14.73).

Romulan exploration freighters cannot cloak.

Maneuver: Exploration freighters are under the standard freighter maneuver limits; see (R1.5) and (R1.6).

SSD and counters are in Module R1.

(R1.27) AUXILIARY PF TENDERS: All races (except the Orions, Andromedans, and Federation) produced and operated so-called auxiliary PFTs built on modified freighter hulls. These were used in manners similar to auxiliary carriers (transporting PFs, convoy escorts, sent into combat when no PFT was available, etc.).

MANEUVER LIMITS: Auxiliary PFTs can accelerate by five movement points per turn (or double the current speed) and can disengage by acceleration.

Weapons (for each race) are shown on each SSD.

Federation, Klingon, and Kzinti AxPFSs have 200 spaces of drone storage; AxPFLs have 400 spaces. (Note that the Federation AxPFTs are purely conjectural. No version was built to carry heavy fighters. Heavy fighters were operated from some Auxiliary Carriers.)

Romulan, Gorn, and ISC AxPFSs have 100 spaces of plasma-D storage; AxPFLs have 200 spaces.

Romulan auxiliary PFTs cannot cloak.

(R1.27A) AxPFS: The small auxiliary PFT carries six PFs. There is only one spare set of warp booster packs for each PF (two total each). A generic SSD and counter are in Module K. Race-specific SSDs are in Module R1.

(R1.27B) AxPFL: The large auxiliary PFT carries the same six PFs, but has more extensive facilities to support them and, consequently, was more likely to find itself in frontline combat. There are (as with most PFTs) two sets of spare WBPs (three total sets) for each PF. A generic SSD and counter are in Module K. Race-specific SSDs are in Module R1.

(R1.28) SMALL GROUND BASES

There are several types of these units. They are deployed on planets or asteroids (P2.747), operating as a ground base. (They cannot be deployed on the surface of a large gas giant since that type of planet effectively does not have a solid surface.) They are treated as per (R1.14) and do not use the PF-DAC.

SSDs and counters are in Module R1 except where noted.

(R1.28A) SMALL FIGHTER GROUND BASE (FGB-S): Includes six fighters (usually second-line fighters assigned for local defense). This base has one shuttle bay. The cargo boxes hold 100 space points (50 each) of drones (total) or type-D plasma torpedoes (as appropriate for the owning race). There are 2 sets of warp booster packs, 2 ECM pods, and 10 chaff packs per fighter stored in the base. On Tholian and Hydran bases (and the few Gorn and Romulan bases with plasma-F fighters), these cargo boxes are APRs, which are used to re-arm the fighters. These bases entered service with the fighters. As with all ground fighter bases, the "bay" is "outdoors" and has no restrictions on the number of shuttles that can launch and land at any one time, is immune to chain reactions, and (of course) cannot drop T-bombs. Those with drone-armed fighters (not plasma-armed) can control seeking weapons equal to their sensor rating; others can control seeking weapons equal to half of their sensor rating. The Hydran version replaces the ph-3 with one ph-G.

(R1.28B) MEDIUM FIGHTER GROUND BASE (FGB-M): A slightly larger version holding 12 fighters (in two bays) and 200 spare drones. There are 3 sets of warp booster packs, 2 ECM pods, and 10 chaff packs per fighter stored in the base. All other information is the same as for the FGB-S. The Hydran version replaces two ph-3s with one ph-G.

This is treated as a Medium Ground Base (P2.76).

(R1.28C) GROUND MISSILE BASE (GMB): A base equipped with four type-A drone racks used for planetary defense. (The Y175 refit changes these to type-B for all races.) The cargo boxes hold 50 spaces of spare drones, comprising all of the stored drones beyond the normal reloads for each rack. This type is used by the Federation, Klingons, Kzintis, WYNs, and Orions.

(R1.28C1) GMD: A similar type of base with plasma-D racks (and cargo storage) is used by Gorns, Romulans, and the ISC (and some Orions in those sectors), primarily on airless planets, moons, and asteroids. Prior to Y165, these bases were not available and GBDFs (R1.14) were used.

(R1.28C2) GME: A similar type of base with type-E drone racks is used by the Federation, Klingons, and Kzintis. These bases are specifically designed to engage attacking fighters and are usually deployed in tandem with standard GMBs.

(R1.28D) SMALL GROUND SCIENTIFIC OUTPOST (GSO): Typical of small research stations taking surveys of the physical conditions on newly discovered planets. Such an outpost might be the object of a raid in a player-designed scenario. The Hydran version does *NOT* have ph-G.

(R1.28E) SMALL GROUND MINING STATION (GMS): Typical surface facilities for a mine to extract economically worthwhile ores. Note that this refers to tunnels not explosives (mines). The WORKS boxes are the actual working parts of the mine and are destroyed on cargo hits. In some scenarios, it might be necessary to distinguish the stored material previously mined (cargo) from the mines, ore-crushers, and smelters (WORKS). The Hydran version does *NOT* have ph-G.

(R1.28F) SMALL GROUND AGRO STATION (GSA): Typical of a colony planet, this facility provides scientific support, food processing, and bulk storage for a network of surrounding farms. Essentially a target for scenarios in which a planet is raided. The Hydran version does *NOT* have ph-G.

(R1.28G) SMALL GROUND MILITARY GARRISON (GMG): A facility of this type might be found on a typical colony planet. It provides housing (G28.0) and support facilities for surface troops. The troops conduct regular patrols with the shuttlecraft (three of which are GAS) and with four ground combat vehicles. The 12 boarding parties

include 2 HWS. The BPV includes the GAS, HWS, and GCVs. The extra barracks space allows up to 30 more boarding parties to be purchased for this unit when the situation requires. The GMG has one round of transporter artillery for each boarding party (including extra BPs). The Hydran version replaces two ph-3s with one ph-G.

(R1.28H) SMALL GROUND WARNING STATION (GWS): Stations of this type would be deployed on a colony planet to provide warning of approaching ships and EW support to the defenses. The Hydran version replaces the ph-3 with one ph-G.

(R1.28I) Not used as it might be misread as (R1.281).

(R1.28J) SMALL PF GROUND BASE (GPF): Provides a PF-operating capability to small planets. The "landing pads" are treated as mech links but do not function as tractor beams (K2.4). The cargo storage includes one set of spare booster packs (total two per PF), and the remainder are "drone spaces." They have unlimited repair capability. Races with drone-armed or plasma-D-armed PFs have cargo boxes able to hold 100 points. The Hydran version replaces two ph-3s with one ph-G.

This is treated as a small ground base (P2.76) and is available after PF introduction by the owning race. The Federation uses (R1.28B) Medium Fighter Ground Base instead of this type or could use this type with heavy fighters.

An SSD and a generic ground base counter is provided in Module K.

(R1.28K) PLANETARY CONTROL BASE (GPC): The ground-based equivalent of the space control ship, this base operates both PFs and fighters, as well as its own weapons. No more than one such base would be on any planet, and only important colony planets would have such a base. The "landing pads" are treated as mech links but do not function as tractor beams (K2.4). The cargo storage includes two sets of booster packs (total three per PF or fighter), and the remainder are "drone spaces." They have unlimited repair capability. Races with drone-armed or plasma-D-armed fighters and PFs have cargo boxes able to hold 100 points. The Hydran version replaces two ph-3s with one ph-G.

This is treated as a medium ground base (P2.76). As with all ground fighter bases, e.g., (R1.28A), the "bay" is "outdoors" and has no restrictions on the number of shuttles that can launch and land at any one time, is immune to chain reactions, and (of course) cannot drop T-bombs.

An SSD and a generic base counter is provided in Module K.

(R1.28K1) FEDERATION PLANETARY CONTROL BASE (GFC): A variation of this base is provided for the Federation, which never built PFs. It can only be used by the Federation, and only after an enemy race deploys GPCs. Such a base never has a SWAC. It has one large shuttle bay, treated as above. An SSD is provided. The cargo spaces hold two spare fighters and two spare sets of booster packs (total three per fighter); the remainder are "drone" spaces. An SSD for the Federation version is in Module K.

(R1.28L) SMALL GROUND POWER STATION (GPS): This type of base was used to provide extra power to other ground bases deployed in clusters linked by a power grid (R1.28P). The Hydran version replaces two ph-3s with one ph-G.

(R1.28P) POWER GRIDS: Up to four small (and/or medium) ground bases which are on the same hex side of a planetary surface may be linked by a "power grid" and are able, during Energy Allocation, to share and exchange power. (Larger bases, including SB, BAT, BS, SAM, and CPL, on planetary surfaces cannot be linked in this manner.) They are also able to share and exchange reserve power during the turn. For all other purposes (e.g., WWs, shields, phaser capacitors), they are treated as separate units. Damage scored on one base is not transferable to another.

Crew units can transfer between bases at the same GCL during a scenario as they could between docked ships.

The designation of which small ground bases are in a power grid is made before each scenario begins and can be changed between scenarios. This linkage is obvious from a distance and must be announced before Energy Allocation of the first turn.

SMALL BASES

(R1.29) COMMERCIAL PLATFORM (CPL): Commercial platforms were civilian-manned installations placed in orbit around colony planets to serve as a base for operations. Platforms could not be used to supply or repair fleet elements. Their purpose was to provide orbital survey, weather tracking, materials processing, and shipping services to the corporation developing the planet.

The center section is a pod and can be carried and deployed by tugs. The two cargo pods are civilian cargo pods (R1.34). The data table, BPV, and chart include these cargo pods. Base augmentation modules can replace the cargo pods. Any non-cargo systems on attached pods are treated as inactive (G14.13) and cannot be activated during a scenario. (Modules would function normally.) The BPV will have to be adjusted if other types of cargo pods, or base augmentation modules, are used.

Commercial platforms have positional stabilizers (G29.0). (Earlier editions of SFB indicated otherwise, but further research showed that they did.) As a "civilian" unit, it cannot have T-bombs.

The central core could be deployed (in space) during a scenario by a tug (G14.353), but locking the positional stabilizers is an operation requiring considerably more time than a scenario (G29.12).

The platform (if in space) can dock one ship (to one of its tractor beams); a second ship could dock (using the ship's tractors) to the opposite end (C13.7).

SSD and counter are in Module R1.

(R1.30) SYSTEM ACTIVITY MAINTENANCE STATION (SAM): The System Activity Maintenance Station was the smallest of the manned bases used by Star Fleet. Other races used similar facilities, so a single design will suffice for all races. SAMs could not be used as a point of supply or fleet repair due to their small size. Their sole function was to provide defenses and docking facilities for a small colonial planet.

RACE	HEAVY WEAPON	PHASER-?
Federation	Drone-G from Y160. Phaser-1-360°, before Y160.	Phaser-1
Klingons	Drone-A, Drone-B from Y175. Some had disruptor-22-360°.	Phaser-2
Romulans	PI-F 360°, PI-D (one LS, one RS) from Y170	Phaser-1
Kzintis	Drone-A, Drone-B from Y175. Some had disruptor-22-360°.	Phaser-1
Gorns	PI-F 360°, PI-D (one LS, one RS) from Y170	Phaser-1
Tholians	Disr-22-360°	Phaser-1
Orions	Option-360°	Phaser-1
Hydrans	Fus-360°	Phaser-2
Lyrans	Disr-22-360°	Phaser-2
WYN	Disr-22-360°	Phaser-1
ISC	PI-F 360°, PI-D (one LS, one RS) from Y170	Phaser-1
LDR	Disr-22-360°	Phaser-2

Hydran and LDR SAMs replace the two phaser-3s with a single phaser-G with the same firing arc as the replaced phasers. Romulan and Orion SAMs did not have cloaks.

The central section shown on the SSD is the size of a pod and could be carried and deployed by tugs. The two modules are standard base augmentation modules (power, fighter, PF, etc.). Normally a SAM would have a power module and a fighter module, but other combinations are possible based on the specific needs of the colonial planet. Obviously, fighters cannot be shown as they could be from any race. Only a very few such stations received PF modules. Pods (of any type used by the owning race) could be docked in these positions, but only as part of a campaign, not in a patrol scenario. The central core could be deployed (in space) during a scenario by a tug

(G14.353), but locking the positional stabilizers is an operation requiring considerably more time than a scenario (G29.12)

The SAM station (or System Station) does have positional stabilizers (G29.0). (Earlier editions of SFB indicated otherwise, but further research showed that they did.) It could be deployed on the surface, in orbit, or in open space.

The station (if in space) can dock one ship (to its tractor beams); a second ship could dock (using the ship's tractors) to the opposite end (C13.7).

SSD and counter are in Module R1.

NAVAL AUXILIARY

(R1.31) AUXILIARY SPACE CONTROL SHIP (AxSCS): The ultimate example of a large freighter modified into a naval auxiliary, the AxSCS combined fighters and PFs at the expense of adequate support facilities for either.

The SSD shows a generic ship; insert the weapons specified in (R1.27) for the appropriate race. Shuttle bays are internal. These ships were authorized to carry one MRS, and this was not uncommon.

The AxSCS can repair PFs on any position.

The AxSCS has 200 points of drone storage and carries two spare sets of PF-WBPs (total three sets including the set on the PFs when they are embarked) and two (total) sets of fighter-WBPs. It is available after introduction of PFs.

MANEUVER LIMITS: Auxiliary SCSs can accelerate by five movement points per turn (or double the current speed) and can disengage by acceleration.

Concept proposed by David M Porter and Robert Hahn.

SSD and counters are in Module K.

(R1.32) BASE AUGMENTATION MODULES

An assortment of additional modules is provided in Module R1 for use with bases of all types. [Other augmentation modules include hangar (R1.4), PF docking (R1.16), and power (R1.17).] Augmentation modules can be transported by tugs (G14.13). SSDs for all modules are in Module R1.

The augmentation modules in R1 include:

(R1.32A) SCIENCES MODULE (SciM): Provides increased scientific support facilities when special studies are required.

Class-B Augmentation Module.

(R1.32B) REPAIR MODULE (RepM): Provides additional repair facilities; often found on bases near the front lines. The module can be used to help repair a ship at either adjacent docking bay (alone or in conjunction with the systems of the docking module).

Class-A Augmentation Module.

(R1.32C) BARRACKS MODULE (BarM): Used to hold additional troops being sent to or in reserve for planets where ground action is expected. The 30 boarding parties include 1 commando and 3 HWSs. There are no GCVs, although if the base is in orbit around a planet, it might have these (bought as commanders options) in its own cargo storage.

Class-B Augmentation Module. No more than two Barracks modules on a starbase; no more than one on any other base.

(R1.32D) VIP ACCOMMODATIONS (VIPM): Additional housing for visiting dignitaries. Often found at interior or capital district starbases.

Class-B Augmentation Module.

(R1.32E) HOSPITAL MODULE (HosM): Additional medical support.

Class-B Augmentation Module.

(R1.32F) CARGO MODULE (CarM): Additional cargo storage.

Class-B Augmentation Module.

(R1.33) SUICIDE FREIGHTERS (F-SS, F-SL)

Used in starbase assaults (SN4.0), these are standard freighters (not military types) loaded with explosives and used to cause massive damage to large targets. Because they are very slow, these are either created from local freighters when needed or a freighter is carried into the combat zone by a tug (G14.73). Ore carriers (R1.23) cannot be used as suicide freighters.

Use the SSDs and counters of standard freighters.

(R1.33A) THE EXPLOSIVE FORCE of the suicide freighter is equal to two times the number of undestroyed cargo boxes at the time of impact. [There is no "ship explosion" as per (D5.2).] The explosion affects only the base, not the entire hex.

If destroyed due to damage prior to reaching its target, the normal ship explosion for a freighter of the type involved is used.

(R1.33B) CREW: A suicide freighter originally has one crew unit and may have boarding parties or other crew units added. This crew unit can operate the ship in all regards [(G9.4) does not apply], but must be evacuated by transporter or shuttle before the freighter strikes its target and explodes. The suicide freighter cannot be detonated while any owning player personnel, including the original crew unit and any supplementary marines or crew, are on board. (If the crew is still on board when the freighter reaches the target, it will go inert and never explode. The crew cannot "escape" the impact under catastrophic damage.) The supplementary personnel must be evacuated prior to or simultaneously with the original (controlling) crew unit. If the controlling crew unit was destroyed, another crew unit already on board can be immediately designated to take its place. If no crew unit is on board, the suicide freighter begins a seeking course on the programmed target; it does not begin the programmed course unless set to do so.

(R1.33C) PROGRAMMING: At the instant that the controlling crew unit is evacuated (or during the Seeking Weapon Stage 6B6 during the SW Control Step), it sets the ship on a course toward its target, turning over control to the computers. The course can be programmed up to 20 hexes. It can be any legal combination of maneuvers that the freighter can perform with the crew unit on board, but it must be entirely written before the crew unit departs. If towed off course, the target will be offset as in (F4.5). This programmed course is not detected as a "seeking weapon" course. Friendly crew units on board the freighter can cancel the programming during any subsequent SW Control Step in 6B6.

At the end of the programmed course, the freighter can be released to follow a seeking course (as per an ATG drone but still maneuvers as a freighter; no restriction on range or tracking arc) to the target at the speed during the final programmed impulse, or the program can direct the freighter directly into impact with the target (with release to seeking course after the programmed impact point in case it is towed off course). Once on a seeking course, the suicide freighter cannot be distracted by special sensors, WWs, wild PFSS, or wild SWACs due to the fact that its guidance computers are larger and more powerful than those in a seeking weapon. No lock-on is required because the freighter has been given the exact geographic position of the target.

A suicide freighter cannot perform EM after being locked on course and cannot cloak at all. After the crew is evacuated, the freighter cannot fire its weapons or deploy reserve power. A suicide freighter will repeat the Energy Allocation written by the crew at the start of the turn on which they evacuated.

(R1.33D) ALLOWED TARGETS Suicide freighters can only impact/detonate against bases and fixed ground installations (on planets without any atmosphere or asteroids). They can never be used against ships, seeking weapons, or fighters. They can attack a cloaked base, but would be affected by (G13.37). Suicide freighters ignore electronic warfare effects for purposes of their movement and detonation, but EW will affect their weapons normally.

(R1.33E) BOARDING: A suicide freighter can be boarded. If the crew unit is still on board, the suicide freighter must be captured as a regular warship. The crew unit can attempt to lock-in the programmed course (and subsequently evacuate), and the enemy boarding parties can attempt to prevent this, by the self-destruction rules (D7.7) with "course programmed" as a result instead of "ship destroyed." If the course is locked in, the boarders can attempt to unlock it on the first impulse after they have boarded the ship and eliminated the crew (if any, including boarding parties). Roll one die and consult the following table:

DIE ROLL	RESULT
1	Suicide freighter course deactivated.
2	No effect; roll again in 2 impulses.
3	No effect; roll again in 4 impulses.
4	No effect; roll again in 6 impulses.
5	No effect; roll again in 8 impulses.
6	Booby trap kills boarding party or crew unit.

There are no modifiers for crew status or BP type. A Legendary Engineer has a -1 die roll modifier, but is killed by an unmodified 6.

Only one "attempt sequence" can be made. If the result is to roll again later, a different boarding party cannot make another attempt in the interim. If the attempting BP is destroyed, another boarding party (or crew unit) can make a new attempt on the next impulse.

OTHER GENERAL SHIPS AND UNITS

(R1.34) CIVILIAN CARGO POD (P-CC): Large numbers of these cargo pods were in service with all races. They have 25 cargo boxes. The Small Freighter is, in fact, a civilian cargo pod with a command module attached to the front and a power module to the rear. The large freighter uses two such pods.

Any tug or LTT can carry a civilian cargo pod (replacing a standard cargo pod), but Federation tugs and LTTs cannot dock pods to civilian cargo pods or dock civilian cargo pods to other pods. If the civilian cargo pod has more cargo boxes than the standard cargo pod it replaces, it is considered a "double weight" pod. If the civilian cargo pod is smaller than the standard cargo pod it replaces, there is no reduction in movement cost.

(R1.35) CIVILIAN BASE STATION (BSC): This is a base station (with phaser-1s or -2s in place of the phaser-4s) and the following weapons (depending on what race's civilians use it):

RACE	W1	W2 & Ph-4s	W3	W4
Fed, Kzinti	Drone-A	Ph-1	Drone-A	ADD-12
Klingon, Lyrans	Drone-A	Ph-2	Drone-A	ADD-12
Rom, Gorn, ISC	Plasma Rack 180°	Ph-1	Plasma Rack 180°	Void
Hydrans	Ph-2 180°	Ph-2	Ph-2 180°	Void

Tholians, Andros, Orions, and WYNs do not have civilian bases.

The station has limited aegis, but never receives full aegis. It cannot have T-bombs or an MRS. No SSD is provided.

Klingon civilian base station has two Security boxes.

Replace REPAIR in two docking modules with CARGO.

There are no regularly assigned defending ships.

FLEET REFITS

(R1.R2) EARLY BASE WEAPONS: The bases shown in this and other products are those of the General War. In some cases, the owning race did not have access to all of the eventual weapons when the bases were first built, and some weapons must be deleted or changed prior to these various dates.

FEDERATION bases: Prior to Y160, delete drones (reduce BPV by 4 per rack/magazine) and ADDs (reduce BPV by 5 per ADD).

KLINGON bases: Prior to Y165, delete UIM and DERFACS (reduce BPV by 5 per UIM).

ROMULAN bases: Prior to Y165, replace plasma-D with phaser-3-360° (reduce BPV by 4 points each); prior to Y170, replace plasma-S with plasma-G (reduce BPV by 5 each).

KZINTI bases: Prior to Y168, delete DERFACS.

GORN bases: Same as Romulan.

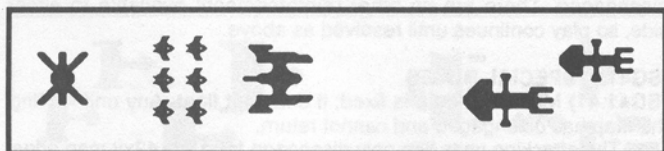
THOLIAN bases: Prior to Y184, replace web caster with phaser-4 and delete increased BPV for refit.

ORION bases: never have phaser-4s.

HYDRAN bases: Prior to Y158, replace hellbores with fusion beams (reduce BPV by 6 each); install fusion capacitors in Y168.

LYRAN bases: Prior to Y166, delete UIM and DERFACS (reduce BPV by five per UIM); install ESG capacitors in Y168.

ISC bases: Prior to Y165, replace each plasma-D with a phaser-3-360° (reduce BPV by 4 points each) and PPD with plasma-G (reduce BPV by 10 each); prior to Y170, replace plasma-S with plasma-G (reduce BPV by 5 each).

(SG40.0) THE WEAKEST LINK**(Y175)***by Stephen V Cole and Steven P Petrick, Texas*

Mobile bases were, in theory, built to support an offensive or to replace a lost base, often becoming vital (but weak) links in the logistics chains that supported the fleets.

Except in the case of major offensives, any enemy force that might attack a mobile base would be no more than a small raiding party, and often a single ship. A defending squadron could easily prevent such an enemy force from getting near the base. But, sometimes, the defending squadron had been lured away, sent to deal with some emergency, or was just not available.

(SG40.1) NUMBER OF PLAYERS: 2; the Attacking player and the Defending player. The players can select any appropriate races.

(SG40.2) INITIAL SET UP

TERRAIN: None, or players can experiment with various types.

DEFENDER: Mobile base in 2215, WS-II. The mobile base includes the two standard mobile base pods, three cargo pods of the type used by the owning race, one repair pod of the type used by the owning race, one power augmentation module and one hangar bay augmentation module. The hangar module has six fighters. Rotation at option of owning player.

Defending squadron: Normally, the defending squadron would be two CWs or a CW and two frigates. For purposes of this scenario, the defending force is limited to a single ship (maximum 125 points including fighters, refits, and drone speed upgrades; this includes the six fighters on the mobile base's hangar module), it being assumed that the others were sent away or lured away. The defending warship is within 4 hexes of the base, speed 10, WS-II, facing at option of the owning player.

ATTACKER: One or two ships (maximum 175 points including fighters, refits, and drone speed upgrades) enter map from any map edge, speed max, WS-III, heading toward the base.

YEAR: The players must mutually select a year for the scenario. This will affect what ships, fighters, refits, drone speeds, etc. are available. Y175 is assumed if no other determination is made.

(SG40.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged. All attacking ships and shuttles which have not left the map by the end of turn 10 are considered destroyed.

(SG40.4) SPECIAL RULES

(SG40.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

All units can disengage from any map edge.

(SG40.42) SHUTTLES AND PFs: The availability of warp booster packs for fighters and PFs will depend on the year selected.

(SG40.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SG40.431) by qualified ships.

(SG40.422) If fighters are used and the players wish to use EW fighters, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.

(SG40.423) If the players select a time period in which PFs are available, the players may purchase complete flotillas or they can buy combat (not leader or scout) variants as casual PFs.

(SG40.43) COMMANDER'S OPTION ITEMS

(SG40.431) 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 in excess of the points allowed by (SG40.2) counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SG40.432) Drone speeds are determined by the year selected for the scenario.

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.

(SG40.44) REFITS: Any refits are available (depending on the year selected), but their cost is within the point limits provided for each player.

(SG40.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). The attacking player scores one-half of the normal victory points for damage to units other than the base.

(SG40.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG40.61) Give the base a single 100-point package (M6.33) of mines, and increase the attacking force to two ships with a maximum of 250 points including fighters, refits, and drone speed upgrades.

(SG40.62) Replace one or more cargo pods with self-defense pods, but increase the points available to the attacking player by the difference in the cost of the pods.

(SG40.63) For a smaller and simpler battle, replace the hangar bay module with a hospital module and reduce the points available to the attacking player to 150.

(SG40.64) Increase the number of points available to both players by a mutually agreeable amount, with the defending player receiving 75% of the number awarded to the attacking player.

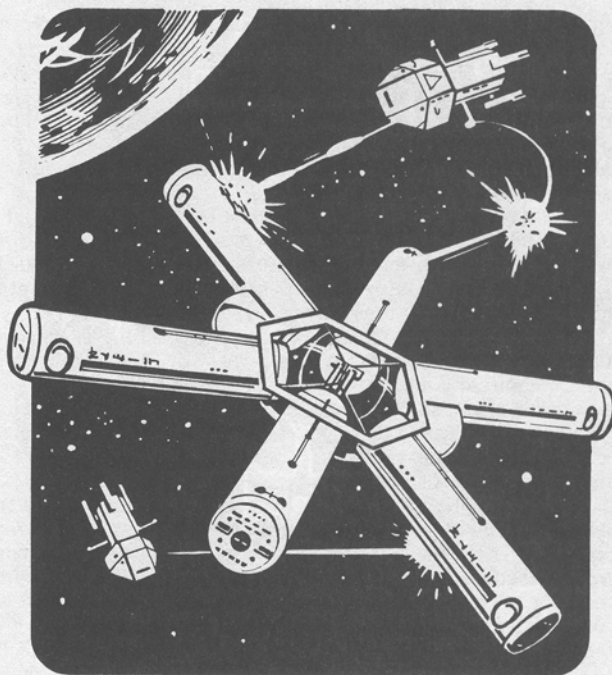
(SG40.65) Assume that the fighters have been sent on a distant strike, and add their point value to that available to buy ships.

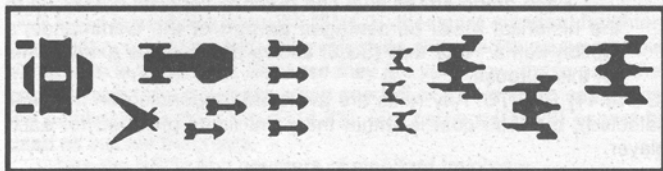
(SG40.7) BALANCE: The scenario can be balanced between players of different skill levels by adjusting the number of points available to each player to buy his ships.

(SG40.8) TACTICS

ATTACKER: Try to get the escort out of the picture fast so that you can hit a shield on the MB and then rotate with it while you pound it to ruin, but be aware that EW is not your friend.

DEFENDER: The best use of your available sensor channels (which may be your single greatest asset in surviving this) may be for offensive EW on the largest attacking ship to maximize the combat potential of your defending force.



(SG41.0) AUXILIARY ATTACK

(Y184)

by Stephen V Cole and Steven P Petrick, Texas

Auxiliary PF Tenders were primarily defensive in nature, as they were too slow to approach an enemy position and escape the counterattack. Periodically, however, an opportunity arose for an auxiliary PF Tender to be used in a local counterattack.

This scenario represents a typical such action, wherein enemy forces are occupying a planetary system and must be evicted before they can establish themselves. The PFT has been brought into the battle because the counter-attack force cannot spare a ship to remain as its escort.

(SG41.1) NUMBER OF PLAYERS: 2; the Attacking player and the Defending player. The players can select any appropriate races.

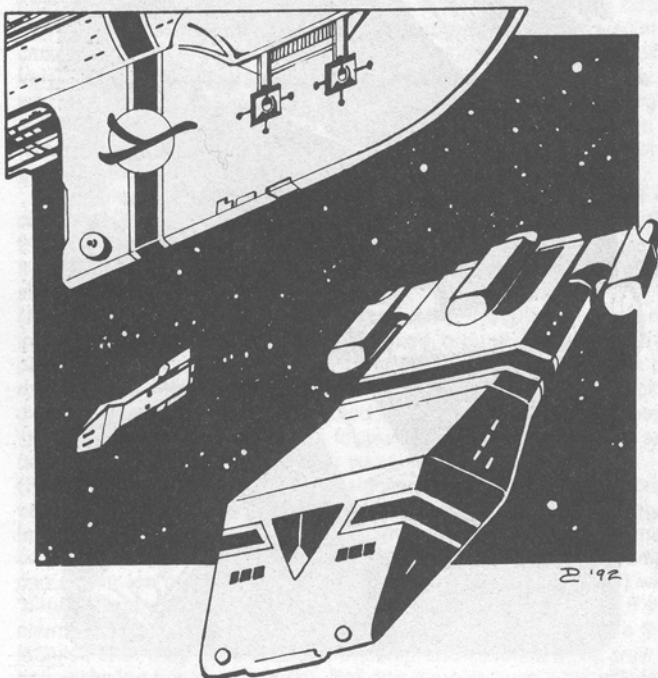
(SG41.2) INITIAL SET UP

TERRAIN: Class M planet in hex 2215.

ATTACKER: Small (or large) Auxiliary PFT, CW, and Frigate, all at WS-III, heading toward the planet, speed max, enter the map from the 42xx hex row on Impulse #1, Turn #1. The total combat BPV of the attacking force, including fighters, PFTs, refits, and drone-speed upgrades for the ships (not the PFTs), cannot exceed 550.

DEFENDER: One CW and two DWs (no scouts) within 4 hexes of the planet, WS-I, speed-4, heading at option of the owning player. The defending forces can have up to four casual PFTs (combat variants only) docked to mech links. The total combat BPV of the defending force, including fighters, PFTs, refits, and drone-speed upgrades for the ships (not the PFTs), cannot exceed 480.

YEAR: The players must mutually select a year for the scenario. This will affect what ships, fighters, refits, drone speeds, etc. are available. Y184 is assumed if no other determination is made.



(SG41.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged. There are no other reinforcements available to either side, so play continues until resolved as above.

(SG41.4) SPECIAL RULES

(SG41.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

The attacking units can only disengage from the 42xx map edge.

The defending units can only disengage from 01xx map edge.

PFTs which leave the map not on mech links are considered destroyed.

(SG41.42) SHUTTLES AND PFTs: The availability of warp booster packs for fighters and PFTs will depend on the year selected.

(SG41.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SG41.431) by qualified ships.

(SG41.422) If fighters are used and the players wish to use EW fighters, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters if desired.

(SG41.423) If the players select a time period in which PFTs are available, the players may purchase complete flotillas or they may buy combat (not leader or scout) variants as casual PFTs.

(SG41.43) COMMANDER'S OPTION ITEMS

(SG41.431) 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 in excess of the points allowed by (SG40.2) counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SG41.432) Drone speeds are determined by the year selected for the scenario.

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.

(SG41.44) REFITS: Any refits are available (depending on the year selected), but their cost is within the point limits provided for each player.

(SG41.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201).

(SG41.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG41.61) Use two maps (add the second to the 42xx map edge of the one with the planet), and allow the PFT to remain at a greater distance from the planet while sending its PFTs forward. The defending player can, of course, send a ship to attack the PFT.

(SG41.62) Each player rolls one die at the start of each turn before energy allocation. If the result is a 1, one frigate (maximum 75 points) arrives (hex 0130 for the defender, 4201 for the attacker). No more than one reinforcing frigate can arrive. If all friendly forces are destroyed, do not roll for the arrival of the frigate.

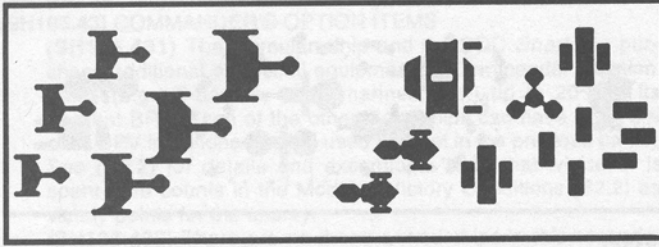
(SG41.63) For a smaller and faster battle, use only the AxPFT and its PFTs against the CW with two casual PFTs.

(SG41.7) BALANCE: The scenario can be balanced between players of different skill levels by adjusting the number of points available to each player to buy his ships.

(SG41.8) TACTICS

ATTACKER: The PFTs will have to carry the burden of either your attack or your defense (of the AxPFT). Do not worry about their ground troops; they are a ripe plum to fall into your hand if you win, and of no consequence to you if you lose. Hit his ships hard and fast before they can really get moving. If you can knock out the CW, the DWs will probably not be too much trouble afterwards.

DEFENDER: Fall back until you can get organized, then try to get through the PFTs and knock out their Tender. Once the Tender is gone, pick up your marines and leave unless the situation really appears in your favor. You are too outgunned to do much else.

(SH104.0) DISASTER AT ANNOX V

(Y178)

by Jeff Moore, New Jersey

Alliance forces were having a good year, forcing the Klingons back towards their own space. They were aided in this by the diversion of Klingon forces to the Tholian Holdfast and "Operation Nutcracker."

The Alliance would find, however, that many of the local Klingon Commanders, when they could manage to scrape up a reserve, were capable of inflicting telling blows. An example of such was Annox V, a major ore processing facility which had only been raided by the Klingons once previously, and that was in the early days of their invasion of the Federation.

Annox V itself was an anomaly. There were no planets in the Annox system, but rather rings of asteroidal material where the planets should have been. Some cosmic event had caused all the planets of the system to break up, or perhaps they never formed (scientists are still arguing the issue). The result was rich veins of ores of all types which could be mined easily.

Annox V was one of the processing facilities established to take advantage of this windfall. It orbited within the Annox system (as, indeed, did Annox III and Annox I), between the orbits of the fifth and sixth asteroidal rings, and was a collection of facilities. Annox III had been destroyed in the earlier Klingon raid, and Annox I had been severely damaged. The result had been an expansion of the Annox V facilities, which now accounted for more than 80% of all the processed ores extracted from the Annox system.

Defenses had been provided after the first Klingon raid, including the almost permanent assignment of a monitor to the system. An attempt was made to establish minefields to protect the facilities, but had to be abandoned as there was too much civilian traffic in the system. By Y178, most of the ships had been withdrawn and the monitor itself departed that year, leaving little more than the station's own defenses and a few police units. Sometimes regular warships might drop by for "shore leave," but the defenses had grown complacent.

Wing Admiral Korath decided that the time was ripe to raid the Annox system again, and threw the few ships he had managed to scrape together for the operation against it. Command of the assault was given to Captain Kumerian in the *Destruction*.

(SH104.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SH104.2) INITIAL SET UP

FEDERATION: Annox V: Civilian Base Station+ [see (R1.35)] with two hangar bay modules (6x F-8 fighters each), two cargo modules, and two civilian cargo pods in 3025, rotation rate and initial facing at the player's option, WS-II.

Commercial Platforms in 2123 and 2817, each with two civilian cargo pods docked, rotation rate and initial facing at the player's option, WS-II.

Six civilian cargo pods in 3711. (These are pods loaded with production and awaiting pickup.) No positional stabilizers or augmentation modules.

Large Armed Freighter (phaser) *Guardian* in 2320, heading F, speed 4, WS-II.

POL+s *Mountie* and *Militia*, in 2223 and 2022, both heading F, speed 10, WS-II.

KLINGON: D6K *Destruction*, D6D *Hailstone*, D5K *Rebellion*, F5V *Fire Carrier* (8x Z-Y), AF5 *Fire Guard*, E4D *Adept*, arrive at start between 0101 and 0116, heading C, speed max, WS-III.

(SH104.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged, or until the end of turn #5.

(SH104.4) SPECIAL RULES

(SH104.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

The Klingon units can only disengage from the 01xx map edge. Federation units can disengage from any map edge except the 01xx edge.

(SH104.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH104.421) If using the optional MRS shuttles, the *Destruction* and the *Fire Carrier* each have one MRS. These MRS do count against the Commander's Option Items below.

(SH104.422) If using EW fighters, one of the F-8s on the station and one of the Z-Ys on the F5V are EW fighters. If not using EW fighters, they are standard fighters of their types.

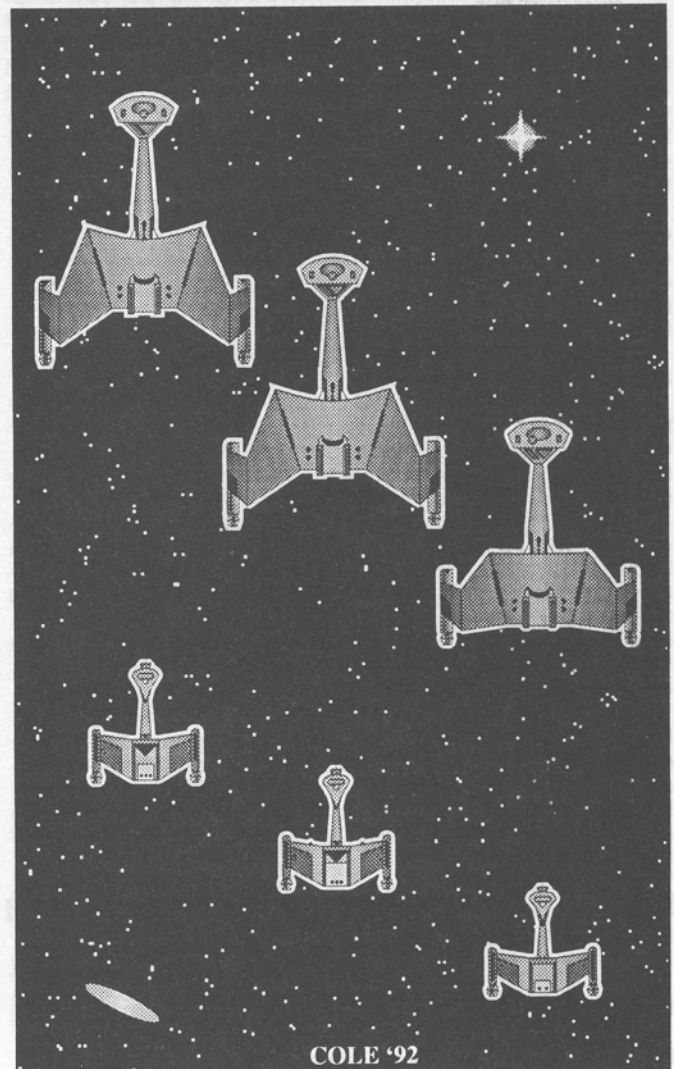
(SH104.423) There are no PFs in this scenario.

(SH104.43) COMMANDER'S OPTION ITEMS

(SH104.431) Each ship can select 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.

(SH104.432) All drones are "medium," speed-20. "Fast" speed-32 drones are available for purchase as limited 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.



(SH104.44) REFITS: As per (SH104.2), with the following additions. All ships have received the Y175 refit where applicable, and both Federation Pols have received the AWR refit.

(SH104.45) DISENGAGEMENT: The Klingon ships must leave the map through the 01xx edge by the end of turn #5. Any Klingon ship which does not exit the map by the end of turn #5 is deemed destroyed by arriving Federation ships.

(SH104.5) VICTORY CONDITIONS: If the Klingons destroy the station and do not lose any ships, they win a tactical victory. For every ship they lose, their level of victory (S2.3) is reduced one level. For this purpose, a size class 3 ship (i.e., a cruiser) counts as two ships. For every commercial platform destroyed, their level of victory is raised one level. The six cargo pods in 3711 are considered the equivalent of a commercial platform if all are destroyed.

If the station is not destroyed, the Federation player wins a tactical victory. His level of victory is raised one level for every Klingon ship destroyed (for this purpose, a size class 3 ship counts as two ships) and reduced one level for every commercial platform destroyed, or if the docked freighter pods are destroyed.

It is possible for a side to have "won" but "lost" because its losses were too high. Note that the Klingon ships are as valuable as they are because the Klingon forces are stretched so thin.

(SH104.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH104.61) Replace the Federation with a Kzinti operation. To do this, simply replace the police ships with Kzinti police corvettes and the F-8 fighters with AAS fighters.

(SH104.62) Historically, the monitor assigned to the Annox V facility had been withdrawn less than a month before this raid. To find out what an effect it would have had, add a monitor with a fighter pallet (12x F-18; one can be an F-18E if EW fighters are used) in 3519, heading F, speed 5, WS-II.

(SH104.63) For a smaller and faster battle, use only the station and the police ships defending it (no fighters), and attack it with only the D6K and the D6D. Victory in this case is solely judged by the survival of the station. If it is destroyed, the Klingons win. If it is not destroyed, the Federation wins.

(SH104.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH104.71) Change the D6K to an F5K.

(SH104.72) Replace one of the Pols with an FFG.

(SH104.73) Delete or add a police ship.

(SH104.8) TACTICS:

FEDERATION: Do not lose sight of the Klingon's victory conditions. While at first glance you seem grossly outgunned, remember that you only have to hang on until turn #5. Do not concentrate so much on killing the Klingon ships as keeping them at bay. The base gives you a considerable edge in EW.

KLINGON: While the mission appears easy, the Federation has a large short-term drone launch capability and is mostly interested in buying time. Part of your decision is going to be based on what rotation rate he selects for the station. If it is slow, you may have to pound through more than one shield. If it is fast, you can probably hit the same shield every turn, if not every other turn. His ships are fleas, but they are fleas that can bite, and you cannot really afford to lose a ship on this mission.

HISTORICAL OUTCOME: Kumerian's forces destroyed the station and withdrew intact (although one cruiser had taken major damage and all ships had some damage). It was never clear if Kumerian was brilliant or simply lucky, but this victory resulted in his promotion (the next year) to Commodore. Later, after other victories, he commanded the Red Fleet.

PLAYTESTERS

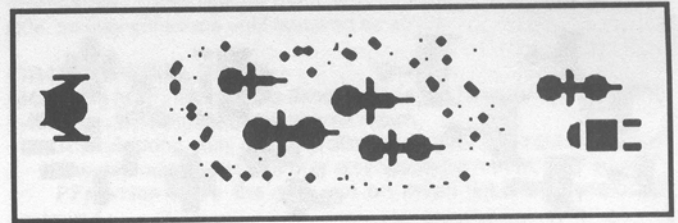
HOUSTON: Frank Crull, Terry Haugh, Brad Hinkle, Paul Kramer, John Viles, Curtis Wood, Randy Lee, Matt Burleigh, James Chryslor, Mike Grubbs.

ILLINOIS: Cliff Yahnke, Joe Lewis, Alex Pundy, Jon King, Tim Longacre, John Berg, Mike Incavo, Randy Demetz.

DALLAS: Christopher Cafiero, Matthew Cafiero, Stephen Blount.

UTAH: David L. Jensen, Cathy Jensen, Julian Laisnez, Chris Osborne.

(SH105.0) REPAIR FORWARD



(Y176)

by Arnold Shwarz, Austria

At the height of a major offensive in the spring of Y176, the Gorn battlecruiser *Sauricon* suffered heavy combat damage and a complete warp engine failure. It was towed by a consort to the asteroid field in the Tuscana system.

Other damaged ships also made their way to this point, and the Gorn Logistics Command took the bold gamble of sending one of its invaluable Repair Ships forward to get the *Sauricon* (and the other ships) back into action before the offensive faltered. Logistics Command wanted to use a tug with a repair pod for the mission, but the only tug in the sector had already been fitted with a battle pod and sent to attack a Romulan base.

Unfortunately, the concentration of ships was detected by the Romulan ship *Sanquinarius*, which lived up to its name.

(SH105.1) NUMBER OF PLAYERS: 2; the Gorn player and the Romulan player.

(SH105.2) INITIAL SET UP

TERRAIN: Use the asteroid belt map from Module S1 or Module B. (Same map was in both products. The asteroid hexes are listed in CL#9.)

GORNS: Damaged ships gathered for repairs.

BC *Sauricon* in hex 1814, heading E, speed-0, WS-I. Before the scenario begins, distribute 33 points of internal damage (through the #2 shield) and then mark all remaining warp engine boxes destroyed.

CLF *Shima* in hex 1714, heading F, speed-0, WS-I. Before the scenario begins, apply 24 points of internal damage through the #1 shield.

BDD *Yevaud* in hex 1715, heading D, speed-0, WS-I. Before the scenario begins, apply 20 points of internal damage through the #5 shield.

DDF *Sting* in hex 1615, heading C, speed-0, WS-I. Before the scenario begins, apply 18 points of internal damage through the #6 shield.

Repair Forces Arriving:

Small Repair Freighter #6 arrives impulse #1 turn #1 in hex 1701, heading C, speed max, WS-I.

BDD *Snarl* arrives impulse #1 turn #1 in hex 1601, heading C, speed max, WS-III.

ROMULAN: King Eagle *Sanquinarius* (Bloodthirsty) arrives according to procedures in (SH105.46).

(SH105.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH105.4) SPECIAL RULES

(SH105.41) MAP: The map can float in directions A or D. Any Gorn ship disengaging from the 01xx or 42xx map edges is destroyed. Any Romulan unit disengaging from the 01xx or 42xx map edge has disengaged. Gorns cannot disengage in direction D; Romulans cannot disengage in direction A. Units which disengage in an illegal direction are presumed to be destroyed.

(SH105.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH105.421) If using the optional MRS shuttles, the King Eagle can purchase one MRS as a Commander's Option (SH105.431). No other ship can have an MRS.

(SH105.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment

patterns (one EWF for each squadron of eight or more fighters) for EW fighters if desired.

(SH105.423) There are no PFs in this scenario.

(SH105.43) COMMANDER'S OPTION ITEMS

(SH105.431) The Romulan ship and the BDD *Snarl* 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. Each of the other Gorn ships can have up to 5% of its BPV in options (having used the rest in the previous battle). 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.

(SH105.432) There are no drone-armed ships in this scenario, but in this year 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.

(SH105.44) REFITS: The BC is fully refitted by definition. The CL has the plasma-F and plus refits. The two BDDs have their plus refits. The DD has both the plus and plasma-F refits.

(SH105.45) GORN SHIPS: The four damaged Gorn ships have already exhausted their abilities to perform continuous damage repairs (D9.7). They cannot use EDR (D14.0) until the Romulan ship is spotted. All damaged Gorn shields have been fully repaired. All have reloaded their PPTs. All have used their spare shuttles to replace previous losses (if possible). None of these four (except one designated by the Gorn player) can arm torpedoes, launch or prepare shuttles, or lay T-bombs before the Romulan ship is spotted. The arriving Gorn ships cannot arm torpedoes other than type-F, prepare special shuttles, or lay T-bombs before the Romulan ship is spotted.

(SH105.46) ROMULAN ARRIVAL: Each turn, before Energy Allocation, the Romulan player rolls one die and records the result, keeping a running total of these results (not secret). When the total reaches 29, his ship has arrived on the map and is placed (in impulse #1) in any hex of the xx30 hex row, facing A, WS-III, speed max.

(SH105.47) CLOAK: The Romulan ship uses hidden cloaking (G13.6) until one of the following conditions applies:

- It uncloaks.
- It takes asteroid damage or other damage.
- It exceeds a speed of 10.
- It is "spotted" by a Gorn ship (SH105.48).

The Romulan player must maintain a detailed hex-by-hex, impulse-by-impulse record of his hidden movement. It may be worthwhile to have a non-playing judge resolve any questions.

(SH105.48) SPOTTING: Each turn, each Gorn ship can make five spotting die rolls. These can be on any impulse or impulses of the Gorn's choosing, and a given ship might even make two (but no more) die rolls on the same impulse. This is done using the procedure in (G13.333) except that the "minus 10" factor is not applied and no lock-on results. (Spotting simply cancels the ability to use hidden cloaking.) Attempts to gain a lock-on cannot be made until the Romulan ship is spotted.

(SH105.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). The Small Repair Freighter has an assumed economic BPV of 200 to reflect the disruption of the offensive that would result from its loss.

(SH105.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH105.61) For a simpler version of the spotting rules, do the following. Two turns *after* the Romulan player achieves the running total required for arrival (SH105.46), the KE is placed on impulse #1 in any hex no closer than 5 hexes from all Gorn ships, with facing at the option of the Romulan player and an assumed speed on the previous turn of 10. The Romulan ship *must* begin uncloaking on that impulse.

(SH105.62) Allow the Gorn player to replace the damaged BDD with any variant and use tactical intelligence.

(SH105.63) For a smaller and simpler battle, delete the damaged BDD and CL, use a Romulan Battle Hawk, require a running total of 18, and use the procedure in (SH105.61).

(SH105.64) Replace the Romulan KE with any other Romulan ship of equal or lesser BPV including any fighters.

(SH105.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH105.71) Change the KE to a WE or FH.

(SH105.72) Replace the Small Repair Freighter with a Large Repair Freighter.

(SH105.73) Adjust the damage on one or more of the Gorn ships.

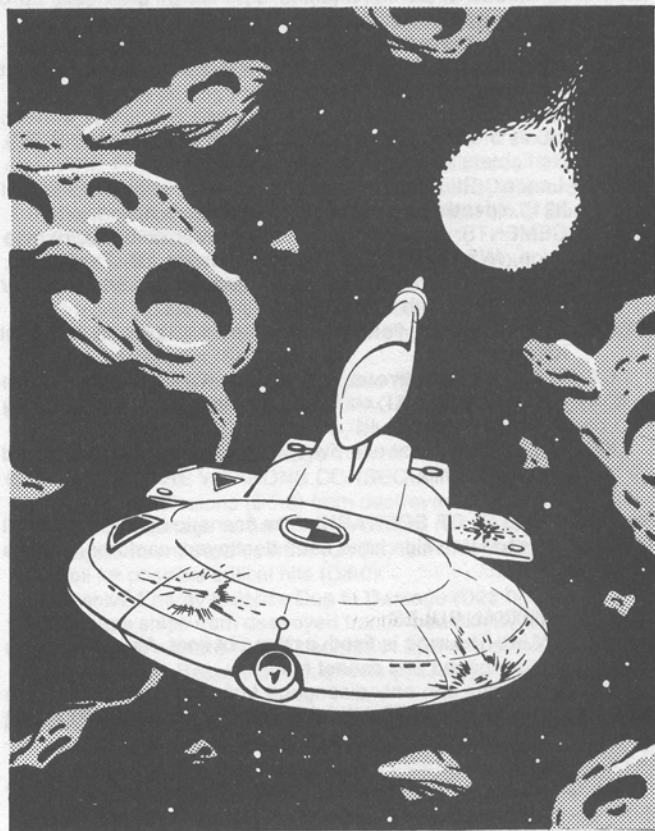
(SH105.8) TACTICS

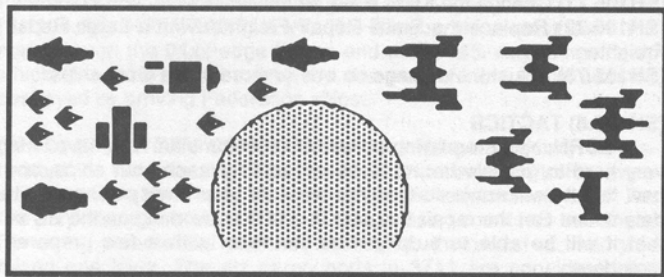
GORN: You are playing poker with the Romulan. You have to try very hard to guess what route he will use to reach your ships, and how fast he will move so that you can use your few spotting rolls to detect him. Get the repair freighter in and start working on the BC so that it will be able to surprise the Romulan with a few prepared torpedoes.

ROMULAN: Study the spotting rules carefully, and try to maneuver into a position to hit the repair freighter without exposing yourself to too much retribution. One enveloped R-torpedo and a few phaser shots should be more than enough to finish it. Once that is done, use your F-torpedoes and your pseudoes to keep the Gorns busy and perhaps pick off the BC if it is not in too good a condition. By that time, the rest of the pack will be howling down upon you and it will be time to leave.

(SH105.X) DESIGNER'S NOTES: We wanted a scenario involving a repair freighter, but which had different dynamics than the previous such scenarios.

HISTORICAL OUTCOME: The King Eagle destroyed the DD *Sting* (which had been posted as a lookout) with its plasma-R torpedo. The Romulan ship then cloaked and began maneuvering for a shot at the repair ship, and managed to hit it with one plasma-F before being forced to cloak again. As the Gorn ships withdrew, the Romulan ship fired a full salvo of plasma torpedoes which heavily damaged the *Sauricon*, although it still managed to escape. The Gorn offensive was stalemated.



(SH106.0) THE COUNT'S COUP

(Y170)

by Stephen V Cole and Steven P Petrick, Texas

As the Lyrans offensive into Hydran space got rolling, the Hydrans were hard pressed to keep their bases and logistics network intact. The planet of Hycoman became an impromptu base area supporting an entire sector. The Lyran, locating it through intelligence reports, quickly launched a strike.

(SH106.1) NUMBER OF PLAYERS: 2; the Lyrans player and the Hydran player.

(SH106.2) INITIAL SET UP

TERRAIN: Gas Giant (5 hex diameter) in hex 2215.

HYDRAN: Bases on the planet:

Two small (Stinger-1) and one medium (Stinger-2) fighter ground bases, three ground-based phaser-4s, one ground warning station, two small mining stations, two small military garrisons, one ground-based hellbore, and two ground-based fusion beams. The Hydran player deploys these at his option, with no more than two in any hex and at least one in every surface hex, WS-I.

SAMS station in clockwise standard orbit (P8.0), begins in hex 2613. The SAMS has one hangar bay module (six Stinger-1) and one power module. One cargo pod (standard Hydran type) is docked to the SAMS. WS-III.

Ships in Area:

One small repair freighter anywhere within 5 hexes of 2215 but not in a planet hex, WS-I.

Two Gendarme police ships (one with two Stinger-1) within 6 hexes of 2215, speed 4, heading at Hydran option, WS-II. No fighters launched.

One Lancer (Stinger-2) destroyer *Attitude* within 8 hexes of 2215, speed 4, heading at Hydran player's option, WS-II.

REINFORCEMENTS: Arrive on turn #10 along the xx30 (south) map edge, WS-III, heading A, speed max: LB *Testament*, Dagoon *Magnificent*, Knight *Indeterable*, Curiassier *Cat Killer*. Those with fighters have Stinger-2s.

LYRAN: Hidden Dagger fleet under personal command of Count Kleaves.

CA *Vicious*, CL *Murderous*, CW *Furious*, DWS *Virtuous*, arrive impulse #1, turn #1, on the xx01 (north) map edge, heading D, speed max, WS-III.

Klingon F5D *War Thrower* arrives with Lyrans ships and is treated as a Lyrans ship.

(SH106.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH106.4) SPECIAL RULES

(SH106.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

The Lyrans units can only disengage from the xx01 (north) map edge. The Hydran units can only disengage from the xx30 (south) map edge. Units which disengage in an illegal direction are considered to be destroyed.

(SH106.42) SHUTTLES AND PFs: No shuttles have warp booster packs.

(SH106.421) If using the optional MRS shuttles, the Lyrans CA and the Hydran LB each have one MRS in addition to their Commander's Options (SH106.431).

(SH106.422) If using EW fighters, one of the Stinger-2s on the Large Fighter Ground Base is a Stinger-2E. If not using EW fighters, it is a standard Stinger-2.

(SH106.423) There are no PFs in this scenario.

(SH106.43) COMMANDER'S OPTION ITEMS

(SH106.431) 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.

(SH106.432) 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.

(SH106.44) REFITS: The Hydran Dagoon has the plus refit. The Knight and Lancer have not been refitted. All applicable Hydran ships have the fusion holding refit. The Lyrans CA and CL have the plus refits. The CA has the phaser refit. The CW has the plus and power pack refits. The DWS has the power pack refit but not the plus refit. All Lyrans ships have the ESG capacitor refit. The Klingon F5D has the B-refit.

(SH106.45) Use Tactical Intelligence (D17.0) regarding the small ground bases.

(SH106.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.01).

(SH106.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH106.61) Replace the attacking Lyrans force with a Klingon force consisting of a D7C, D6, D5, F5S, and F5D.

(SH106.62) Replace some of the ships with variants of the same basic hull type, and use Tactical Intelligence.

(SH106.63) For a smaller and simpler battle, delete the Lyrans CL and DWS, the Hydran Lancer, the two small fighter ground bases, the ground-based fusion beams and hellbore, and the LB and CU from the reinforcements.

(SH106.64) Allow the Hydran player to switch the Stinger-2s to other bases (in groups of six only) for Stinger-1s.

(SH106.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH106.71) Change the Lancer to a Hunter or Horseman.

(SH106.72) Replace the Lyrans DWS with a DW.

(SH106.73) Delete or add a small fighter ground base.

(SH106.8) TACTICS

LYRAN: The Hydran initial forces are not significant if you take care, but a careless move on your part could result in crippled ships, or worse. Use your scout to counter the effects of anything the Hydran EW platforms attempt. Use the drones of your Klingon ally to keep the Hydran space borne forces occupied while you move in for the kill. Remember, you have to go to range 5 from the ground bases to fire on them, and your ESGs will be useless in attacking them.

HYDRAN: Use your available electronic warfare platforms to lend O-EW to the larger Lyrans ships (CA and CW) to reduce the effects of their firepower. Try to mass your fighters for a telling strike on one Lyrans ship. It is the most you can hope for from them, and you cannot stack them for fear of T-bombs. Hang on until the reinforcements come, then get your revenge on any Lyran that have not left.

HISTORICAL OUTCOME: Kleaves' raid struck shortly after the Hydrans had launched their own attack from their new base. This forced the Hydran commander to divide his forces to send some ships back to aid in the defense of his base area. The results for the Hydrans were less than satisfactory. Without adequate ships, the main Hydran attack faltered in its attempt to turn back another Lyrans attack force, and the ships sent back to planet did not arrive soon enough to prevent Kleaves from inflicting major damage on the planet's support facilities and then withdrawing. This force instead found itself effectively pinned at the planet to prevent another raid, and so was unable to even pursue Kleaves.

This extract of the Sequence of Play lists only the basic stages and steps of the Impulse Procedure and is intended for quick reference by players who already know the rules well. Refer to the complete Annex #2 for details.

1. ENERGY ALLOCATION PHASE
2. SPEED DETERMINATION PHASE
3. SELF-DESTRUCTION PHASE
4. SENSOR LOCK-ON PHASE
5. INITIAL ACTIVITY PHASE

6. IMPULSE PROCEDURE (Repeat once per impulse.)

6A. MOVEMENT SEGMENT

6A1: INVOLUNTARY MOVEMENT STAGE

Move playing pieces in accordance with black hole rules (P4.1). Gravity waves and their effect; immediately (P9.2). Movement caused by nebula (P6.5) on impulses #5, #15, #26. Andromedan ships: nebula damage (P6.31) impulses #8 + #24.

6A2: VOLUNTARY MOVEMENT STAGE

Declare direction for Directed Turn Mode (C3.81). Determine which playing pieces will move in this impulse (C1.4). Declare and resolve evacuation and escapes under (D21.22). Move those playing pieces scheduled to move (C1.31).

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

Resolve actions of ESGs (G23.5) [including mines (G23.61)]. Resolve damage from enveloping plasma torpedoes (FP5.3). Resolve damage from seeking weapons not above (F2.3). Resolve damage from asteroids (P3.2), rings (P2.223), dust. Determine collisions: planets (P2.212), moons (P2.23), Web. Controlled mines detonate (M5.201). Resolve mine damage. Resolve explosions, destroyed units (D5.0), escapes (D21.4). Resolve damage to SatShips in hangar (G19.213). Roll for possible critical hits (D8.0). Resolve breakdowns (C6.54), (C3.61), (G7.3222). Resolve Energy Balance Due to Damage (D22.0).

6A4: FINAL MOVEMENT ACTIONS STAGE

Release ships from destroyed tractor beams (G7.0). Announce movement changes (pursuit, EM, speed, web pass). Reveal the presence of a minefield (M7.1). Emergency deceleration takes effect (C8.0).

6B. IMPULSE ACTIVITY SEGMENT

6B1: INITIAL STAGE: Resolve Pulsars (P5.2). Switch active/passive.

6B2: CLOAKING DEVICE STAGE: Activate, Deactivate (G13.1).

Announce range and bearing if using hidden cloak imp #8 + #24. Attempt to destroy own cloaking device (G13.162).

6B3: LOCK-ON STAGE: Roll to determine lost, retained, regained.

Scouts, officers, carriers use reserve EW for lending (H7.2). Scouts begin or voluntarily end lending (G24.212), reserve EW. Tactical Intelligence Interrogations (D17.23) are conducted. Controlled Deathrider Target Assignments (K7.301). ECM drones begin to generate EW (FD9.12). Fighter voluntarily changes which EW source accepted. Determine disengagement by separation (C7.21).

6B4: SHIP SYSTEM FUNCTIONS STAGE

Detect individual mines (M7.2). Automatic detection (M7.34). Reinforce web; recalculate strength (G10.3). Lay web (G10.23), anchors (G26.3), anchor status (G10.116). Operate tractors. Attach pods to a tug (G14.4). Attempt to identify seeking weapons and mines.

6B5: SCOUT FUNCTIONS STAGE

SWACS (J9.12) scouts attract drones (G24.23), break (G24.22). SWACS (J9.2) and scout PFs (K1.756) go wild.

6B6: SEEKING WEAPONS STAGE

SW Control Step: Voluntary transfers (F3.5) or release (F3.4). Drop electronic warfare pods (J4.9622). Launch plasma torpedoes (FP1.3) and/or PPTs (FP6.12). Deploy from MW drones (FD8.22) and SPs (FD7.33). Launch drones (FD1.2). Launch probes (for information) (G5.2). Drop chaff (D11.3). ESG Step. Deactivate, Activate, Announce, Cancel. SFG Step. Shock Step. Resolve shock from seeking weapons launch.

6B7: MARINES ACTIVITY STAGE

Mutiny Step. Operate Shields Step. Operate transporters (G8.0), lay T-bombs, Hit & Run Raids. Reactive guard assignments are made (D7.86). Crew unit transfers; cargo transfers. Mines laid two impulses previously by transporter activate.

6B8: SHUTTLE & PF FUNCTIONS STAGE

Challenge enemy shuttles to a dogfight (J7.0). Resolve pilot ejection (J6.6). Fighters may drop warp booster packs (J5.41). Land shuttlecraft, PFs, web anchors, and cloaked decoys. Release of (J1.34) restrictions for previously-launched shuttles. Launch shuttlecraft, PFs, wild weasels. Move shuttles between shuttle bay and balcony (J1.53). Deck Crew Actions Step (J4.817).

6B9: SATELLITE SHIP FUNCTIONS STAGE

Recover satellite ships and energy modules via transporter. Launch satellite ships and energy modules via transporter. Transfer energy to an energy module (G20.31).

6B10: SEPARATIONS STAGE

Drop pods from a tug (G14.3). Rear hulls of separated ships stabilized (G12.54). Lay mines (other than by transporters) (M2.1) (M9.21). Mines laid in previous impulses become active (M2.34).

6B11: FINAL FUNCTIONS STAGE

Announce emergency deceleration (C8.0). Roll to determine new facing of tumbling ships (C6.55). Roll to reprogram the computer (G11.341); Imp #8 and #24 only.

6C. DOGFIGHT RESOLUTION; PA PANEL RADIATION

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

Shuttles drop booster packs and other items (J7.72). Announce intent to separate by breakout (J7.711). Determine advantage (J7.6); resolve separations/surrenders. Launch dogfight drones (J7.53) & plasma-Ds within dogfight. Drop chaff (D11.3) and (J7.55). Fire weapons at drones launched above if allowed (J7.56). Resolve fire (J7.52-54) between shuttles in the dogfight. Determine if VI-drones (J7.53) and Plasma-Ds hit their targets. Resolve any collisions or separations resulting from (J7.6621). Andro panels absorb radiation (P15.7) and heat (P10.6). Resolve damage to SatShips in hangar (G19.213). Ships take damage from radiation (P15.1) heat (P10.1).

6D. DIRECT-FIRE WEAPONS SEGMENT

6D1: FIRE ALLOCATION STAGE: Announce DisDevs (G18.31).

Fire Decision Step: Secretly and simultaneously record fire. Fire Declaration Step: All direct-fire weapons fire is announced.

6D2: DIRECT-FIRE WEAPONS FIRE STAGE

PPD Step. First Hellbore Firing Option (E10.44). Direct-Fire Step. Aegis Fire Steps. Second Hellbore Firing Option (E10.44).

6D3: WEB CASTER STAGE: Free standing webs effective (E12.22).

Web casters fire (E12.13). Previously effective webs dissipate (E12.26).

6D4: DIRECT-FIRE WEAPONS DAMAGE RESOLUTION STAGE

Resolve escapes, evacuations, and ship separations (D21.0). Allocate the internal damage from all direct fire weapons.

6D5: DIRECT-FIRE WEAPONS CONSEQUENCES STAGE

Resolve explosions (D5.0) from destroyed units. Resolve damage to SatShips in hangar (G19.213). Displacement devs operate (G18.3) launch satships (G19.42). Roll for possible critical hits (D8.0). Resolve Energy Balance Due to Damage (D22.0). Release ships from destroyed tractor beams (G7.0). Electronic warfare (D6.3) benefits of systems destroyed are lost. Shock Step: Resolve shock effects (D23.32).

6E. POST-COMBAT SEGMENT

Roll for the possibility of UIM breakdown (D6.52). Start/stop erratic maneuvers takes effect (C10.0). Deploy Reserve Power for "delayed uses" under (H7.132). Return to start of Impulse Procedure and repeat total of 32 impulses.

7. FINAL ACTIVITY PHASE

8. RECORD-KEEPING PHASE

(P2.0) PLANETS (SURFACE)

MOVEMENT: Ship entering may land (P2.4) or crash (P2.231).

COMBAT: Weapons cannot be fired through a planet hex. A target on surface gains two points of ECM (P2.52) plus more ECM for atmosphere (P2.51). A unit firing from surface, other than a base, receives a two point ECM penalty [(P2.53) and (P2.51)].

BASES: Extensive rules provided in (P2.7).

(P2.0) PLANETS (ATMOSPHERE)

MOVEMENT: Restricted to speed 1 plus other restrictions (P2.81). Units moving to the surface use procedure in (P2.4).

COMBAT: Degrades direct-fire weapons; see (P2.54). Targets in atmosphere but not on surface gain one point of ECM (P2.51).

OTHER: Blocks ESG (P2.546), explosions (P2.547); does not void cloak (G13.49); prevents EM (C10.24); blocks stasis field generators (P2.546); web cannot be connected through (G10.114).

(P3.0) ASTEROIDS

MOVEMENT: Units moving through asteroid field take damage for each hex entered based on a chart in (P3.2). A unit can follow another to avoid damage (P3.23) or fire (P3.25) to clear a path. Seeking weapons may be damaged if moved through asteroid hex.

CLOAK: Voided on impulse of asteroid damage (G13.48).

COMBAT: Firing through asteroid hex produces ECM (P3.33).

RING: Counts as half of an asteroid hex (P2.223).

DIE ROLL	SPEED	1-6	7-14	15-25	26+
1		0	0	0	0
2		0	0	0	5
3		0	0	3	10
4		0	2	6	15
5		0	6	10	20
6		0	10	15	30

(P4.0) BLACK HOLES (A.K.A. 'Hypermass')

MOVEMENT: Units are pulled toward the Black Hole at a rate inversely proportional to the distance; see (P4.1).

ENTRY: Units entering are destroyed (P4.21).

DISENGAGEMENT: Units cannot disengage if a Black Hole is in their FA arc or if they are within 10 hexes of it (P4.28).

COMBAT: Being within 10 hexes of a BH produces 2 points of ECM for seeking weapons (P4.22). A line of fire for DF weapons within 10 hexes of a BH is degraded by 2 points of ECM (P4.23).

ESG: Cannot be generated into a hex within 5 hexes (P4.26).

TRANSPORTERS: Blocked by Black Hole (P4.27).

GRAVITY WAVES: Can result; see (P9.4).

IMPULSE	Ships in this range move
Every	2 hexes
2, 5, 8, 11, 13, 16, 19, 22, 24, 27, 29, 32	5 hexes
5, 11, 16, 22, 27, 32	10 hexes
11, 22, 32	20 hexes
32	30 hexes

(P5.0) VARIABLE PULSAR

MOVEMENT: No effect. **CLOAK:** Exposes; see (G13.48).

DIRECT EFFECT: Units take damage (P5.2).

ENTRY: Units entering hex are destroyed (P5.34).

DISENGAGEMENT: Units cannot disengage if a Pulsar is in their FA arc or if they are within 10 hexes (P5.351).

COMBAT: Cannot fire through a Pulsar hex (P5.32). Damages plasma torps like phasers (P5.33).

TRANSPORTERS: Not through Pulsar hex (P5.353).

(P6.0) NEBULAE

MOVEMENT: Ships randomly shifted (P6.5) Imp# 5, 15, 26. Turn left on die roll 1-2, right on die roll 5-6.

COMBAT: Units in Nebula receive 9 points of ECM (P6.2). Shields at minimum (P6.3); PAs absorb energy on certain pulses.

SHUTTLES: Destroyed immediately in Nebula (P6.4).

SEEKING WEAPONS: Drones take 0.25 damage pt per hex. Plasma warhead reduced 0.50 per hex (P6.73).

NON-FUNCTIONAL: (P6.6): Chaff, tractor beams, transporters, webs, cloaks, stasis field generators, ESGs, displacement devices, scout functions, mines, active terminal guidance, dogfight drones, EW lending, reinforcing PA panels.

DEGRADED: These functions (P6.7) are degraded in Nebula: Labs (increase range by 3); Probes (range limited to 2 hexes).

(P7.0) WYN RADIATION ZONE

There is no provision for combat within the zone; units can survive only by transiting at high speed. These effects are applied to ships which have just passed through the zone. Andros, seeking weapons, shuttles, and PFs cannot penetrate zone independently.

WARP POWER: Reduced by 50% for four turns and by 25% for two additional turns (P7.1).

SENSOR RATING: Reduced to 2 for turns 1-3; 3 for turns 4-6; 4 for turns 7-8; 5 for turn 9 (P7.3). Three chances for lock-on.

(P9.0) GRAVITY WAVES

EFFECT: Moving wall of energy; damages units on impact and/or changes facing. Exceptions: Units in stasis or on planets. Units in atmosphere may crash land (P9.332). Units using SFG must stop when hit (P9.314). Exposes cloaked ships (G13.48).

FORCE: Specified by scenario.

BLACK HOLE: May produce 100-point wave (P9.4).

PLASMA TORPEDO: Not damaged directly, but expend range when crossing wave (P9.312).

(P10.0) HEAT ZONES

EFFECT: Unshielded units (except mines, drones, and plasma torps) take one internal damage point every Dogfight Resolution Interphase for each shield that is down (P10.1), (P10.2). Shuttles and unshielded PFs take damage at slower rate (P10.3).

PA PANELS: Cannot dissipate energy (P10.6); absorbs energy (P10.63) during every Dogfight Resolution Interphase.

(P11.0) SUNSPOTS

COMMUNICATIONS: Disrupted (P11.1).

TRACTORS, TRANS: Non-functional (P11.2).

SOLAR FLARE: Specified by scenario; create radiation zone.

COMBAT: Creates 8 points of ECM (P11.4) for all units. Prevents loaning of EW points between units. (P11.3).

PLANETARY SHADOW: Blocks effects (P11.5).

(P12.0) NOVAS AND SUPER NOVAS

EFFECT: Expanding wave front (P12.3), moving at one hex per turn, destroys all units which wave front encounters.

HEAT ZONE: Within 10 hexes of wave front (20 for super).

NEBULA: Within 50 hexes (75 for Super Nova).

RADIATION: Within 20 hexes of wave front (super = 40).

OTHER: Pulsar bursts (P12.52) and asteroids (P12.53).

(P13.0) DUST CLOUD

MOVEMENT: Results in cumulative damage similar to asteroids but at a lesser level (P13.1). See Chart below.

CLOAK: Exposes Cloaked ships (G13.48).

COMBAT: Produces one ECM point; see (P13.4).

IMPULSE	SPEEDS THAT TAKE DAMAGE		
5	13-18	23-25	29+
10	19-22	26+	-
15	9-12	23-29	-
20	19+	-	-
25	13-18	26+	-
30	19+	-	-

(P14.0) ION STORMS

RADIATION ZONE: Area is radiation zone (P14.1).

GRAVITY WAVES: Frequent in area (P14.2).

SUNSPOTS: 50% chance each turn of sunspot effects (P14.3). Specific effect varies with each turn.

(P15.0) RADIATION ZONE

EFFECT: Unshielded units suffer crew casualties (one unit every Dogfight Resolution Interface) as a result of radiation (P15.1). No effect on drones, plasma torpedoes, mines, or super-computers (P15.2). Shuttles and PFs are not affected (P15.3). Atmosphere blocks radiation effects (P15.4).

COMBAT: Weapons have maximum range of 25 hexes because of static effects on scanners (P15.6). This affects Tac Intel, separation, drone guidance, etc.

PA PANELS: Cannot dissipate energy; ships with full panels take one point of internal damage (P15.7).

PHASER (E2.0)

Phaser-1 1
 Phaser-2 1
 Phaser-3 0.5
 Phaser-4 2
 Phaser-G 0.25 per shot

All phasers on a ship draw from a single capacitor network; phasers are not charged individually (exception: X-phaser overloads). Phasers remain armed so long as the capacitors are energized (E2.3). Energy for phasers can come from any source.

DISRUPTOR (E3.0)

Standard 2 Cannot be held
 Overload 4 Cannot be held
 Feedback: 2 points of damage for every overload hit at range 0.
 Disruptor arming energy may come from any source.

PHOTON TORPEDO (E4.0)

Standard 2 + 2 Hold cost 1
 Proximity 2 + 2 Hold cost 1; can be changed during Energy Allocation only (E4.31).
 Overload: Add 0.5 to 4 (max 4) extra energy during any arming or holding turn, must be warp energy.

Energy		Warhead Strength	Feed-back	Hold Cost	
Extra	Total			Standard	Fractional
0.5	4.5	9	1	2	1-1/4
1.0	5	10	1	2	1-1/4
1.5	5.5	11	2	2	1-1/2
2.0	6	12	2	2	1-1/2
2.5	6.5	13	3	2	1-3/4
3.0	7	14	3	2	1-3/4
3.5	7.5	15	4	2	2
4.0	8	16	4	2	2

Photon arming energy must be warp energy (from warp engines or AWRs). Photon holding energy may come from any source. Overload energy may be added to a held photon, but reserve warp energy cannot be added to a proximity photon.

FUSION BEAM (E7.0)

Standard 2 Cannot be held [Rolling delay possible; see (E7.22) for discharge.]†
 Overload 4 Cannot be held; must be fired.
 Suicide 7 Cannot be held; must be fired; destroys fusion beam + 1 internal.

Fusion arming and holding energy can come from any source. Fusion beams may not be armed on the turn after they fire. Overload energy can be added to a held fusion beam.
 † Fusion beams on size-4 and larger units may be held for 1 point after the refit Y168+.

TRACTOR-REPULSOR BEAM (TRH, TRL) (E9.0)

TR-Heavy 3 + 3 Cannot be held; rolling delay possible.
 TR-Light 2 + 2 Cannot be held; rolling delay possible.

TR arming energy may come from any source. There is no overload function for a TR beam. TRHs may be armed as TRLs (E9.213) using 2+3 or 3+2. TRs may be used as tractor beams (E9.4).

Summary compiled by Tony Zbaraschuk

HELLBORE (E10.0)

Standard 3 + 3 Cannot be held; rolling delay possible
 Overload 3 + 6 Cannot be held, must be fired or discharged.
 Feedback: Overloaded hellbores (E10.64), direct fire (E10.73). Hellbore arming energy may come from any source.
 Normal hellbores damage all six shields of a target (E10.4). See (E10.7) for direct-fire hellbores. See (G23.84) for unusual ESG interactions. See (E10.441) for special volley rules.

PLASMATIC PULSAR DEVICE (PPD) (E11.0)

Standard 4 + 4 Hold cost 2; four pulses.
 Underload 1 2 + 2 Hold cost 2; two pulses.
 Underload 2 2 + 4 Hold cost 2; three pulses.
 Underload 3 4 + 2 Hold cost 2; three pulses.
 Overload 4 + 8 Cannot be held; six pulses.
 Underload 4 2 + 6 Cannot be held; four pulses (E11.65).
 Underload 5 2 + 8 Cannot be held; five pulses.
 Underload 6 4 + 6 Cannot be held; five pulses.

PPD arming and holding energy may come from any source. Overload energy may be added to a held PPD, but not one firing. See (E11.25), (E11.612), and (E11.65) for underloaded PPDs. Each PPD is scored as a separate volley.

WEB CASTER (E12.0) AND WEB FIST (E14.0)

If 1-5 points of energy are stored in a web caster, it may be fired as a web fist. If 6 or more points are stored in a web caster, it may not be fired as a web fist but can only be used as a web generator (E12.142). Snares (E13.0) can only use one point of energy.
 Web caster/fist arming energy may come from any source.

PLASMA TORPEDO (FP0.0)

Type-R 2 + 2 + 5 Hold cost 4 (starbases only)
 Shot/Env 2 + 2 + 10 Cannot be held; SG = 5 F-torps
 Type-S 2 + 2 + 4 Hold cost 2
 Shot/Env 2 + 2 + 8 Cannot be held; SG = 3 F-torps
 Type-G 2 + 2 + 3 Hold cost 1
 Shot/Env 2 + 2 + 6 Cannot be held; SG = 2 F-torps
 Type-F 1 + 1 + 3 Hold cost 0 (1 in a non-F tube)
 Shot/Env Not possible
 Type-D 0.5 + 0 + 0 Hold cost 0. (Not in larger launcher)
 Shot/Env Not possible.

Plasma torpedo arming & holding energy may come from any source. Rolling delay possible with all torps (FP1.221). Type-G, -S, and -R launchers may add two points of reserve power on the second turn of arming to create an F-torp which must be launched or bolted immediately (FP1.93). See (FP1.9) for reserve power use in plasma torpedo arming. See (FP1.86) for feedback damage at range zero.

PROBE (G5.0)

Information 1 + 1 Rolling Delay (G5.21).
 Weapon 2 + 2 Cannot be held.

Information probe arming energy may come from any source. Weapon probe arming energy must be warp power (from warp engines or AWRs).

DISPLACEMENT DEVICE (G18.0)

Standard 2 + 2 Hold cost 1

DisDev arming energy must be warp power (from warp engines or AWRs). DisDev holding energy may come from any source.

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

ENERGY USED	# OF WEB HEXES CREATED					
	1	2	3	4	5	
1-2-3		10	5	3	2	2
2-3-4		20	10	6	5	4
3-4-5		30	15	10	7	6
4-5-N		35*	20	13	10	8
5-N-N		35*	25	16	12	10

* LIMITED TO 35 BY WEB STRENGTH LIMIT

RANGE		1-10	11-20	21-30
HIT		1-4	1-3	1-2
MISS		5-6	4-6	3-6

ENERGY	DAMAGE
1	2
2	4
3	6
4	8
5	10

DIE ROLL	RANGE 0-3 4-5	6	7	8	9	10	11-14					18-26	41-71
							13	17	25	40	70		
1	20	20	15	12	10	8	6	5	4	3	2	1	
2	20	15	12	11	9	8	6	4	3	2	1	0	
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0

DIE ROLL	RANGE 4-5		6-8		9-12		13-19-	
	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		

DIE ROLL	RANGE 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

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

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

USED ON AN ANDROMEDAN SHIP
 DIE ROLL: 1-5 = CONTROLLED; 6 = FAILURE.

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

NON-OVERLOADED HELLBORES CANNOT FIRE AT RANGE ZERO.

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2											

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

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

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 (UIN)	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/UIN)	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

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

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	6	DAMAGE
HIT*	1-6	2-6	3-6	4-6	5-6	6	8 (ALL RANGES)

RANGE	DAMAGE
0-1	Double energy used
2-5	Equal to energy used
6-10	Half of energy used

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

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	4	3	2	0	0
6	3	3	1	0	0	0

This form is meant for 12 fighters and four turns (their life expectancy in combat). Use the first column to record counter ID, type, pilot quality, and the use of chaff. Use the second column to record what is on the drone rails. Use the next four to mark off damage points. Use the next column to record any pods on "pod rails". The form to the right of the II provides space to record certain information for each of four turns. TURN is the turn number. SPEED is the speed plot. WBP indicates if the packs are on or off. Launch and landing impulses can be recorded in the space provided. The impulse on which weapons were fired can be recorded in the space provided. EW is used to record the source of EW received from lending. HET records the impulse that a voluntary HET was performed; remember that additional HETs are allowed to break tractor beams. DFR records the changing state of the dogfight rating due to damage or dropped ordnance. NOTES is self-explanatory. Permission to photocopy this page for the purchaser's personal use is granted.

DECK CREW ACTIONS RECORD FORM

STAR FLEET BATTLES

[illegible]

Record the location and actions of deck crews. Entries need only be made when an action is started or completed or a deck crew changes locations. Lines after #12 can be numbered as needed. Permission to copy this page for personal use is given.

PART A: SOURCES OF ELECTRONIC WARFARE POINTS**SELF-GENERATED ELECTRONIC WARFARE POINTS**

The total number of points (ECM+ECCM) generated in this category cannot exceed the highest unchecked number on the sensor track, which is usually six. These points are generated by the ship at a cost of one energy point per EW point. See (D6.3141).

Ships using passive fire control (D19.12) use ECM normally but cannot use ECCM.

Ships using low-powered fire control are limited to 3 points of ECCM.

BUILT-IN ELECTRONIC WARFARE POINTS

These points are specified by the rules (D6.3142), including (D6.393) and others. Unless stated otherwise, these points do not count against the limits on self-generated (D6.3141) or lent (D6.3143) EW points. A comprehensive list of units with built-in EW points is as follows:

ACTIVE TERMINAL GUIDANCE DRONES: 2 points of ECCM (D6.393); also receive the ECCM of the controlling unit, if any (F3.331).

DEFENSE SATELLITES: 2 points of ECM and 2 points of ECCM (R1.15C).

FAST PATROL SHIPS AND INTERCEPTORS: 2 points ECCM and 2 swing points; see (K1.71-2). Orion PFs claim this bonus and the Stealth bonus (D6.394). The built-in points of PFs count against the limit of 6 self-generated points (D6.3141).

FIGHTER EW PODS add 2 EW points to the fighter carrying them [(J4.9) or (J11.21)]. Jammer pod (J11.28) can only provide ECM.

FIGHTERS: 2 points of ECCM and 2 points of ECM. See (D6.393) and (D6.394).

MINES: Captor mines have 3 points of built-in ECCM (M4.44). All mines have 6 points of ECM, which is ignored by a minesweeper (M8.12) or X-ship (XM8.12) and which cannot be countered by the ECCM of other ships. Sensor mines have 3 points of ECCM (M4.57).

ORION STEALTH: 1-2 points of ECM (on SSD). Includes Orion warships and slavers (G15.8). Does not include freighters. See (D6.394). This bonus is lost if the engines are doubled.

PLASMA TORPEDOES: 3 points of built-in ECCM (D6.393). They also receive the ECCM of the controlling unit, if any (F3.331).

SMALL GROUND BASES: 2 points of ECM and 2 points of ECCM; these count against the self-generated limit (D6.3141).

X-SHIPS generate 2 points of ECCM at no energy cost as long as their sensor rating is six (XD6.393).

ELECTRONIC WARFARE POINTS FROM NATURAL SOURCES

There is no limit to the number of electronic warfare points that can be received from natural sources (D6.3143). A comprehensive list:

ASTEROIDS: Each asteroid hex on the line of fire provides one point of ECM (P3.33).

ATMOSPHERE: A unit in an atmosphere receives one ECM point (P2.51).

BLACK HOLES: Units within 10 hexes gain 2 points of ECM for purposes of seeking weapons (P4.22). If a line of fire for direct-fire weapons passes within 10 hexes of a Black Hole, the target received 2 points of ECM (P4.24).

CREW: Outstanding and poor have natural EW points and other effects. See (G21.0).

DUST CLOUDS provide one point of ECM (P13.4) for any unit in a dust cloud hex.

ERRATIC MANEUVERING can provide 4 points of ECM. See (C10.41). Note that using erratic maneuvers incurs a host of penalties and restrictions on the ship, including 4 points of ECM applied to the target of its weapons (C10.414). Not cumulative with Small Targets (C10.48).

ION STORMS can produce the effect of sunspots (P14.3) on certain die rolls.

LEGENDARY WEAPONS OFFICER has his own "natural" ECCM (G22.71).

NEBULAE: Units in a nebula receive 9 points of ECM (P6.2). Note that some units (e.g., shuttles) cannot survive in a Nebula (P6.4).

NIMBLE SHIPS (C11.0) gain the small target modifier EW bonus (E1.7).

PASSIVE FIRE CONTROL produces 2 points of ECM after fire control is inactive for 32 impulses (D19.31). Voided by EM (D19.25).

PLANETARY SURFACE: Unit on surface gains 2 points of ECM plus 1 point for each hex of atmosphere (P2.52). Units on surface (except bases) firing at units in space are penalized by 2 points of ECM (P2.53) plus 1 point for each hex of atmosphere.

RINGS: Each ring hex on the line of fire provides 1/2 point of ECM (P2.223). Otherwise treat as asteroid hexes.

SMALL TARGET MODIFIERS can provide up to 4 ECM points. See (E1.7). Note that the effects of EM and Small Targets are not cumulative (C10.48) and that the EM benefits have precedence.

SUNSPOTS provide 8 points of ECM and block any loaning of EW points (P11.3).

ELECTRONIC WARFARE POINTS LENT BY OTHER SOURCES

A given unit may receive as many as 6 ECM points AND as many as 6 ECCM points from all sources (D6.392), including the self-defense ECM points that a scout generates for its own defense (G24.28). [Shuttles can receive EW from only a single lending source (J4.922).] A comprehensive list of units able to lend EW points is as follows:

CARRIERS can lend EW points to their fighters. See (J4.93).

CLOAKED DECOYS: ECM level up to 6 points set prior to launch, including changes at intervals of no less than 8 impulses. See (G27.44).

ECM DRONES: For its duration, an ECM drone provides 3 ECM points. See (FD9.12). Cannot lend to shuttles (FD9.16).

EW FIGHTERS can lend to other fighters of their squadron within 3 hexes (J4.921) which have lock-on to uncrippled EWF.

FIGHTERS can use only a total of 6 ECM and 6 ECCM from all sources excepting Natural Sources (J4.91).

MRS: Can lend its home ship 2 ECM, 2 ECCM, 2 swing points; see (J8.4). The MRS must be within 5 hexes and uncrippled; the MRS must have a lock-on to the ship. Points from an MRS cannot be combined with points from a SWAC (J8.412) or from another MRS. Alternatively, the MRS can lend these points to a single fighter squadron (J8.43).

PFTs can lend EW points to their PFs. See (K2.52). PF Scouts (K1.751) can lend EW to the PFs of their flotilla. See (G24.213). PF scouts are limited in their ability to use Offensive EW (K1.752).

SCOUTS: Can lend ECM and ECCM to any friendly unit within the limits of (D6.392); see (G24.21). Note that the scout must pay energy for the points. Scouts can lend ECM to themselves for self-protection (G24.28); this requires a sensor channel. Scouts can lend negative ECCM to enemy ships through Offensive Electronic Warfare (G24.219).

SENSOR MINES can lend their 3 points of built-in ECCM to all captor mines they control. See (M4.57).

SWAC: Can provide its carrier with 2 ECM, 2 ECCM, 2 swing points; see (J9.11); must be within 10 hexes and uncrippled; must have a lock-on to carrier. Alternatively, the SWAC can lend to a single fighter squadron (J9.14). Heavy SWACS have 4 swing points instead of 2. SWAC points cannot be combined with another SWAC or an MRS.

WILD WEASEL: An unvoided wild weasel on the map provides the protected ship with 6 points of ECM (J3.23). Note that one condition of using a wild weasel is that the protected ship cannot use ECCM. See (J3.43).

NOTES ON LENDING EW POINTS: A ship performing EM can receive but not lend EW points (C10.52).

PART B: EFFECTS OF ELECTRONIC WARFARE

CLOAKED SHIP DETECTION: Included in the equations to retain (G13.331) and re-acquire (G13.333) a lock-on to a cloaked ship.

DIRECT-FIRE WEAPONS: Provides die-roll shift; see (D6.35) and (E1.8). Cloaked ships do not use the EW system (G13.372).

DISPLACEMENT DEVICES: The die roll for (G18.33) is modified by the EW shift.

POSITIVE LOCK-ON SYSTEMS: Tractors, Transporters, and SFGs. Provides die roll shift that could block use. See (D6.37).

SEEKING WEAPONS: Can reduce warhead effect; see (D6.36).

TACTICAL INTELLIGENCE: Increases or decreases information level. See (D17.26).

WEB CASTERS: Can reduce web points. See (E12.56).

This form can be used to calculate the EW status of a given unit on any given impulse. It is recommended that each ship be assigned a block of five lines so that you can simply carry the unchanging elements down from the row above whenever it is necessary to recalculate the EW status. Self-Generated includes the Built-In points. The purchaser of this product has permission to make photocopies of this page as needed for his or her own personal use.

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

LARGE FREIGHTERS: CIVILIAN SHIPS AND NAVAL AUXILIARIES

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

SMALL FREIGHTERS: CIVILIAN SHIPS AND NAVAL AUXILIARIES

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

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

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

N-F: Auxiliary carriers become available two years after the race deploys fighters, except that the Kzinti do not deploy them until Y165, and the Hydrans do not deploy them until the year after the Kzinti have. The Orions do not have auxiliary carriers.

Auxiliaries never have cloaks.

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

EXTRA-LARGE FREIGHTER

F-OL	2	-	100/25	1-6	1.00	-	3	E	23	140	9	5	0	ML
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MERCHANT SHIPS

APT	4	2	75/20	3-6	0.20	-	4	C	8	125	1	5	0	
FDX	3	1	70/18	3-6	0.10	-	4	AA	11	150	1	3	0	N
FT	3	2	70/22	4-6	0.50	1	4	C	9	125	3	6	0	
FTR	20	30	80/25	4-6	0.50	1	4	C	[917]	125	3	6	0	T

LARGE Q-SHIPS (L-Q)

Fed	12	8	81	2-6	0.50	-	4	D	7	130	6	10	3	ML
Klingon	10	10	83	2-6	0.50	-	4	D	7	130	6	11	3	ML
Rom	10	8	80	2-6	0.50	-	4	D	7	161	6	10	3	ML
Kzinti	12	12	62	2-6	0.50	-	4	D	7	130	6	10	3	ML
Gorn	12	10	80	2-6	0.50	-	4	D	7	130	6	10	3	ML
Thol	10	8	83	2-6	0.50	-	4	D	7	150	6	10	3	ML
Hydran	10	10	55	2-6	0.50	-	4	D	7	140	6	10	3	ML, V
Lyran	10	10	83	2-6	0.50	-	4	D	7	130	6	11	3	ML
ISC	12	10	82	2-6	0.50	-	4	D	7	160	6	10	3	ML
LDR	10	10	83	2-6	0.50	-	4	D	7	145	6	11	3	ML

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

SMALL Q-SHIPS (S-Q)

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

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

PODS

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

Pseudo-Pod for each race is available no earlier than the cargo pod for that tug.

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 Cmdnd Ratng	Notes
FLEET REPAIR DOCK														
FRD	80	12	200/50	-	Δ	2	2	-	10	140	36	16	0	
MONITORS AND PALLETS														
Mon	30	15	85/145	2-6	0.50	2	3	D	22	140	6	18	6	ML
Mon+Pal	36	15	100/160	2-6	0.50	2	3	D	22	140	6	18	6	ML
Mon+SCP	42	19	115/175	2-6	0.50	2+4	3	D	22	185	6	18	6	ML
M-SP	6	-	15	-	■	-	4°	-	22E	140	2	0	+0	
M-FP	6	-	15	-	■	0+4	4°	-	22E	165	2	0	+0	D%,V
M-PFP	6	-	15	-	■	-	4°	-	22E	180	2	0	+0	P
M-SCP	12	4	30	-	■	0+4	4°	-	22E	185	2	0	+0	D%,V,P
M-SCF	18	4	30	-	■	0+8	4°	-	22E	185	2	0	+0	D%,V (Fed)
BASES (R1.0)														
SB	250	50	600	-	■	6	1	-	1	140	-	54+	10	LA, A, ♦
BATS	100	24	200	-	■	4	2	-	2	130	-	18+	9	LA, A, ♦
BS	60	12	120	-	■	2	3	-	3	120	-	11+	8	♦
MB-Ph1	30	8	84	-	■	2	3	-	24	140	3+3	7+	6	♦
MB-Ph2	30	8	80	-	■	2	3	-	24	140	3+3	7+	6	♦
MB-PhG	30	8	82	-	■	2	3	-	24	140	3+3	7+	6	♦
CPL	20	6	50/36	-	■	1	4	-	29	120	3	9+	0	
SAM	25	10	38	-	■	1	4	-	30	120	3	4+	0	♦
DefSat	-	-	20±	-	■	-	7	-	15	120	-	0	-	
Mobile Base docking is 3 for each pod; the two cannot be docked internally while assembled.														
SMALL AND MEDIUM GROUND BASES (R1.0)														
GBDP	5	2	14	-	■	-	5	-	14	120	4	0	0	
GBD1	5	2	8	-	■	-	5	-	14	120	4	0	0	
GBD2	5	2	7	-	■	-	5	-	14	120	4	0	0	
GBDD	5	2	10	-	■	-	5	-	14	120	4	0	0	
GBDH	5	2	14	-	■	-	5	-	14	120	4	0	0	
GBFB	5	2	8	-	■	-	5	-	14	120	4	0	0	
GBDT	5	2	14	-	■	-	5	-	14	120	4	0	0	
GBDF	5	2	10	-	■	-	5	-	14	120	4	0	0	
GBPT	5	2	8	-	■	-	5	-	14	120	4	0	0	
FGB-S	6	2	12	-	■	0+1	5	-	28A	N-F	4	0	0	V
FGB-M	11	2	15	-	■	0+2	5	-	28B	N-F	6	0	0	V
GMB	6	2	12	-	■	-	5	-	28C	120	4	0	0	
GMD	6	2	12	-	■	-	5	-	28C1	165	4	0	0	
GME	6	2	12	-	■	-	5	-	28C2	168	4	0	0	
GSO	8	2	10	-	■	-	5	-	28D	120	4	0	0	
GMS	16	4	20/8	-	■	-	5	-	28E	120	4	0	0	
GSA	7	2	8	-	■	-	5	-	28F	120	4	0	0	
GMG	10	12	20	-	■	-	5	-	28G	120	4	0	0	
GWS	6	2	22	-	■	-	5	-	28H	160	4	0	0	♦
GPf	10	2	15	-	■	-	5	-	28J	N-PF	4	0	0	P, ♦
GPC	24	6	30	-	■	0+1	5	-	28K	N-SCS	6	0	0	P, V, ♦
GFC	30	6	30	-	■	0+2	5	-	28K1	N-SCS	6	0	0	V, ♦, Fed
GPS	6	2	15	-	■	-	5	-	28L	125	4	0	0	
Note: Docking points represent the storage space for inactive ground bases awaiting deployment.														
BASE AUGMENTATION MODULES (R1.0)														
HBM	7	0	10	-	■	0+1	5°	-	4	N-F	2	+0	+0	V, N-A
PfM	8	0	12	-	■	-	5°	-	16	N-PF	2	+0	+0	P, N-A
PAM	10	0	18	-	■	-	5°	-	17	165	2	+4	+0	N-A
WAM	10	0	24	-	■	-	5°	-	17A	165	2	+4	+0	R, N-A
SciM	6	0	8	-	■	-	5°	-	32A	165	2	+0	+0	N-B
RepM	10	0	12	-	■	-	5°	-	32B	165	2	+0	+0	N-A
BarM	17	30	20	-	■	-	5°	-	32C	165	2	+0	+0	N-B
VIPM	2+8	0	8	-	■	-	5°	-	32D	165	2	+0	+0	N-B
HosM	12	0	8	-	■	-	5°	-	32E	165	2	+0	+0	N-B
CarM	0	0	8	-	■	-	5°	-	32F	125	2	+0	-	N-B

NOTES:

N-A. Class A Augmentation Module

N-B. Class B Augmentation Module

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

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

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

ANNEXES

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

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

MODULE R1 ANNEXES

The Annexes in Module R1 are, at the time of publication, the most complete version available in any SFB product. They include all of the units from Basic Set, Advanced Missions, Modules C1 and C2, Modules R1-R5, and Modules J and K. They also include various data for many units from later products so that you can continue to use them with complete data.

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Expanding Sphere Generator.....	G23.0	HET bonus, Orion.....	C6.521	Mizia Attack.....	Z2.0
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Explosions, Mines.....	M2.5	Hidden Movement, Cloaking.....	G13.61	Modified Victory Conditions.....	S2.201
Explosions, Ships.....	D4.4, D5.2	Hidden Weapons.....	D17.74	Modifying Ships.....	S3.3
External Bays (shuttle).....	J1.55	High Energy Turns.....	C6.0	Modules.....	R0.6
Facing.....	C1.2	Hit and Run raids.....	D7.8	Monitors.....	R1.22
Fast Patrol Ship Campaign.....	U9.0	Hull.....	G3.0	Monster close-in defense system.....	E6.0
Fast patrol ships (PFs).....	K0.0	Hydran ships.....	R9.0	Monsters.....	S6.0, SM0.0, Annex #12
Federation Express.....	R1.11	Identifying Seeking Weapons.....	D13.3, G4.2,	Moons.....	P2.23
Federation ships.....	R2.0	F1.4, G5.25, G24.25, J2.15, J9.12		Movement.....	C0.0
Fi-Con PFs.....	R1.PF5, K1.8	Impulse (part of a turn).....	B2.3 (#6)	Movement, Energy Cost of.....	C2.0
Fighter Pods.....	J11.0	Impulse Cards.....	C1.44	Movement, seeking weapons.....	F2.0
Fighter Squadrons.....	J4.46	Impulse Engines.....	H3.0	Multi-Role Shuttles.....	J8.0
Fighter Survival Pods.....	J6.6	Impulse of Decision.....	E1.52	Multi-Warhead drones.....	FD8.0
Fighters.....	J4.0	Impulse of Truth.....	E1.52	Mutiny.....	G6.0
Fighters, C-refits.....	R1.F8	Impulse TAC.....	C5.1	Narrow Salvoes.....	E1.6
Fighters, EW.....	J4.9, R1.F7	Inactive Systems.....	G30.0	Nebulae.....	P6.0
Fighters, Heavy.....	J10.0	Infantry.....	D15.8	Negative Tractor.....	G7.35
Fighters, Rearming.....	J4.8	Information.....	Identifying Seeking Weapons,	Neo-Tholians.....	R7.60
Fire Control.....	D6.0	...Scientific Information, Tactical Intelligence		Nimble Units.....	C11.0
Fire Control, Active.....	D6.6	Intelligent Computers.....	G11.0	Non-violent combat.....	D6.4
Fire Control, Disrupted.....	D6.68	Inter-Stellar Concordium (ISC) ships.....	R13.0	Novas.....	P12.0
Fire Control, Disrupted.....	D6.68	Interceptors.....	K3.0	Nuclear Space Mines.....	M2.0
Fire Control, Low-Power.....	D6.7	Ion Storms.....	P14.0	OAKDISC.....	FD4.5
Fire Control, Passive.....	D19.0	Jump racks.....	FD3.6	Option Mounts.....	G15.4, R8.R3, R12.1B
Firing Arcs.....	D2.0	Klingon ships.....	R3.0	Order of Precedence.....	C1.313
First Generation X-ships.....	X0.0	Klingons, early drone launch rate.....	FD4.3	Orders of Battle.....	U3.2, Annex #7C
Flag Bridge.....	G2.1	Kzinti ships.....	R5.0	Orion Cartels.....	G15.9, R8.1
Fleet Repair Docks.....	R1.10	Lab.....	G4.0	Orion Engine Doubling.....	G15.2
Fractional Accounting.....	B3.2	Landing on planets.....	P2.4	Orion HET bonus.....	C6.521

Orion Pirate ships.....	R8.0	Reserve Impulse Power.....	H7.47	Starletter.....	Z5.0
Orion Pirate special rules	G15.0	Reserve Power	H7.0	Starline 2200	see Miniatures
Outstanding Crews	G21.2	Reserve Power, Contingent.....	H7.6	Stasis field generators	G16.0
PA panels.....	D10.0	Reserve Warp Power.....	H7.4	Station Keeping.....	C1.3224
Pallets (Monitors).....	R1.22E	Reversing Direction	C3.5, C12.37	Stealth Bonus (Orion)	G15.8
Pallets (Tugs).....	G14.0	Rings, Planetary	P2.223	Stingray Drones	FD16.0
Passive fire control	D19.0	Rolling Delay	FP1.91, E9.22, E10.22, G5.21, E7.22	Strategic Freighter Deployment	G14.73
Patrol Scenarios	S8.0	Romulan ships	R4.0	Sublight Tactical Maneuvers, TAC	C5.1
PF Campaign.....	U9.0	Rotation (of base)	C3.7	Sunspots.....	P11.0
PF Docking Modules	R1.16	Rotation (via tractor)	G7.7	Super Nova	P12.0
PF flotillas.....	K0.3, K2.13	Rules organization.....	A3.1	Super-Intelligent Computers	G11.0
PF Docking Module	R1.16	Satellite ships (Andromedan).....	G19.0	Surprise.....	D18.0
PF Scouts.....	K0.31, K1.75, R1.PF2	Saucers (Federation).....	G12.2	Survival Pods	K1.9
PF Tenders.....	K2.0	Scale.....	A3.4	SWAC shuttles	J9.0
PFs, Cargo	R1.PF1	Scanners.....	D6.2	Swivel mounts.....	FP3.2, D2.34, D2.36
PFs, Crew Quality	K8.0	Scatter packs	FD7.0	Swordfish Drones	FD11.0
PFs, crews	K1.3	Scenarios.....	S0.0	System Stations	R1.30
PFs, Death-Riders.....	K7.0	Scenarios, Captain's Log.....	SL0.0	T-Bomb.....	M3.0
PFs, Fi-Con.....	K1.8, R1.PF5	Scenarios, General.....	SG0.0	Tactical Intelligence	D17.0
PFs, Ground Assault	R1.PF3	Scenarios, Historical.....	SH0.0	Tactical Intelligence, not used.....	D17.9
PFs, Leaders.....	K0.31, K4.0, R1.PF6	Scenarios, Nexus Magazine	SN0.0	Tactical maneuvers	C5.0
PFs, Mine Warfare.....	R1.PF4, M8.33	Scenarios, Patrol.....	S8.0	Taking Off From Planets	P2.412
PFs, Shield Refits.....	R1.PFR1	Scenarios, special rules.....	S1.3	Task Force Games.....	Z6.1
PFs, Survival Pods	K1.9	Scientific Information.....	SM0.0, G4.1, G5.2, FD6.31, G24.27, J8.31, J9.12, S6.0	Tholian Pinwheel.....	C14.0
PFs, Tow Bars.....	K1.25	Scout Channels	G24.1	Tholian ships	R7.0
Phaser Capacitors.....	H6.0	Scout Functions	G24.0	Tholian Web	G10.0
Phasers	E2.0	Security Stations	G6.0	Tow Bars.....	K1.25
Photon Torpedoes.....	E4.0	Seeking Weapons	F0.0	Towing.....	G7.32
Pilot Quality	J6.0	Seeking Weapons, continuous tracking	F2.6	Tractor Auction.....	G7.414, G7.42
Pinwheel, Tholian	C14.0	Seeking Weapons, expended or inert.....	F1.7	Tractor Beams.....	G7.0
Planetary Rings.....	P2.223	Seeking Weapons, guidance	F3.0	Tractor Beams, Gravity Landing	P2.432
Planets	P2.0	Seeking Weapons, identifying	D13.3, G4.2, G5.25, G24.25, J2.15, J9.12	Tractor Beams, raising and lowering	P2.44
Planets, structure of	P2.6	Seeking Weapons, movement.....	F2.0	Tractor Beams, ground bases.....	P2.712
Plasma Bolts	FP8.0	Seeking Weapons, secret targeting	F3.6	Tractor Repulsor Beams	E9.0
Plasma Rack.....	FP10.0	Seeking Weapons, types of.....	F1.0	Tractor, Multi-Engagements.....	G7.37
Plasma Shotgun	FP7.0	Self-Destruction	D5.0, J1.83	Tractor, Negative	G7.35
Plasma Torpedoes	FP0.0	Sensors	D6.1	Tractor, Rotation	G7.7
Plasma Torpedoes, bolting	FP8.0	Separation, ship.....	G12.0	Transporter bombs	M3.0
Plasma Torpedoes, Enveloping	FP5.0	Sequence of Play	B2.0, Annex #2	Transporter Bombs, availability.....	M3.13
Plasma Torpedoes, Firing Arcs	FP3.0	Shields	D3.0	Transporters.....	G8.0
Plasma Torpedoes, firing at.....	FP1.6	Shields, Deception	D17.71	Transporters, Andromedan	G19.41
Plasma Torpedoes, guidance of	FP4.0	Shields, Dropping	D3.5	True Carrier	J4.61
Plasma Torpedoes, Pseudo-Plasma.....	FP6.0	Shields, Minimum	D3.33	True Range	D1.4
Plasma Torpedoes, types of.....	FP2.0	Shields, Reinforcing.....	D3.34	Tugs and pods.....	G14.0
Plasmatic Pulsar Device	E11.0	Ship Separation	G12.0	Tumbling	C6.55
Plotting movement.....	C1.3	Ship System Displays.....	R0.2, R0.8	Turn Modes	C3.2
Pods (and tugs).....	G14.0	Ships, crippled	S2.4	Turn Modes, Directed.....	C3.8
Pods, fighter).....	J11.0	Ships, definitions of terms	R0.6	Turning	C3.0
Point defense drones	see anti-drones	Shock Effects.....	D23.0	Two-Turn F.....	FP1.93
Poor Crews.....	G21.1	Shuttle Bays.....	J1.51	Type-D Plasma Torpedo	FP9.0
Positional Stabilizers	G29.0	Shuttlecraft.....	J0.0	Ubitron Interface Module.....	D6.5
Positron Flywheel.....	C9.0	Shuttlecraft, Capturing	D7.6	Uncontrolled	G2.2
Power Absorbers (PA).....	D10.0	Shuttlecraft, crippled.....	J1.33	Undermanned	G9.41
Power Augmentation Modules	R1.17	Shuttlecraft, repair by deck crew	J4.818	Variable Pulsar.....	P5.0
Power systems.....	H0.0	Shuttlecraft, Sublight.....	J2.3	Victory Points	S2.2
Practical Speed	C2.411	Sideslip	C4.0	Volley	D4.22, G7.81
Probe Drones.....	FD6.0	Size class.....	R0.6	Warp Booster Packs, fighters.....	J5.0
Probes	G5.0	Slug Drones	FD13.0	Warp Booster Packs, PFs	K1.6
Proximity fuse (photon).....	E4.3	Small Ground Bases.....	P2.76, R1.14, R1.28	Warp Energy	H2.2
Pseudo speed	C2.413, C2.46	Small Planets.....	P2.23	Warp Engines.....	H2.0
Pseudo-fighters.....	incorrect term for "PF"	Small Target Modifiers.....	E1.7	Warp Tactical Maneuvers	C5.2
Pseudo-plasma	FP6.0	Snap, Tholian	E13.0	Wave-Lock (PPD).....	E11.3
Pseudo-pod	G14.6	Spearfish Drones	FD14.0	Weapons Status.....	S4.0
Pseudo-Satellite	R10.12	Special Sensors.....	G24.11	Web Anchor	G10.13, G26.0
Publisher's Information	Z0.0	Speed	C2.4	Web Caster	E12.0
Pulling enemy shuttle into bay.....	G7.8	Speed, changing in mid-turn	C12.0	Web Fist.....	E14.0
Pulsar	P5.0	SSD	R0.8, R0.2	Web Spinner	G10.24
Pursuit plotting.....	C1.322	SSD, inspection of.....	D4.14	Web, pulling a ship out of.....	G10.56
Q-ships	R1.7	Stacking	C1.6	Web, Tholian	G10.0
Quick Reverse.....	C3.6	Standard Orbit.....	P8.0	Wild Weasels	J3.0
Radiation Zones	P15.0	Standard Victory Conditions	S2.20	Winning, How to.....	S2.0
RALAD, Rail-Launched Anti-Drone	J12.0	Star Fleet Universe.....	Z5.0	WYN Radiation Zone.....	P7.0
Range.....	D1.4	Starbases.....	R1.1	WYN ships	R12.0
Ready Rack.....	J4.822	Starfish Drones	FD15.0	X-Ships, X-Technology.....	X0.0
Repair of Damage	D9.0			Y175 Refits.....	FP10.312, R2.R4, R3.R4, R5.R5, R8.R2, R12.R1
Repair Systems.....	G17.0			Zero Energy Turn	C5.13
Repair, Emergency.....	D14.0				

ANNEX #2: SEQUENCE OF PLAY

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

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

1. ENERGY ALLOCATION PHASE

Roll for activation of surprised ships (D18.31).
Roll for computer failure (G11.4).
Roll for Ion Storms (P14.3).
Pinwheel Step: Dissolve (C14.31) or form (C14.20) pinwheels, announce this action, and conduct the subsequent Energy Allocation for the component ships as appropriate.
PFs (and interceptors) drop warp booster packs (K1.62).
Tractor/Negative-tractor auction (G7.42).
All players allocate energy in accordance with the rules (B3.0).
Allocate repair points (G17.0), EDR (D14.0), and damage control efforts (D9.2) and (D9.7).
Plot Self-Destruction (D5.1).
Orions announce if they are doubling their engine output (and which engines); see (G15.2).
Andromedans resolve energy released from PA panels (D10.423).
Announce if shields were unpowered; if so, shields cease to function at this point (D3.52).
Announce Self-Destruction (D5.1).

2. SPEED DETERMINATION PHASE

All players announce their speeds (B2.3 #2).
Announce intention to dock (C13.17) or undock (C13.21).
Announce intention to voluntarily separate sections (G12.02).
The controller prepares his charts (C1.44).

3. SELF-DESTRUCTION PHASE

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

4. SENSOR LOCK-ON PHASE

All players secretly assign alternative ECM/ECCM strength (PF swing points, EWP swing points, etc).
All players secretly assign all lending of EW that is to be in effect at the start of the turn under the various provisions of (G24.2), (J8.41), (J9.11), (J4.9), (G22.71), etc.
Announce ECM and ECCM strength (D6.32) including loaning.
All players determine if they have a lock-on to targets (D6.11).
Attempt to re-acquire lock-on to cloaked units (G13.333).
Release Deathriders to self-guidance (K7.22).

5. INITIAL ACTIVITY PHASE

Tractor Rotations Step (G7.7).
Assign boarding parties as guards (D7.83).
Ships committed to do so undock (C13.21).
Ships committed to do so voluntarily separate sections (G12.02).
Roll for variable pulsar outburst (P5.12).
Attempt to destroy cloaking device (G13.163).
Begin inter-bay shuttle (J1.59) and deck crew (J4.813) transfers.
Officer Location Step: Specify location of all legendary officers (G22.13). Begin transfers of legendary officers (G22.132).
Reload Assignment Step: Take drone racks (FD2.42) and plasma racks (FP10.3) out of service for reloading or unloading.
Computer-controlled ship completes all actions above this point in the Sequence of Play (G11.11), except tractor auctions, which are conducted along with other ships.

6. IMPULSE PROCEDURE

(Repeat once for each impulse.)

6A. MOVEMENT SEGMENT**6A1: INVOLUNTARY MOVEMENT STAGE**

Move playing pieces in accordance with black hole rules (P4.1).
Gravity waves advance, and their effect is applied immediately (P9.2).

Movement caused by nebula (P6.5) on impulses #5, #15, #26.
Andromedan ships take nebula damage (P6.31) on impulses #8 and #24.

6A2: VOLUNTARY MOVEMENT STAGE

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

Determine which playing pieces will move in this impulse (C1.4).
Declare and resolve evacuation and escapes under Catastrophic Damage due to Impending Destruction (D21.22).

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

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

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

Resolve damage from enveloping plasma torpedoes (FP5.3).
Resolve damage from seeking weapons not resolved above (F2.3).

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

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

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

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

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

Roll for possible critical hits (D8.0).

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

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

6A4: FINAL MOVEMENT ACTIONS STAGE

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

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

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

Emergency deceleration takes effect (C8.0).

6B. IMPULSE ACTIVITY SEGMENT**6B1: INITIAL STAGE**

Resolve damage from pulsar outburst (if outburst occurs) (P5.2).
Switch fire control from active (D6.6) to passive mode (D19.0) or vice versa. This is the time for voluntary changes; involuntary changes [e.g., wild weasel (J3.0), cloak (G13.0)] occur as required at other points (D6.63).

6B2: CLOAKING DEVICE STAGE

Activate (G13.14) or deactivate (G13.15) cloaking device.

Announce range and bearing if using hidden movement of cloaked ships (G13.61) on impulses #8 and #24.

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

6B3: LOCK-ON STAGE

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

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

Scouts begin or voluntarily end lending (G24.212). Scouts deploy reserve EW (G24.2114).

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

Controlled Deathrider Target Assignments (K7.301).

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

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

Determine disengagement by separation (C7.21).

6B4: SHIP SYSTEM FUNCTIONS STAGE

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

Reinforce web; recalculate strength (G10.3).

Web Step: Lay web (G10.23). Lay web anchors (G26.3).

Assume or drop web anchor status (G10.116).

Operate Tractors: Activate or release tractor beams (G7.0). This is the only time for voluntary activation or release; involuntary release may occur at various points (destruction of tractor, launch of WW, etc.). This could result in an immediate tractor auction (G7.414).

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

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

6B5: SCOUT FUNCTIONS STAGE

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

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

6B6: SEEKING WEAPONS STAGE

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

Drop electronic warfare pods (J4.9622).

Launch plasma torpedoes (FP1.3) and/or pseudo-plasma torpedoes (FP6.12).

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

Swordfish and Starfish drones commit to fire.

Launch drones (FD1.2).

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

Drop chaff (D11.3).

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

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

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

6B7: MARINES ACTIVITY STAGE

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

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

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

Reactive guard assignments are made (D7.86).

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

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

6B8: SHUTTLE & PF FUNCTIONS STAGE

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

Resolve pilot ejection (J6.6).

Fighters may drop warp booster packs (J5.41).

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

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

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

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

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

6B9: SATELLITE SHIP FUNCTIONS STAGE

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

Direct Transfers of Satellite Ships (G19.47).

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

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

6B10: SEPARATIONS STAGE

Drop pods from a tug (G14.3).

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

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

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

6B11: FINAL FUNCTIONS STAGE

Announce emergency deceleration (C8.0).

Roll to determine new facing of tumbling ships (C6.5511). If this is the last tumbling impulse, see (C6.554).

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

6C. DOGFIGHT RESOLUTION INTERFACE

(PA PANEL RADIATION DAMAGE)

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

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

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

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

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

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

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

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

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

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

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

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

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

6D. DIRECT-FIRE WEAPONS SEGMENT

6D1: FIRE ALLOCATION STAGE

DisDev Declaration Step: Announce intention to use displacement device on the current impulse, the unit to be

displaced, and (if Andromedan) the direction in which displacement will be made (G18.31).

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

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

6D2: DIRECT-FIRE WEAPONS FIRE STAGE

General note: Weapons are fired in the specific order given.

Resulting internal damage is not resolved until the Damage Resolution Stage. At the points marked "\$", reserve power may be used under (H7.134) to mitigate damage.

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

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

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

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

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

6D3: WEB CASTER STAGE

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

Web casters fire (E12.13).

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

6D4: DIRECT-FIRE WEAPONS DAMAGE RESOLUTION STAGE

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

Allocate the internal damage from all direct-fire weapons above (D4.0). Note that a weapon destroyed in the first of the many various firing steps would still be able to fire (if allocated to do so) in its appropriate later step in the same impulse because no damage is resolved until this point.

6D5: DIRECT-FIRE WEAPONS CONSEQUENCES STAGE

Resolve explosions (D5.0) from destroyed units (if any) (D4.4), then repeat stage 6D4. (No weapons are fired; this is used to resolve any damage resulting from the explosions.)

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

Displacement devices operate (G18.3) and can be used to launch satellite ships (G19.42).

Roll for possible critical hits (D8.0).

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

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

Electronic warfare (D6.3) benefits of any systems destroyed in Segment D are lost (e.g., scout channels destroyed, etc.)

Shock Step: Resolve shock effects (D23.32) from the firing of direct-fire weapons. (Shock from seeking weapons is resolved in 6B6.) Accumulate SEPs and roll for breakdown as required.

6E. POST-COMBAT SEGMENT

Roll for the possibility of UIM breakdown (D6.52).

Start/stop erratic maneuvers takes effect (C10.0).

Deploy Reserve Power for "delayed uses" under (H7.132).

END OF IMPULSE PROCEDURE

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

7. FINAL ACTIVITY PHASE

Roll for mutiny (G6.20).

Resolve boarding party combat (D7.4), (D7.63), (D16.21), (D15.2).

Legendary Captain bluffs (G22.21).

Ships committed to dock (C13.0) do so.

Roll for critical hit repair (D8.3).

Announce and roll for Emergency Damage Repairs (D14.0).

Legendary engineer (G22.41) repairs; legendary doctor cures (G22.61).

Ships drop warp engines (G12.6).

Disengage by acceleration (C7.1) or evasion (C7.3).

8. RECORD KEEPING PHASE

8A: REPAIR STAGE

Mark and announce repairs completed (D9.73) and (G17.34).

Resolve repair of shields by damage control (D9.2).

Move reserve power to phaser capacitors (H7.36).

8B: POWER ABSORBER ACCOUNTING STAGE

Transfer power from PA panels to batteries (D10.411).

PA panels dissipate power to space (D10.412).

8C: FINAL RECORDS STAGE

Orions record loss of engines from double output (G15.2).

Determine information from labs based on closest approach to the monster (or other object of study) (G4.12).

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

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

Complete transfers of legendary officers (G22.132).

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

ANNEX #3: MASTER SHIP CHART

See separate file, not in Module R1. Annex #3B is in Module K.

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

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

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

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

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

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

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

ANNEX #4: MASTER FIGHTER AND SHUTTLE CHART

Race	Type	Spd	Phaser	Drones	Damage	Special	BPV	Year	DFR	Ref
All	Admin	6	1xP3-360	-	6	J2.1	2	70	0\$	F1
	MSS	6	1xP3-360	-	6	M8.3	3	150	0\$	F2
	MRS	8	see ref	J8.0	10	J8.0	10	150	0	F3
	GAS	6	1xP3-360	-	8	Ground Attack	4	70	0\$	F4
	GBS	6	1xP3-360	-	8	Ground Attack	4	100	0\$	F10
	HTSΔ	6	none	-	12	Troop Transport	6	90	0\$	F5
	HASΔ	6	none	-	14	Ground Attack, Troops	9	120	0\$	F11
Fed	MLS	6	1xP3-360	-	6	M9.18	3	150	0\$	F6
	F-4	8	1xP3-FA	2xI + 2xVI	9	-	7	167	1	F6
	F-8	8	1xP3-FA	2xI	8	-	6	167	2	F7
	F-14	15	1xPG-FA	2xI + 2xVI	12	-	11	171	4☆	F1
	F-14A	15	1xPG-FA	2xI + 2xVI	12	2xSpecial Rail	13	177	4☆	F1
	F-14B	15	1xPG-FA	2xI + 2xVI	12	4xSpecial Rail	15	183	4☆	F1
	F-14C	15	1xPG-FA	4xI	12	4xSpecial Rail	16	190	4☆	F1
	F-14D	15	1xPG-FA	4xI	12	4xSpecial Rail (2xIV)	17	195	4☆	F1
	F-15	15	1xPG-FA	4xI + 4xVI	12	-	12	172	4☆	F10
	F-15C	15	1xPG-FA	6xI + 2xVI	12	-	13	183	4☆	F10
	F-15D	15	1xPG-FA	6xI + 2xVI	12	Paired Rails for type-IV	14	185	4☆	F10
	F-16	13	1xPG-FA	2xVI	9	-	7	173	3☆	F4
	F-16C	13	1xPG-FA	2xI	9	-	8	183	3☆	F4
	F-18	13	2xP3-FA	2xI + 2xVI	10	-	8	173	3	F5
	F-18B	15	2xP3-FA	2xI + 2xVI	10	-	9	177	3☆	F5
	F-18B+	15	2xP3-FA	2xI + 2xVI	10	2 x Special Rail	11	180	3☆	F5
	F-18C	15	2xP3-FA	4xI	10	2 x Special Rail	12	183	3☆	F5
	F-20	12	2xP3-FA	2xVI	8	-	6	175	3☆	F8
	F-20C	12	2xP3-FA	2xI	8	-	7	183	3☆	F8
	A-6	8	none	4xI + 2xVI	14	-	9	168	1	F12
	A-10	10	1xP3-FA	2xI	16	1xPhoton-FA, 1xP3-RA	10	171	1	F2
	A-20Δ	12	1xP2-FX	4xSpecial	18	2xPhoton-FA	16	177	0☆	F9
	F-111Δ	15	1xP3-RX	1xADD-6	18	1xEW-pod	19	177	0☆	F11
			Ph-G-FX	2xVI, 4xI		1xEW pod				
			Ph-3-RA	2xIII, 1xADD-6		3-space bay, Ph-2-FA				
	E2 SWAC	8	PG-360	1xADD-6	12	J9.0	60/14	171	0	F3
	E3 SWACΔ	8	PG-360	1xADD-12	18	J9.5	90/21	178	0☆	F3A
Klingon (Lyrn)	Z-1	6	1xP2-FA	2xI	12	1xP3-RA	7	167	2	F1
	Z-2	8	1xP3-FA	2xI	8	-	6	168	2	F2
	Z-V	12	1xP3-FA	2xI	12	-	8	173	3	F3
	Z-Y	15	2xP3-FA	2xI + 2xVI	12	-	9	177	4☆	F4
	Z-YB	15	2xP3-FA	2xI + 2xVI	12	2xSpecial Rail	11	180	4☆	F4
	Z-YC	15	2xP3-FA	4xI	12	2xSpecial Rail	12	183	4☆	F4
	Z-D	10	1xP3-FA	2xVI	10	1xDisr-FA	10	172	2	F5
	Z-DC	10	1xP3-FA	2xI	10	1xDisr-FA	11	183	2	F5
	Z-P	10	1xP3-FA	2xVI	10	1xPh-2-FA	10	172	2	F6
	Z-PC	10	1xP3-FA	2xI	10	1xPh-2-FA	11	183	2	F6
	Z-HΔ	12	1xP2-FX	4xI, 2x Special	16	2xDisr-FA	16	176	0☆	F7
			1xP3-RX	2xVI	-	1xEW-pod				
Romulan	SLS	1	-	-	6	Sublight Shuttle	1	50	0\$	F0
	G-I	10	-	-	8	1xPlas-F-FA	4	165	1	F1
	G-II	12	1xP3-FA	-	12	1xPlas-F-FA	7	173	2	F2
	G-III	15	1xP3-FA	-	12	1xPlas-F-FA	8	180	2	F3
	G-F	8	2xP3-FA	2xPL-D	8	-	8	165	3	F4
	G-SF	12	2xP3-FA	2xPL-D	10	-	9	173	3☆	F5
	G-FSF	15	2xP3-FA	2xPL-D	10	-	10	180	3☆	F6
	TribΔ	12	1xP2-FX	2xPL-D	16	2xPI-F-FP	18	178	0☆	F7
Kzinti			P3-LS/P3-RS	-	-	1xEW-pod				
	AS	8	1xP3-FA	2xI	8	No drone control	5	161	2	F1
	AAS	8	1xP3-FA	2xI	8	-	6	164	2	F2
	SAS	12	1xP3-FA	2xVI	6	-	5	168	3	F3
	HAAS	15	1xP3-FA	2xI	11	-	8	173	3	F4
	TAAS	15	2xP3-FA	2xI + 2xVI	12	-	9	177	4☆	F5
	TADS	15	2xP3-FA	2xI + 2xVI	12	2xSpecial Rails	11	180	4☆	F6
	TADSC	15	2xP3-FA	4xI	12	2xSpecial Rails	12	183	4☆	F6
	DAS	10	1xP3-FA	2xVI	10	1xDisr-FA	10	172	2	F7
	DASC	10	1xP3-FA	2xI	10	1xDisr-FA	11	183	2	F7
	LASΔ	12	2xP3-FX	2xI, 2x Special	16	2xDisr-FA	17	175	1☆	F8
			2xP3-RX	4xVI	-	1xEW-pod				
Gorn	G-8	8	1xP3-FA	2xPL-D	8	-	8	169	2	F5
	G-10	10	1xP3-FA	-	16	1xPlas-F-FA, 1xPh-3-RA	10	173	1	F3
	G-12	15	2xP3-FA	2xPL-D	10	-	10	180	3☆	F6
	G-18	13	2xP3-FA	2xPL-D	10	-	10	173	3	F1
	G-18B	15	2xP3-FA	2xPL-D	10	-	11	182	3☆	F1
	G-20	12	2xP3-FA	2xPL-D	8	-	8	175	3☆	F2
	G-30Δ	12	1xP2-FX	2xPL-D	18	1xPI-F-RP	18	178	0☆	F4
			P3-LS/P3-RS	1xEW-pod		1xPI-F-LP				

Race	Type	Spd	Phaser	Drones	Damage	Special	BPV	Year	DFR	Ref
Tholian	S-I	8	1xP3-FA	-	8	Web Spinner	3	165	2	F1
	S-II	14	1xP3-360	-	14	1xDisr-FA	9	172	3	F2
	S-IIP	14	1xP3-360	-	14	1xP2-FA	9	172	3	F6
	S-III	15	2xP3-FA	-	14	Web Spinner	6	172	4☆	F3
	S-IVΔ	12	1xP2-FA	-	16	2xDisr-FA, 1xEW Pod	15	178	0☆	F4
	S-IVPΔ	12	2xP3-RX	-	16	Web Spinner	15	178	0☆	F4A
			2xP3-RX			2xPhot-FA, 1xEW Pod				
	S-E	14	1xP3-360	-	14	2xEW-pod	11	172	3☆	F5
Hydran	St-1	12	1xP3-FA	-	8	2xFusion-FA	8	134	3	F1
	St-2	15	1xPG-FA	-	10	2xFusion-FA	10	170	4	F2
	St-F	15	1xPG-FA	-	10	-	7	170	4☆	F3
	St-H	15	1xPG-FA	-	10	1xHellbore-FA	10	170	2	F4
	St-SΔ	12	1xPG-FA	1xEW-pod	16	2xFusion-FA	17	177	0☆	F5
			1xPG-RX	-	-	1xHellbore-FA	12	172	4☆	F6
ISC	St-E	15	1xPG-FA	-	10	2xEW-pod				
	SF	12	2xP3-FA	2xPL-D	12	-	10	174	4☆	F1
	FSF	15	2xP3-FA	2xPL-D	12	-	11	180	4☆	F6
	TF	12	1xP3-FA	-	12	1xPI-F-FA	7	174	2	F2
	FTF	15	1xP3-FA	-	12	1xPI-F-FA	8	180	2	F7
	EF	12	1xP3-FA	-	12	2xEW-pod	10	172	2☆	F3
	FEF	15	1xP3-FA	-	12	2xEW-pod	10	180	2☆	F8
	AF	12	1xP3-FA	2xPL-D	8	-	8	170	3☆	F4
	HFΔ	12	1xP2-FX	2xPL-D	16	2xPI-F-FP	18	178	0☆	F5
			P3-LS/P3-RS	-	-	1xEW-pod				

NOTES ON ANNEX #4

RACE: The empire/nation that operates this fighter.

TYPE: The specific type of fighter.

SPEED: Maximum speed of this fighter.

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

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

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

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

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

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

DFR: The dogfighting rating.

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

* The BPV of these fighters is increased by 1 for each special drone launch rail (J4.233) added. (Not used in Module R1.)

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

§ This fighter has no chaff packs.

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

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

FIGHTER CLASSES (J4.48)

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

Class 1 fighters 0-7 BPV points.

Class 2 fighters 8-10 BPV points.

Class 3 fighters 11-15 BPV points.

Class 4 fighters 16 or more BPV points.

ANNEX #5: ABBREVIATIONS

ANNEX #5A: ABBREVIATIONS FOR TERMS

+	(Plus).....	Improved or refitted
1X		First-Generation X-Technology
2X		Second-Generation X-Technology
A HULL		Aft Hull, same as Rear Hull
ADB		Amarillo Design Bureau
ADD		Anti-Drone Defense system
AFC		Active Fire Control
AP		Aft Plasma Swivel Firing Arc
APR		Auxiliary Power Reactor
ATG		Active Terminal Guidance
AUX		Auxiliary Control
AWR		Auxiliary Warp Reactor
BAR		Barracks
BDG		Bridge
BES		Basic Explosion Strength
BP		Boarding Party
BPV		Basic Point Value
BRDG		Bridge
BTY		Battery
C HULL		Center Hull
C WARP		Center Warp Engine
CAR		Cargo; see also CGO.
Cat Dam		Catastrophic Damage
CCM		Close Combat Maneuvering
CD		Catastrophic Damage
CD/ID		Catastrophic Damage, Impending Destruction
CD/MD		Catastrophic Damage, Massive Damage
CD/SD		Catastrophic Damage, Self-Destruction
ID/CD		Catastrophic Damage, Impending Destruction
MD/CD		Catastrophic Damage, Massive Damage
SD/CD		Catastrophic Damage, Self-Destruction
CDR		Continuous Damage Repair
CGO		Cargo; see also CAR.
CP		Cargo Point
CL#		Captain's Log (issue #)
D-rack		Plasma rack, type-D torpedoes
D-torp		Type-D plasma torpedo
DAC		Damage Allocation Chart
DAM CON		Damage Control
DamCon		Damage Control
DC		Damage Control
DC		Deck Crew
DERFACS		Disruptor Extended Range Fire Attenuation Control System

DF&E.....	Deluxe edition of Federation & Empire, also known as F&E-89.	MSC.....	Master Ship Chart (Annex #3)
DFC.....	Disrupted Fire Control	MW.....	Multi-Warhead Drone
DFR.....	Dogfight Rating	NCC.....	Naval Construction Contract
DFW.....	Direct-Fire Weapons	NSM.....	Nuclear Space Mine
DisDev.....	Displacement Device	NT.....	Negative Tractor
DISR.....	Disruptor bolt	NVC.....	Non-Violent Combat
DM.....	Deadman switch (on mine).	OAKDISC.....	Orion Advanced Killer Drone Improved System of Control
DRI.....	Dogfight Resolution Interface	OPC.....	Orion Pirate Cruiser
DRN.....	Drone	OPT.....	Option Mount
DSF.....	Deep Space Fleet (Klingon)	PA.....	Power Absorber Panel
EA.....	Energy Allocation	PF-DAC.....	Fast Patrol Ship Damage Allocation Chart
EAF.....	Energy Allocation Form	PFC.....	Passive Fire Control
ECCM.....	Electronic Counter-Counter Measures	PHOT.....	Photon Torpedo
ECM.....	Electronic Counter Measures	PH-1, Ph-1.....	Phaser-1, sometimes P1
ED.....	Emergency Deceleration	PH-2, Ph-2.....	Phaser-2, sometimes P2
EDR.....	Emergency Damage Repair	PH-3, Ph-3.....	Phaser-3, sometimes P3
EM BRIDGE.....	Emergency Bridge	PH-4, Ph-4.....	Phaser-4, sometimes P4
EM.....	Erratic Maneuvering	PH-G, Ph-G.....	Gatling Phaser, sometimes PG
EMER BRIDGE.....	Emergency Bridge	PL.....	Plasma torpedo
EMER.....	Emergency Bridge	PL-D, Plas-D.....	Type-D Plasma torpedo
Emer Decel.....	Emergency Deceleration	PL-F, Plas-F.....	Type-F Plasma torpedo
ENG.....	Engine	PL-G, Plas-G.....	Type-G Plasma torpedo
EPT.....	Enveloping Plasma Torpedo	PL-L, Plas-L.....	Type-L Plasma torpedo
ESG.....	Expanding Sphere Generator	PL-M, Plas-M.....	Type-M Plasma torpedo
EW.....	Electronic Warfare	PL-R, Plas-R.....	Type-R Plasma torpedo
EWP.....	Electronic Warfare Pod	PL-S, Plas-S.....	Type-S Plasma torpedo
EX DAM.....	Excess Damage	PLAS.....	Plasma torpedo
ExDam.....	Excess Damage	PPD.....	Plasmatic Pulsar Device
F.....	Fast drone, as in Type-IV-F	POIS.....	Pilot Out In Space, rescue bailout capsule.
F.....	Forward (in hull box)	PPT.....	Pseudo-Plasma Torpedo
F HULL.....	Forward hull	PRB.....	Probe
F&E.....	Federation & Empire	Prox.....	Proximity
F&E-89.....	Deluxe F&E	PS.....	Payload Space (on a drone)
F-Torp.....	Type-F Plasma torpedo	R HULL.....	Rear Hull, same as Aft Hull
FA.....	Forward firing arc	R.....	Rear when part of hull or in hull box
FH.....	Front Half firing arc	R.....	Right firing arc
FLAG.....	Flag Bridge, admiral's bridge	R.....	Right, e.g., warp engine, etc.
FP.....	Front Plasma swivel firing arc	R WARP.....	Right Warp Engine
FUS.....	Fusion beam	R-torp.....	Type-R Plasma torpedo
FX.....	Forward expanded firing arc	RA.....	Rear firing arc
G-torp.....	Type-G Plasma torpedo	REP.....	Repair; see also RPR.
GCL.....	Ground Combat Location	RF.....	Right Front firing arc
GCS.....	Gorn Confederation Ship	RH.....	Rear Half firing arc
GCV.....	Ground Combat Vehicle	RP.....	Right Plasma swivel firing arc
GDS.....	Ground Defense System	RPR.....	Right Plasma Rear swivel arc
GLS.....	Gravity Landing System	RPR.....	Repair, see also REP.
GP.....	Galactic Powers	RR.....	Right Rear firing arc
H&R.....	Hit and Run, Hit and Run Raid	RS.....	Right Side firing arc
HB.....	Hellbore	RWP.....	Reserve Warp Power
HET.....	High Energy Turn	RX.....	Rear expanded firing arc
HMS.....	Hydran Majesty's Ship	S.....	Slow-speed drone, as in Type-I-S
HWS.....	Heavy Weapon Squad	S-torp.....	Type-S Plasma torpedo
IKV.....	Imperial Klingon Vessel	SCRTY, SCTY.....	Security station
IMP.....	Impulse Engine	SEN.....	Special Sensor, Scout Sensor
INT.....	Interceptor	SFB.....	Star Fleet Battles
ISC.....	InterStellar Concordium	SFG.....	Stasis Field Generator
ISCS.....	InterStellar Concordium Ship	SG#.....	Scenario, General
ISF.....	Internal Security Forces (Klingon)	SGSW.....	Self-Guided Seeking Weapon
KHW.....	Kzinti Hegemony Warship	SH#.....	Scenario, Historical
L.....	Left (e.g., warp engine, etc.)	SHTL.....	Shuttlecraft
L.....	Left firing arc	SHTTL.....	Shuttlecraft
L WARP.....	Left Warp Engine	SL#.....	Scenario, Captain's Log
L-torp.....	Type-L Plasma torpedo, X-ships	SM#.....	Scenario, Monster
LDR.....	Lyrans Democratic Republic	SN#.....	Scenario, Nexus magazine
LF.....	Left forward firing arc	SP.....	Scatter Pack
LGFO.....	Legendary Ground Forces Officer	SP#.....	Scenario, Playtest
LP.....	Left Plasma swivel firing arc	SPEC SEN.....	Special Sensor, Scout Sensor
LPR.....	Left Plasma Rear swivel arc	SSD.....	Ship's Systems Display
LPFC.....	Low-Power Fire Control	Std.....	Standard
LR.....	Left Rear Firing Arc	SW.....	Seeking Weapons
LS.....	Left Side Firing Arc	SWAC.....	Space Warning And Control
M.....	Medium-speed drone, as in Type-I-M	T-Bomb.....	Transporter Bomb
M-torp.....	Type-M Plasma torpedo, X-ships	TAC.....	Tactical maneuver
MCIDS.....	Monster Close-In Defense System	Tac Intel.....	Tactical Intelligence
MFC.....	Master Fighter Chart (Annex #4)	TB.....	Transporter Bomb
Mod.....	Modified, Modifier	TFG.....	Task Force Games

TORP.....	Torpedo (photon, plasma, or discr.)
TR.....	Tractor Repulsor beam
TRH.....	Heavy Tractor Repulsor beam
TRL.....	Light Tractor Repulsor beam
TRAC.....	Tractor beam
TRAN, TRANS.....	Transporter
UIM.....	Ubitron Interface Module
USS.....	United (Federation) Star Ship
W EN.....	Warp engine
W#.....	Weapon # (W1, W2, etc) on generic SSDs to denote weapons
WARP.....	Warp Engine
WBP.....	Warp Booster Pack
WBP-F.....	Warp Booster Pack for shuttle/fighter
WBP-PF.....	Warp Booster Pack for PF
WC.....	Web Caster
WEB.....	Web generator (Tholian)
WPN.....	Weapon
WS-?.....	Weapon Status, either 0, I, II, or III.
X-Ship.....	Ship with advanced technology
X1.....	First Generation X-technology
X2.....	Second Generation X-technology
BP.....	Boarding Party

ANNEX #5B: ABBREVIATIONS FOR SHIPS AND UNITS

WW.....	Wild Weasel
SS.....	Suicide Shuttle (occasionally used, incorrectly, for Satellite Ship)
AAS.....	Kzinti Advanced Attack Shuttle
ACL.....	Aegis Light Cruiser (carrier escort)
AD5.....	Carrier escort variant of Klingon D5
AD6.....	Carrier escort variant of Klingon D6
AF.....	Attrition Fighter (ISC)
AF5.....	Carrier escort variant of Klingon F5
AFF.....	Aegis Frigate, carrier escort
AH.....	Carrier escort variant of Hydran HN
AL.....	Aegis Lancer, Hydran carrier escort.
Pseudo-Fighter.....	Incorrect term for PF Fast Patrol Ship
ANA.....	Andromedan Anaconda, large satellite scout
APA.....	Hydran Apache medium command cruiser
APT.....	Armed Priority Transport
AR.....	Attack Raider, Orion cruiser
Ar-?.....	Arachnid, Tholian PF
ARAS.....	Arastoz Monster
AS.....	Kzinti Attack Shuttle
ASP.....	Andromedan mauler on Viper hull.
AT.....	Armed Transport
AxBC.....	Auxiliary battlecruiser
AxBCS.....	WYN Auxiliary Battle Control Ship.
EWf.....	Electronic Warfare Fighter
AxC.....	Auxiliary cruiser
AxCV.....	Auxiliary carrier
AxCVA.....	Auxiliary heavy carrier
AxCVL.....	Auxiliary light carrier
AxDN.....	WYN Auxiliary Dreadnought
AxMS.....	Auxiliary minesweeper
AxPFL.....	Large Auxiliary PF Tender
AxPFS.....	Small Auxiliary PF Tender
AxPFT.....	Auxiliary PF tender
AxSCS.....	Auxiliary space control ship
A-6.....	Federation fighter
A-10.....	Federation fighter
A-20.....	Federation heavy fighter
B.....	Boom, detached from Klingon ship
B-P.....	Tholian Battle Pack
B10.....	Klingon battleship, largest ship completed; variants include B, K, V, and S
B10S.....	Space control ship version of B10.
B10V.....	Heavy carrier variant of B10.
B11.....	Enlarged version of B10 battleship.
BAM.....	Base Augmentation Module
BAR.....	Hydran Baron command light cruiser
BarM.....	Barracks augmentation module
BATS.....	Battle station
BB.....	Battleship (larger than a DN)
BC.....	Battlecruiser

BCF.....	Bismarck variant of Federation BCH
BCG.....	Kirov variant of Federation BCH
BCH.....	Heavy battle cruiser
BCJ.....	New Jersey variant of Federation BCH
BCS.....	Battle Control Ship, built on a BCH hull, carries a flotilla of PFs and a half-squadron of fighters.
BCV.....	Battle Carrier, a carrier on a BCH hull.
BDA.....	Aegis escort version of BDD
BDD.....	Battle Destroyer
BDE.....	Carrier escort version of BDD
BDL.....	Battle Destroyer Leader
BDP.....	PFT variant of BDD
BDS.....	Scout variant of BDD
BH.....	Romulan Battle Hawk second-class cruiser, old series. Classified as a destroyer
BHE.....	Carrier escort variant of BH
BLM.....	Base, Logistics, Mobile (old term for MB)
Bm.....	Suffix used to denote boom section of a Klingon ship, as in D7 Bm.
Bob-?.....	Lyrn Bobcat PF
BP.....	Battle Pod
BR.....	Orion Battle Raider; considered a war cruiser
BRG.....	Orion Brigand interceptor
BRH.....	Orion Heavy Battle Raider.
BRP.....	PFT variant of Orion Battle Raider
BRS.....	Scout variant of Orion Battle Raider
BS.....	Base Station
BT.....	Battle Tug
BTV.....	Federation Battle Tug with light carrier pod.
BUC.....	Orion Buccaneer PF
Buc.....	Slang for Orion Buccaneer PF
BUL.....	Andromedan Bull Snake cargo ship.
BW.....	Tholian Black Widow light carrier
C.....	Cruiser, usually a Tholian older class
C7.....	Klingon Heavy Battlecruiser
C7A.....	Klingon Heavy Stasis Battlecruiser
C7S.....	Battle control ship version of Klingon C7.
C7V.....	Battle carrier version of Klingon C7.
C8.....	Klingon Dreadnought; variants include B, S, K, V
C9.....	Klingon Dreadnought; variants include A, B, K
C9A.....	Klingon Dreadnought with stasis generators
CA.....	Heavy Cruiser
CAP.....	Tholian CA with photon torpedo refit
CAR.....	Federation CA with rear phaser refit
CarM.....	Cargo augmentation module
CAT.....	Hydran Cataphract commando cruiser
CAV.....	Cavalier, Hydran carrier
CAW.....	Tholian CA with Web Caster
CB.....	Cruiser, Battle. Federation heavy CC.
CC.....	Command Cruiser
CCH.....	Heavy Command Cruiser
CCW.....	Tholian CC with Web Caster
CD.....	Drone Cruiser
CDD.....	Command Destroyer
CDD.....	Command version of Gorn HDD
CE.....	Commando Eagle (Romulan)
CE.....	Escort Cruiser
CEA.....	Aegis Cruiser
CEN.....	Romulan Centurion PF
CH.....	Romulan Chickenhawk PF tender
CHA.....	Hydran Lord Admiral Heavy Command Cruiser.
CHC.....	Hydran Lord Cardinal Heavy Command Cruiser.
CHP.....	Photon version of Tholian CWH.
CHY.....	Hydran Cheyenne New Heavy Cruiser.
CL.....	Light cruiser
CLA.....	Aegis carrier escort variant of CL
CLC.....	Command Light Cruiser
CLE.....	Carrier escort variant of CL
CLG.....	Commando version of a CL
CLH.....	Hospital Ship (Federation)
CLS.....	Light Survey Cruiser
CM.....	Medium cruiser
CMC.....	Federation Commando Cruiser
CMC.....	Tholian Commando Corvette
CMG.....	Commando version of CM
CMV.....	Carrier variant of CM

CNT.....	Hydran Count Destroyer Leader	DN+.....	Federation improved dreadnought
CNV.....	Romulan California Condor heavy carrier	DND.....	Lyrans destroyer made from center section of a Lion-class DN.
COB.....	Andromedan Cobra	DNG.....	Federation very improved dreadnought
COM.....	Commando ship	DNT.....	ISC Torpedo Dreadnought
COM.....	Hydran Comanche medium command cruiser	DOM.....	Andromedan Dominator
CoM.....	Command Module (Neo-Tholian)	DPC.....	Disruptor-armed Patrol Corvette (Tholian)
ComPlat.....	Commercial Platform	DPT.....	Destroyer Priority Transport
CON.....	Romulan Condor dreadnought	DPW.....	Tholian Webcaster and photon-armed dreadnought
COQ.....	Andromedan Conquistador	DW.....	War Destroyer
COS.....	Hydran Cossack medium carrier	DWA.....	War Destroyer Aegis Escort
COU.....	Andromedan Courier Scout	DWC.....	War Destroyer Command Ship (Fed)
COV.....	Federation Commando Carrier	DWD.....	War Destroyer Drone variant
CPC.....	Tholian Cargo version of patrol cruiser	DWE.....	War Destroyer Escort
CPL.....	Commercial Platform	DWL.....	War Destroyer Leader
CP-SkH.....	Romulan SkyHawk Cargo Pack	DWM.....	War Destroyer Minesweeper
CR.....	Crusader, Hydran frigate-leader	DWP.....	War Destroyer PF Tender
CR.....	Orion Raider Cruiser; essentially a CL	DWS.....	War Destroyer Scout
CS.....	Strike Cruiser	DWT.....	War Destroyer Transport
CT.....	Commando transport variant of Tholian LTT	DX.....	Klingon improved technology battlecruiser
CU.....	Cuirassier, Hydran frigate	E2.....	Federation Hawkeye SWAC shuttle
CV.....	Carrier	E2C.....	full designation of the Federation Hawkeye SWAC shuttle.
CVA.....	Heavy Carrier	E3.....	the Federation Sentry heavy SWAC shuttle
CVB.....	Federation carrier with F-15s; minor variant of Fed CVS	E3.....	Klingon small escort, variants include A, D, and E
CVE.....	Escort Carrier	E3A.....	full designation of the Federation Sentry heavy SWAC shuttle.
CVL.....	Light Carrier	E4.....	Klingon escort; variants include A, B, D, E, I, V, J
CVLS.....	Light Strike Carrier	E5.....	Klingon destroyer design
CVS.....	Strike Carrier	ECL.....	Carrier escort version of CL
CVT.....	Carrier Tug	EEL.....	Andromedan Eel Scout.
CVTC.....	Federation CVT with both heavy and light pods.	EF.....	ISC EW fighter
CW.....	War Cruiser	EFF.....	Carrier escort variant of FF
CWA.....	War Cruiser Aegis Escort	EH.....	Escort Hunter, Hydran carrier escort
CWE.....	Carrier escort version of CW	EJ.....	Generic term for penal variants of Klingon E-hull frigates
CWH.....	Heavy War Cruiser, a term sometimes used for a medium cruiser or an NCA	EM.....	Andromedan energy module, three sizes EM-S, EM-M, EM-L
CWH.....	Heavy War Cruiser, Tholian.	ERL.....	Hydran Earl Destroyer Leader
CWL.....	War Cruiser Leader	F.....	Fighter
CWM.....	Minesweeper variant of War Cruiser	F-L.....	Large civilian freighter
CWP.....	Tholian CW with photon torpedo refit	F-Pal.....	Romulan Cargo Sled pallet
CWS.....	Scout version of CW	F-S.....	Small civilian freighter
CWV.....	Carrier variant of War Cruiser	F5.....	Klingon Frigate; many variants including AF5, B, C, D, E, I, J, K, L, M, S, V, W
CX.....	Improved Technology Cruiser	F5U.....	Klingon war destroyer leader
C-P.....	Cargo Pack or Cargo Pod	F5W.....	Klingon war destroyer
D.....	Tholian Tarantula Dreadnought	F6.....	Klingon Battle Frigate
D5.....	Klingon War cruiser; many variants including C, D, E, F, G, H, I, J, K, L, M, N, P, S, W, V, AD5, MD5	FAL.....	Romulan Falcon mauler cruiser
D5W.....	Klingon new heavy cruiser.	FCoM.....	Flag Command Module (Neo-Tholian)
D6.....	Older type of Klingon Battlecruiser; many variants including B, D, E, G, J, K, M, P, S, V, AD6	FDX.....	Federation Express
D7.....	Klingon Battlecruiser; many variants including A, B, C, D, E, K, L, M, N, V, W (D7H is a Hydran ship)	FE.....	Romulan Freight Eagle; tug version of WE
D7W.....	Klingon Heavy Command Cruiser	FEF.....	ISC Fast EW Fighter
DAR.....	Aegis variant of Federation DER	FF.....	Frigate
DAS.....	Disruptor Attack Shuttle, Kzinti	FFA.....	Carrier aegis escort variant of FF
DBP.....	PFT variant of Orion Double Raider	FFB.....	Federation Battle Frigate
DBR.....	Orion Double Raider	FFD.....	Drone variant of FF
DCP.....	ISC Destroyer Cargo Pack	FFE.....	Carrier escort variant of FF
DD.....	Destroyer	FFG.....	Frigate with guided weapons
DDG.....	Destroyer with Guided weapons	FFK.....	Killer variant of Kzinti FF
DDL.....	Destroyer Leader; Fed plasma-armed destroyer	FFL.....	Frigate Leader, Federation plasma-armed frigate
DDP.....	Tholian DD with photon torpedo refit	FFM.....	Minesweeping Frigate
DDV.....	Carrier on Destroyer hull (Kzinti)	FFP.....	Priority transport version of Federation FF
DE.....	Destroyer Escort	FFR.....	Romulan border variant of Federation FFE
DEA.....	Destroyer Aegis Escort	FFS.....	Scout variant of FF
Dec.....	Romulan Decurion Interceptor	FFT.....	Transport variant of Federation FF
DefSat.....	Defense Satellite	FFV.....	Carrier variant of FF
DER.....	Romulan border variant of Federation DE	FGB-M.....	Medium Fighter Ground Base
DEV.....	Andromedan Devastator Battleship.	FGB-L.....	Large Fighter Ground Base
DF.....	Drone Frigate	FGB-S.....	Small Fighter Ground Base
DG.....	Dragoon, Hydran heavy cruiser	FH.....	Kzinti Heavy Frigate
DIA.....	Andromedan Diamondback commando ship	FH.....	Romulan FireHawk heavy cruiser. Variants include FHA, FHF, FHK.
DJ.....	Generic term for penal variants of Klingon D-hull cruisers	FHF.....	FlameHawk, Romulan mauler
DN.....	Dreadnought	Fi-Con.....	Fighter-Conveyor, version of PF

FJ Generic term for penal variants of Klingon F-hull frigates
 FRA Aegis variant of Federation FFR
 FRD Fleet Repair Dock
 FSF ISC Fast Superiority Fighter
 FT General Free Trader, Orion Free Traitor
 FTF ISC Fast Torpedo Fighter
 FTR Fighter (generic)
 FW War Frigate
 FX Klingon improved technology frigate
 F-# Federation fighter, F-4, F-8, F-14, F-15, F-16, F-18, F-20, F-111
 F-?L Freighter, various types, large
 F-?S Freighter, various types, small
 F-AL Armed Freighter, Large
 F-AS Armed Freighter, Small
 F-EL Exploration Freighter, Large
 F-ES Exploration Freighter, Small
 F-ML Minelaying Freighter, Large
 F-ML Minelaying Freighter, Small
 F-OL Large Ore Freighter
 F-Pal War Eagle Sled Pallet
 F-RL Repair Freighter, Large
 F-RS Repair Freighter, Small
 F-SL Suicide Freighter, Large
 F-SS Suicide Freighter, Small
 F-TL Troop Transport, Large
 F-TS Troop Transport, Small
 G1 Klingon PF
 G2 Klingon Police Cutter; there are some variants, including the G2C.
 GAS Ground Assault Shuttle
 GB Ground Base
 GBD1 Ground-Based Defense Phaser-1
 GBD2 Ground-Based Defense Phaser-2
 GBDD Ground-Based Defense Disruptor
 GBDF Ground-Based Defense Plasma-F
 GBDH Ground-Based Defense Hellbore
 GBDP Ground-Based Defense Phaser-4
 GBDS Ground-Based Defense Station, generic term including many ground bases
 GBDT Ground-Based Defense Plasma-S Torpedo
 GBFB Ground-Based Defense Fusion Beam
 GBPT Ground-Based Defense Photon Torpedo
 GBS Ground Bombardment Shuttle
 GEN Hydran Gendarme police frigate
 GFC Federation planetary control base
 GMB Ground Missile Base
 GMD Ground Plasma Base (plasma-D)
 GME Ground Missile Base (type-E drone racks)
 GMG Small Ground Military Garrison
 GMS Small Ground Mining Station
 GPC Ground Planetary Control Base
 GPF Small Ground PF Base
 GPS Small Ground Power Station
 GSA Small Ground Agricultural Station
 GSC Galactic Survey Cruiser
 GSO Small Ground Scientific Outpost
 GWS Small Ground Warning Station
 G-# Gorn fighter, G-10, G-12, G-18, G-20, G-30
 G-# Romulan Gladiator Fighter, G-I, G-II, G-III, G-F, G-SF, G-FSF
 H Romulan Hawk
 H+ Romulan improved Hawk sublight destroyer
 H-S Romulan Hawk sublight destroyer
 H1 Klingon Interceptor
 HA Harbinger, Hydran Interceptor
 HAAS Kzinti Highly Advanced Attack Shuttle
 HAR Hydran Harrier PF
 HBM Hangar Bay augmentation Module
 HDD Gorn Heavy Destroyer, a war cruiser; variants include HDA, HDE, HDP, HDS, HDV, HDT, HMS, HCD
 HEL Hydran Hellion PF
 HF Heavy Fighter (ISC)
 HMS Heavy Minesweeper
 HN Hunter, Hydran frigate

HosM Hospital augmentation module
 HOW Hydran Howler PF
 HR Heavy Raider, Orion cruiser
 HR Horseman, Hydran war cruiser
 HTS Heavy Transport Shuttle
 ID Iron Duke, Hydran heavy carrier
 IMP Andromedan Imposter Battlecruiser.
 INF Infestor.
 INT Andromedan Intruder Mothership
 INT Interceptor, early version of PF
 IRQ Hydran Iroquois New Heavy Cruiser
 J Juggernaut
 K4D Escort version of the K4R
 K4R Romulan conversion of Klingon E4 escort
 K5R Romulan conversion of Klingon F5 frigate, Variants include K5B, K5C, K5D, K5L, K5M, K5S
 KFR Romulan version of Klingon F6
 K7R Romulan conversion of Klingon D7
 K7V Carrier variant of K7R
 K9R Romulan conversion of Klingon C9
 K10R Conjectural Romulan version of Klingon B10.
 KCN King Condor, Romulan conjectural Battleship.
 KCR Romulan version of Klingon C7.
 KDR Romulan version of Klingon D5, several variants
 KDV Carrier variant of KDR
 KE King Eagle
 KE4 Klingon E4 used by the WYN
 KF6R KFR, old designation
 KFR Romulan conversion of Klingon F6
 KG2 Klingon G2 used by WYNs
 KH Romulan KillerHawk super-heavy cruiser, variants include KHA and KHK.
 KIN Andromedan King Snake medium satellite cargo ship
 KN Knight, Hydran destroyer
 KR Romulan Conversion of Klingon D6
 KRC Romulan Conversion of Klingon D7C
 KRE Exploration variant of KR
 KRG Commando variant of KR
 KRL Romulan KRC with refit
 KRM Romulan Mauler version of KR
 KRP PF tender variant of KR
 KRS Romulan version of Klingon D6S scout
 KRT Romulan Conversion of Klingon tug
 KRV Carrier variant of KR
 KS Andromedan King Snake
 LAS Kzinti Large Attack Shuttle
 LB Lord Bishop, Hydran CC
 LBT Light Battle Tug
 LC Lord Commander, early Hydran CC
 LDD Lyran DD used by WYNs
 LM Lord Marshal, Hydran CC
 LN Lancer, Hydran destroyer
 LR Orion Light raider, essentially a frigate
 LRS Scout variant of Orion Light Raider
 LSC Large Scout
 LTT Light Tactical Transport
 LTV Light Carrier Tug, LTT with carrier pod
 MAC Medium Aegis Cruiser
 MAM Andromedan Mamba Destroyer
 MB Mobile Base
 MCC Medium Command Cruiser
 MCG Commando variant of Kzinti CM
 MCV Carrier variant of Kzinti CM
 MD5 Mauler variant of Klingon D5
 MDC Medium Drone Cruiser
 MEC Medium Escort Cruiser
 MHK Hydran Mohawk New Heavy Cruiser
 MLS Minelaying Shuttle
 MMS Minesweeper variant of Kzinti CM
 MNG Hydran Mongol medium cruiser
 MNP Tholian monitor with photon torpedo refit.
 MNR Hydran Monarch Conjectural Battleship.
 MON Monitor
 MP LDR and Lyran Military Police Ship; variants (LDR only) include: S, M, V

MPF.....	PF Tender variant of Kzinti CM	P-T.....	Troop Transport Pod
MR.....	Medium Raider, variant of Orion CR	P-T3.....	Klingon troop transport pod
MRN.....	Multi-Role Needle, Kzinti module PF	P-T5.....	Kzinti troop transport pod
MRS.....	Multi-Role Shuttle.	P-TB.....	ISC Torpedo Pod
MS.....	Minesweeper	P-TT.....	Hydran Troop Transport Pallet
MSC.....	Scout variant of Kzinti CM	P-V2.....	Kzinti carrier pod
MSS.....	Minesweeping Shuttle	P-V7.....	Klingon or Kzinti heavy carrier pod
MTT.....	Transport variant of Kzinti CM	P1-P.....	Tholian Phaser Pack
M-FP.....	Monitor Fighter Pallet	PAL.....	Paladin, Hydran dreadnought
M-PFP.....	Monitor PFT Pallet	Pal.....	Pallet
M-SCP.....	Monitor Space Control Pallet	Pal-BT.....	Lyrans Battle Pallet
M-SP.....	Monitor Support Pallet	Pal-C.....	Lyrans Cargo Pallet
N.....	Needle, Kzinti PF	Pal-CV.....	Lyrans Carrier Pallet
NAC.....	Aegis carrier escort version of NCL	Pal-PFT.....	Lyrans PF Tender Pallet
NBB.....	Neo-Tholian Battleship.	Pal-R.....	Lyrans Repair Pallet
NCA.....	Neo-Tholian Heavy Cruiser	Pal-SC.....	Lyrans Space Control Pallet.
NCA.....	New Heavy Cruiser.	Pal-TT.....	Lyrans Troop Transport Pallet
NCC.....	New Command Cruiser	PAM.....	Power Augmentation Module
NCD.....	Drone variant of NCL	PBB.....	Pocket Battleship
NCL.....	Neo-Tholian Light Cruiser	PC.....	Tholian Patrol corvette
NCL.....	New light cruiser, Federation war cruiser	PCA.....	Aegis escort variant of Tholian PC
NCV.....	Carrier variant of Hydran Horseman	PCE.....	Carrier escort variant of Tholian PC
NDN.....	Dreadnought, Neo-Tholian	PE.....	Pioneer Eagle
NEA.....	New Aegis Escort, Federation	PEL.....	Romulan Pelican Minesweeper
NEC.....	Carrier escort version of war cruiser or NCL	PF.....	Fast Patrol Ship
NH.....	Romulan NovaHawk command cruiser, variants include NHA, NHK	PFM.....	PF augmentation module
NMS.....	New Minesweeper	PFT.....	Fast Patrol Ship Tender
NPF.....	PFT version of war cruiser	PFW.....	PF Tender variant of CW
NSC.....	Scout variant of war cruiser, NCL, Hydran Horseman	PF-L.....	PF Leader
NSCS.....	Neo-Tholian Space Control Ship	PF-M.....	Mine warfare PF
NVH.....	Federation heavy fighter transport	PF-S.....	PF Scout
NVL.....	Carrier version of War Cruiser or NCL	PHX.....	Romulan Phoenix, Space Control Ship
NVS.....	Strike carrier version of War Cruiser or NCL	Pol or POL.....	Police cutter, corvette, or cruiser
OBR.....	Orion BR used by the WYN	PPC.....	Tholian PC with photon torpedo refit
OCR.....	Orion CR used by the WYN	PR.....	Repair version of Tholian PC
ODR.....	Orion DBR used by the WYN	PSS.....	Andromedan Pseudo-Satellite Ship
OK6.....	Klingon D6 modified for Orion service	PsuPod.....	Pseudo Pod
OLR.....	Orion LR used by the WYN	PT.....	Pterodactyl, Gorn PF
OM.....	Hydran Overmind Battle Control Ship.	PV.....	Federation Police Carrier
OS.....	Hydran Overseer Battle Carrier.	PW.....	Pinwheel, Tholian
OV.....	Overlord, Hydran heavy battlecruiser	PYT.....	Andromedan Python Destroyer
P-B.....	Battle Pod	P-??.....	Various types of pods and pallets
P-B3.....	Kzinti battle pod	P-S10.....	Klingon space control pod.
P-B4.....	Klingon battle pod	Q-Ship.....	Ship designed to ambush raiders
P-BP.....	Battle Pod	R-P.....	Tholian Repair Pack
P-C.....	Cargo pod or pallet	RAT.....	Rattler
P-C1.....	Klingon or Kzinti cargo pod	RepM.....	Repair augmentation module
P-CC.....	Civilian cargo pod	RH.....	Romulan RoyalHawk Command Cruiser
P-CE.....	Hydran early combat pallet	RKL.....	Romulan SparrowHawk adapted for use by Klingons
P-CM.....	Andromedan medium cargo pod	RN.....	Ranger, Hydran CA
P-CM.....	Hydran Combat Pallet	ROC.....	Romulan Optimized Condor
P-CP.....	Cargo Pod	SAL.....	Orion Salvage Cruiser
P-CS.....	Andromedan small cargo pod	SAMS.....	System Activity Maintenance Station
P-CV.....	Carrier Pod or Pallet	SAR.....	Hydran Saracen frigate leader
P-CVA.....	Heavy Carrier Pod or Pallet	SAS.....	Kzinti Streak Attack Shuttle
P-CVL.....	Light Carrier Pod or Pallet	SAT.....	Andromedan Satellite base, aka SatB
P-D8.....	Klingon drone bombardment pod	Sat Ship.....	Andromedan Satellite Ship
P-FC.....	Hydran shuttle conveyer pallet	SB.....	Starbase
P-FS.....	Hydran Fire Support Pallet	SC.....	Scout
P-H5.....	Klingon carrier pod	SciM.....	Sciences augmentation module
P-HB.....	Heavy Battle Pod	SCoM.....	SCS Command Module (Neo-Tholian)
P-LB.....	Light Battle Pod	Scr.....	Suffix used to denote saucer section of a Federation ship, as in CA Scr
P-LPF.....	Light PF Tender Pod	SCS.....	Space Control Ship
P-P.....	Tholian Power Pack	SCSA.....	Conjectural Federation SCS
P-P2.....	Klingon power boost pod	SCW.....	War Cruiser Scout, see also CWS
P-PF.....	PF Tender Pod or Pallet	SD-P.....	Tholian Self-Defense Pack
P-PF6.....	Klingon or PF tender pod	SDF.....	Scout Drone Frigate (Kzinti)
P-PFT.....	PF Tender Pod	SE.....	Romulan Scout Eagle
P-R.....	Repair Pod or Pallet	SEH.....	Romulan SeaHawk frigate, variants SEA, SEB, SEC, SED, SEE
P-R8.....	Kzinti repair pod	SF.....	ISC Superiority Fighter
P-R9.....	Klingon repair pod	SF.....	Scout Frigate
P-SC9.....	Kzinti space control pod.	SK?.....	Romulan SkyHawk war destroyer, variants include A (SKA), B, C, D, E, F, G, H, L
P-SD.....	Self-Defense Pod or Pallet	SkH-?.....	Romulan SkyHawk, old form of designation
P-SD4.....	Kzinti self-defense pod		
P-SL.....	Federation Starliner Pod		

SKP.....	Romulan SkyHawk Cargo Pack
SL.....	Starliner
SLV.....	Orion Slaver cargo ship
SNA.....	Romulan Snipe-A old frigate
SNB.....	Romulan Snipe-B improved frigate
SNE.....	Romulan Snipe-E escort variant
SNP.....	Romulan Snipe-P police frigate
SNS.....	Sublight version of Snipe
SP?.....	Romulan SparrowHawk war cruiser; numerous variants including A (SPA), B, C, D, E, F, G, H, J, L, M, R, etc.
SR.....	Survey Cruiser, Exploration Cruiser
SRG.....	Commando variant of survey cruiser
SRV.....	Carrier variant of survey cruiser
SSCS.....	Kzinti Super Space Control Ship
SSCS.....	Super Space Control Ship
STH.....	Romulan StarHawk modular PFs
STJ.....	Single-Tooth Jaguar, Lyran mauler on war cruiser hull
STT.....	Saber-Tooth Tiger, Lyran mauler
St- ?.....	Hydran fighter, St-1, St-2, St-E, St-F, St-H, St-S
SUB.....	Romulan SuperHawk-B heavy carrier
SUN.....	Romulan SuperHawk-N
SUP.....	SuperHawk command cruiser/carrier, variants include SUA, SUB, SUK, SUN
SupH.....	SuperHawk command cruiser/carrier, old name
S-#.....	Tholian Spider fighters: I, II, III, IV, E
T-P.....	Tholian Troop Transport Pack
T6.....	Seldom used designation for Klingon TGB
T7.....	Seldom used designation for Klingon TGA
TAAS.....	Kzinti Tactical Advanced Attack Shuttle
TADS.....	Kzinti Tactical Advanced Drone Shuttle
TAR.....	Hydran Tartar medium cruiser
TER.....	Andromedan Terminator mauler
TF.....	Torpedo Fighter
TG.....	Tug
TGA.....	Klingon fleet tug
TGB.....	Klingon transport tug
TGC.....	Fleet Tug, Lyran Cougar-class
TGC.....	Kzinti Combat Tug
TGP.....	Transport Tug, Lyran Puma-class
TGT.....	Kzinti Transport (non-combat) Tug
TH.....	Romulan ThunderHawk SCS
TK5.....	Klingon F5, captured and modified for Tholian service
TR.....	Hydran Traveler light cruiser
TSC.....	Tug with Space Control Pod.
UH.....	Uhlan, Hydran carrier built on destroyer hull
VAL.....	Hydran Valkyrie Fi-Con PF
VIK.....	Orion Viking Commando Ship
VIP.....	Andromedan Viper small satellite ship
VIPM.....	VIP accommodations module
WAM.....	(Warp) Power Augmentation Module
WAR.....	Hydran Warrior destroyer leader
WB.....	Warbird
WE.....	Romulan War Eagle; old series cruiser
WER.....	Romulan WE with rear phaser refit
WH.....	Romulan War Hawk; old series light carrier
WMS.....	War Cruiser Minesweeper
WT.....	Tholian Web Tender
ZFF.....	Kzinti frigate used by WYNs
Z-#.....	Klingon fighter, includes Z-1, Z-2, Z-D, Z-P, Z-H, Z-V, Z-Y, etc.

ANNEX #5C: UNIT CODENAMES & DESIGNATIONS

Aardvark.....	Federation F-111 Heavy Drone Fighter
Admin.....	Administrative Shuttle
Albertosaurus.....	Gorn BCH, there is a V and S variant.
Alleycat.....	Lyran DW
Allosaurus Buck.....	Gorn BC
Allosaurus Bull.....	Gorn CCH
Allosaurus.....	Gorn CA, there is a V variant.
Allosaurus Rex.....	Gorn CC
Anaconda.....	Andromedan scout on large sat ship hull
Anarchist.....	Hydran D7H

Apache.....	Hydran medium CC
Apatosaurus.....	See R6.5
Arachnid.....	Tholian PF
Archaeopteryx.....	Gorn CV
Asp.....	Andromedan mauler variant of Viper
Assassin.....	Orion Battle Raider
Attack Raider.....	Early version of Orion BR
Avenger.....	Federation A-20 heavy attack fighter
Baron.....	Hydran light command cruiser
Barracuda.....	Late-War WYN Frigate
Battle Raider.....	Orion war cruiser
BattleHawk.....	Older Romulan destroyer
Bengal Tiger.....	Lyran CC
Bitch.....	Uncouth slang term for BCH, should be avoided.
Black Jaguar.....	Lyran war cruiser leader
Black Widow.....	Light carrier variant of the Tholian PC
Bobcat.....	Lyran PF
Bobtail.....	Lyran PF variant
Brigand.....	Orion Interceptor
Brigand.....	Orion interceptor
Brontosaurus.....	Gorn tug
Buccaneer.....	Orion PF
Buck.....	Slang for Battlecruiser
Bull Snake.....	Andromedan cargo ship, Viper variant
California Condor.....	Romulan Condor-V heavy carrier
California Condor.....	Romulan CVA
Camel.....	Hydran tug
Caracal.....	Lyran Military Police Frigate
Caravan.....	Hydran tug
Carnosaurus.....	Gorn DD, variants E, S, A, etc.
Cataphract.....	Hydran commando ship
Cavalier.....	Hydran heavy carrier, unusual as it is on a cruiser hull
Cave Lion.....	Lyran conjectural Battleship
Centurion.....	Romulan PF
Ceratosaurus.....	Gorn BDD, variants: S, E, etc.
Chasseur.....	Hydran new scout cruiser
Cheetah.....	Lyran FF
Cheyenne.....	Hydran New Heavy Cruiser
ChickenHawk.....	Older Romulan PFT
Chimera.....	Gorn G-12 fighter
Cobra.....	Andromedan medium satellite ship
Comanche.....	Hydran Medium CC
Commando Eagle.....	Commando variant of Romulan WE or FE
Compagnathus.....	Gorn police frigate
Condor.....	Romulan dreadnought
Conquistador.....	Andromedan light cruiser, mothership
Corsair.....	Orion Salvage Cruiser
Cossack.....	Hydran medium carrier
Cougar.....	Lyran Combat Tug
Count.....	Hydran Destroyer Leader
Courier.....	Andromedan satellite ship, scout, variant of Viper
Crusader.....	Federation F8 fighter
Crusader.....	Hydran frigate leader
Cuirassier.....	Hydran frigate
Decurion.....	Romulan interceptor
Desecrator.....	Andromedan starbase
Devastator.....	Andromedan Battleship, mothership, unfinished
Diamondback.....	Andromedan medium commando ship
Dinosaur Egg.....	Gorn pod, various types: C, T, H, S
Dominator.....	Andromedan dreadnought, mothership
Double Raider.....	Orion warship made from two LRs
Dragon.....	Gorn G-10 fighter
Draagoon.....	Hydran heavy cruiser
Eagle.....	Federation F-15 fighter
Earl.....	Hydran Destroyer Leader
Eel.....	Andromedan medium scout
Epanterias.....	Gorn Medium Cruiser
Executioner.....	Orion Heavy Battlecruiser
Falcon.....	Federation F-16 fighter
Falcon.....	Romulan mauler cruiser
Firecat.....	Lyran BCS
FireHawk.....	Romulan heavy cruiser, new series
Fi-Con.....	Fighter-Conveyor, variant of PF
FlameHawk.....	Mauler version of Romulan FireHawk
Free Trader.....	Civilian cargo ship
Free Traitor.....	Orion version of Free Trader

Freedom Ftr.....	WYN PF	Phantom	Federation F-4 fighter
Freight Eagle.....	Romulan cargo ship, variant of WE	Phoenix	SCS variant of Condor
Gendarme	Hydran police ship	Picador	Hydran minesweeper
Gladiator	Romulan fighter series	Pioneer Eagle	Romulan survey ship
Godfather	Conjectural Orion DN	Plunderer.....	Orion DBR
Godzilla	Gorn conjectural battleship	Prairie Cat	Lyran survey cruiser
Harbinger.....	Hydran interceptor	Prairie Lion	Carrier version of Lyran Prairie Cat SR
Harrier	Hydran PF	Privateer	Orion LR
Hawk.....	Romulan old second-class cruiser, sublight	Pterodactyl	Gorn PF
Hawkeye.....	Federation E2 SWAC shuttle	Pterosaur.....	Gorn interceptor
Heavy Battle Raider.....	Orion heavy war cruiser	Puma	Lyran Transport Tug
Heavy Marauder....	Orion Battlecruiser	Python.....	Andromedan large satellite ship
Heavy Raider.....	Orion cruiser	Raider.....	Orion light cruiser
Hellcat	Lyran BCH	Ranger.....	Hydran heavy cruiser
Hellion	Hydran PF	Rattler.....	Andromedan small commando ship
Hornet	Federation F-18 fighter	Reptile.....	Gorn G-20 fighter
Horseman.....	Hydran war cruiser	RoyalHawk	Plasma-R variant of Romulan NH
Howler	Hydran PF	Sabre-Tooth	Mauler variant of Lyran cruiser
Hunter	Hydran frigate	Saracen	Hydran frigate leader
Imposer	Andromedan Battlecruiser, mothership	Scorpion	Tholian interceptor
Infestor	Andromedan mothership, variant of Intruder but with larger hangar	Scout Eagle.....	Scout variant of Romulan WE
Intruder.....	Andromedan Cruiser, Mothership	Scout	Hydran scout frigate
Intruder.....	Federation A-6 assault shuttle	Scythian.....	Hydran escort carrier
Iron Duke	Hydran dreadnought carrier	SeaHawk.....	Romulan Frigate
Iroquois	Hydran New Heavy Cruiser	Sentry	Federation E3 heavy SWAC shuttle
Jaguar	Lyran CW	Serpent.....	Gorn G-18 fighter
Java Tiger	Lyran Heavy Command Cruiser	Serval	Lyran CWS
KDB-1104.....	Kozenko Design Bureau proposal for the Klingon D5 prototype	Siberian Hellcat.....	Lyran BCV, conjectural
KillerHawk	Romulan super-heavy cruiser	Siberian Lion	Lyran CVA or SCS
King Condor.....	Romulan conjectural battleship	Siberian Tiger.....	Lyran CV
King Eagle	Command variant of War Eagle	Single-Tooth.....	Mauler variant of Lyran war cruiser
King Jaguar.....	Lyran New Heavy Cruiser	SkyHawk.....	Romulan modular war destroyer
King Snake	Andromedan medium cargo ship	Slaver	Orion clandestine freighter
Knight	Hydran destroyer	Snipe	Romulan frigate, see SNA, etc.
Krait.....	Andromedan tournament ship	Snow Leopard	Lyran DWL
Lancer	Hydran destroyer	SparrowHawk	Romulan modular war cruiser
Leopard	Lyran DD	Spider.....	Tholian fighter
Lion	Lyran DN	StarHawk.....	Romulan new PF series
Lizard.....	Gorn G-8 fighter	Stegosaurus	Gorn HDD, variants: S, V, etc.
Lord Admiral.....	Hydran Heavy Command Cruiser.	Stinger.....	Hydran fighter, see St-? in Annex 5B.
Lord Bishop	Hydran CC	SuperHawk.....	Romulan command cruiser/carrier
Lord Cardinal.....	Hydran Heavy Command Cruiser.	Super-Sting.....	Hydran heavy fighter
Lord Commander ...	Hydran CC	Tarantula	Tholian dreadnought
Lord Marshal	Hydran CC	Tartar.....	Hydran medium cruiser
Lord Paladin.....	Hydran SCS	Terminator	Andromedan medium mauler
Lynx.....	Lyran Interceptor	Thunderblast.....	Conjectural Fed PFM
Mamba.....	Andromedan heavy destroyer, medium satship	Thunderbolt	hypothetical designation for conjectural Federation PF
Manx.....	Lyran police corvette	Thunderboomer	Conjectural Fed PFB
Marauder.....	Orion CA, there is a V variant.	Thunderchief.....	Conjectural Fed PFL
Margay.....	Lyran DWS	Thundercloud	Conjectural Fed PFC
Master Assassin....	Orion Heavy Battle Raider	Thunderflash	Conjectural Fed PFF
Medium Raider.....	Orion improved CR	ThunderHawk	Romulan Space Control Ship
Megalosaurus.....	Gorn CL; several variants exist	Thunderphase	Conjectural Fed PFP
Mohawk	Hydran New Heavy Cruiser	Thunderscout	Conjectural Fed PFS
Monarch	Hydran conjectural battleship.	Thunderstorm	Conjectural Fed PFD
Mongol.....	Hydran medium cruiser	Thunderstreak	Conjectural Fed PFE
Mother Jaguar	Lyran PFW	Thunderstrike	Conjectural Fed PFG
Mountain Lion.....	Lyran destroyer based on DN center section	Tiger.....	Lyran CA
Mule.....	Hydran light tactical transport	Tigershark	Federation F-20 fighter
Multi-Role Needle..	Kzinti advanced PF	Tomcat.....	Federation F-14 fighter
Mustang.....	hypothetical designation for conjectural Federation interceptor	Traveler	Hydran war cruiser
Needle.....	Kzinti PF	Triceratops.....	Gorn tug with heavy battle pod
NovaHawk	Romulan Command Cruiser, FH variant	Trooper.....	Hydran NVL light carrier
Ocelot	Lyran Scout	Tyrannosaurus	Gorn DN, there is a conjectural V variant.
Outlaw	Orion War Destroyer	Uhlan	Hydran destroyer-carrier
Outrider	Hydran survey ship	Valkyrie.....	Hydran Fi-Con version PF
Overlord	Hydran BCH	Viking.....	Orion Commando Ship
Overmind.....	Hydran Battle Control Ship.	Viper.....	Andromedan frigate, small satship
Overseer.....	Hydran Battle Carrier.	War Eagle	Warp-powered version of Warbird
Owl	Romulan SparrowHawk-C scout	Warbird.....	Old Romulan sublight cruiser
Paladin	Hydran dreadnought	WarHawk.....	Older Romulan light carrier
Panther.....	Lyran CL	Warrior.....	Hydran destroyer leader
Pegasus	Hydran tender for fast patrol ships	Warthog.....	Federation A-10 fighter
Pelican.....	Romulan old-series minesweeper	Wildcat.....	Lyran BC
		Wyvern.....	Gorn G-30 heavy fighter
		Yaguarundi.....	Lyran CVL

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

Each transporter bomb (limited by M3.1)	4
Each nuclear space mine (minelayers only)	8
One NSM on Romulan (M2.73, .74, .76) ship	8

WEAPONS, FIRE CONTROL, MISC. ITEMS

Extra UIM Module	5
Refits available but not installed.....	Varies
Dummy Weapons (D17.73).....	1
Concealment Panels (D17.74)	1
Each extra probe (limit 5)	1

CREW AND MARINES

Extra boarding party (limit 10)	0.5
Convert boarding party to commando (limit 2)	0.5
Convert boarding party to HW squad (limit 2)	0.5
Extra commando squad (limit 2)	1
Extra HW squad (limit 2)	1
Ground Combat Vehicle (limit 2 extra)	1
Each extra deck crew (limit 4)	0.5
Each extra crew unit (limit 4)	1.0

NOTE: Except for designated troop ships, no ship can have more than 2 commando and 4 heavy weapon squads, including conversions of existing BPs and the purchase of additional BPs.

DRONES

Replace one type-I drone with one type-II	0.5
Replace one type-I drone with one type-III drone (speed-8)	0.5
Replace one type-I drone with one type-III (speed 12).....	1.0
Replace one type-I drone with two ADDs	0.0
Replace 2 type-I drones with 1 type-IV drone	0
Replace 2 type-I drones with 1 type-V	0.5
Replace 1 ADD round with 1 type-VI drone (E5.41).....	0.25
Add active terminal guidance to a drone	0.5
Improve one drone to extended range	0.5
Multi-warhead drones.....	See FD8.0

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

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

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

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

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

FIGHTERS AND SHUTTLES

Replace fighter with EW fighter (R1.F7)	2
Replace fighter with 2-seat non-EW fighter	2

NOTE: Maximum of one total per squadron (J4.46).

Extra Pilot (Green).....	1
Each extra warp booster pack stored for shuttle	1
Each extra chaff pack stored for fighters.....	1
Replace drone on fighter with RALAD.....	0

SUBSTITUTES FOR SHUTTLES

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

PODS

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

FAST PATROL SHIPS

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

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

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

ANNEX #6A: OTHER OPTIONAL ITEMS AVAILABLE

The costs in this section do not increase the BPV of the ship/unit, but do count within the overall force total. These items are NOT Commander's Options, but "units" that can be purchased in a Patrol Scenario (\$8.0) format.

ITEM OR FUNCTION..... VALUE**WEAPONS, FIRE CONTROL, MISC. ITEMS**

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

OFFICERS, CREW, AND BOARDING PARTIES

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

FIGHTERS AND SHUTTLES

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

FAST PATROL SHIPS

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

ANNEX #7: DATA ON SHIPS

ANNEX #7A: COLOR OF COUNTERS

RACE	SHIP	BACKGROUND
General	Blue	White
Federation	Black	Blue
Klingon	White	Black
Romulan	Black	Red
Kzinti	Black	White
Kzinti Civil War	Black	Orange
Gorn	Red	White
Tholian	White	Red
Orion	White	Blue
Orion, Lion' Heart	Red	Blue
Hydran	White	Green
Andromedan	Black	Green
Lyrans	Green	Yellow
WYN	Red	Yellow
ISC	Black	Yellow
LDR	Green	Yellow-White

Some of the above are in other products.

ANNEX #7B: SHIPS ABLE TO LAND ON PLANETS

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

GRAVITY: The following ships can use the Gravity Landing System: All Orion warships (not otherwise noted), Tholian PC/CoM hull types; detached troop transport pods.

AERODYNAMIC: The following ships can use the Aerodynamic Landing System: Romulan WB, WE (all variants), H+, BH (all variants including WH), Falcon, Snipe (all variants); Orion AR, BC, BR, BRH, BRP, CA, CR, CV, CVL, CVS, DBP, DBR, DW, HR, LR, MR, PFT, SAL, SLV, VIK, PFS and INTs, variants of the above, and WYN versions of those ships; all fighters.

ENGINE: The following ships can land under engine power: All ships capable of aerodynamic landings; Free Trader, Free Traitor, Federation Express; Federation Commando Cruiser; Andromedan Bull Snake, King Snake, Diamondback, Rattler; all PFS; all shuttles.

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

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

ANNEX #7C: ORDERS OF BATTLE

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

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

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

ANNEX #7D: SYSTEMS DEFINED AS "WEAPONS"

ALWAYS: The following systems are always defined as weapons: phasers, photon torpedoes, plasma torpedoes, plasma racks, disruptors, fusion beams, drone racks, anti-drone systems, tractor-repulsor beams, hellbores, maulers, plasmatic pulsar devices, web casters, expanding sphere generators, stasis field generators.

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

(C6.547) Recovery from breakdown: DisDev, probe, web generator, snare.

(D4.21) Damage Allocation: "Any Weapon": Any listed anywhere in Annex #7D, special sensor replacing a weapon (G24.17), power absorber panels, any power system connected to a mauler (E8.13), any shuttle (D4.324).

(D7.55) Any item listed anywhere in Annex #7D *except* shuttles; see (D7.541).

(D9.43) Repair: DisDev.

(D14.251) Legendary weapons officer: probe.

(D18.19) Inactive Ships: DisDev, probe, web generator, snare.

(G6.511) Mutiny: DisDev, probe, shuttlecraft, fighter, PFS.

(G11.412) Computer failure: DisDev.

(S2.41-E) Crippled ships: DisDev, web, snare.

SAFETY Restrictions under (C13.8) include the following (and only the following): phasers, photon torpedoes, plasma torpedoes, disruptors, fusion beams, tractor-repulsor beams, hellbores, plasmatic pulsar devices, web casters, expanding sphere generators, stasis field generators, probes, snares. See (C13.82) for data on drones, anti-drones, mines, fighters, plasma racks, etc.

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

ANNEX #7E: DAMAGE CONVERSION CHART

HIT FROM CHART	SCORED ON
Aft Hull	C Hull, Repair, Barracks. Shuttles on Balconies (J1.531) must be hit first.
Any Weapon	See Annex #7D, item (D4.21).
APR	AWR on ships and starbases.
C Warp	AWR on bases other than starbases (H4.32).
Cargo	Repair, Mine Rack, ship in Starbase docking module (R1.1D).
Drone †	Power absorbers, plasmatic pulsars, web casters, hellbores, ADD, ESGs.
Excess Damage	Cargo, Repair, Mine Rack.
Flag Bridge	Security Station, DisDev, web generator, snare generator.
Forward Hull	C Hull, Repair, Barracks.
Phaser †	SFG (G16.5).
Shuttle	Fighter, Mine Rack, ships in Andromedan hangar (G19.2).
Torpedo †	Tractor-repulsor beam, fusion beams, disruptors, plasma torpedo, photon, plasma rack.
†	Subject to Damage Priority Rule.

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

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

(D4.322) DAMAGE PRIORITY RULE UPDATE

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

(D4.3222) TORPEDOES: For the purposes of this rule, the priority (for establishing the best type of torpedo) is: special sensor replacing torpedo, plasma-R, plasma-M, plasma-S, tractor-repulsor, photon, plasma-L, plasma-G, disruptor (in order from greatest range to shortest), fusion beam, plasma-F, plasma-D rack (including a magazine of a starbase or BATS rack).

(D4.3223) DRONES: For the purposes of this rule, the priority (for establishing the best type of weapon destroyed on drone hit) is: special sensor replacing drone-weapon, PPD, web caster, hellbore, ESG, PA panel, magazine of D-rack, magazine of H-rack, Gx-rack, G-rack, B-rack, C-rack, E-rack, F-rack, A-rack, starbase ADD, ADD-12, ADD-6.

ANNEX #7F: NIMBLE UNITS

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

All interceptors and PFs;
 All shuttles and fighters (except those on a seeking course);
 Civilian: Federation Express;
 Federation Police Cutter;
 Hydran Gendarme;
 ISC FF (all variants), Pol;
 Klingon G-2, E-3, all variants;
 Lyran Manx;
 Orion LR, Slaver, Viking, CR, DBR, DW, MR (and variants);
 Romulan Snipe (all variants), SeaHawk (all variants);
 Tholian PC (all variants) (but not BW or PFT, and no PC carrying a pod or pack), CoM, FCoM, SCoM; DD.
 Foreign variants of any of the above.

ANNEX #7G: CARRIER INFORMATION

Race	CV	Ftrs	Admin	Bays	Store	DC
Fed	CVA	24	4+2	3	500	26
	SCS	24+6H	4+2	3(+1M)	800	38
	SCSA	24	4+2	3	800	26
	BB	6	6	1	250	6
	CVL	6	2	1	200	6
	CVS	12	4	1	200	12
	CVB	12	4	1	200	12
	BCV	12	3	1	300	12
	BCS	6+6H	3	1(+1M)	300	18
	BCP	6	3	1	300	6
	NVL	12	2	1	200	12
	NVS	12	2	1	200	12
	NVH	6H	2	1(+1M)	200	12
	CLS-CVE	4	2	1	50	4
	PV	12	2	3	100	12
	CVT‡	24	2	3	250	24
	LTV‡	12	4	3	200	12
	CVTC‡	36	2	5	450	36
	BTV‡	12	6	4	200	12
	FFV	6	3	1	100	6
	P-CVA	24	0	2	250	24
	P-CVL	12	0	2	200	12
	GFC	24	6	OS	100†	24
	Mon+SCP	24	6	2	200†	24
+M indicates mech links for heavy fighters, all links being one bay.						
Klingon	C8V	24	7	3	500	24
	C8S	12	7	3	500	12
	B10	8	6	2	200	8
	B10V	24	6	4	1000	24
	B10S	12	6	3	1000	12
	B11	8	6	2	200	8
	CVT‡	10	2	3	120	10
	CVTA‡	24	8	3	250	24
	TSC‡	12	2	3	350	12
	C7V	12	4	1	300	12
	C7S	6	4	1	300	6
	D7V	12	4	2	150	12
	D6V	10	2	2	100	10
	D5V	12	2	1	150	12
	F5V	8	2	1	100	8
	E4V	6	1	1	75	6
	P-H5	5	0	1	60	5
	P-V7	12	3	1	125	12
	P-S10	12	0	2	250	12
Romulan	SUB	24	4	4	150¥	24
	CNV	24	6	2	150¥	24
	PHX	12	6	1	75¥	12
	KCN	8	4	2	200¥	8
	K10R	8	6	2	200¥	8
	TH	8	4	2	50¥	8
	SPB	16	3	3	100¥	16
	SKB	8	2	1	50¥	8
	SEB	6	2	1	50¥	6
	SUP	8	4	2	50¥	8

Race	CV	Ftrs	Admin	Bays	Store	DC
Kzinti	SUN	12	4	4	100¥	12
	WH	5	1	1	50¥	5
	KRV	10	2	2	60¥	10
	K7V	12	4	2	150¥	12
	KDV	12	2	1	150¥	12
	CVA	24	6	2	500	24
	SCS	12	3	1	500	12
	SSCS	12	3	1	800	18
	BB	8	4	1	500	8
	BCV	12	3	1	300	12
Gorn	BCS	6	3	1	300	6
	CVS	12	3	1	150	12
	CV	12	3	1	150	12
	MCV	12	2	1	150	12
	CVL	9	2	1	100	9
	SRV	4	2	1	225	4
	CVE	6	1	1	75	6
	DDV	12	2	1	100	12
	CVT‡	12	2	3	120	12
	CVTA‡	24	8	3	250	24
	TSC‡	12	2	3	350	12
	P-V2	6	0	1	60	6
	P-V7	12	3	1	125	12
	P-S9	12	0	2	250	12
Tholian	Q-L	4	2	2	40	4
	Q-S	2	2	2	20	2
	SCS	12	8	1	200¥	12
	CVA	24	8	2	400¥	24
	BB	6	14	2	100¥	6
	BCS	6	2	1	100¥	6
	BCV	12	2	1	200¥	12
	CVS	12	2	1	200¥	12
	CV	12	2	2	150¥	12
	HDV	12	2	1	150¥	12
Neo-T	SRV	6	2	2	150¥	6
	CVA	24	4	1	0	24
	BW	8	1	1	0	8
	PFT	2	1	1	0	2
Orion	SCS	12	4	1	0	12
	SCoM	4	0	0	0	4
	NBB	4	5	2	0	4
Hydran	CVL	8	2	1	100†	8
	CVS	12	2	1	200†	12
	CV	12	2	1	200†	12
Hydran	Baron	6	2	2	0	6
	BT‡	7	3	2	0	7
	Caravan	3	3	1	0	3
	Cavalier	21	4	3	0	21
	Cheyenne	6	4	2	0	6
	Comanche	4	2	2	0	4
	Cossack	18	4	2	0	18
	Count	4	2	2	0	4
	CVT‡	15	3	3	0	15
	D7H	2	2	1	0	2
	DE	6	4	1	0	6
	Dragoon	3	3	1	0	3
	Gendarme	2	1	1	0	2
	Horseman	6	2	2	0	6
	Iron Duke	24	6	2	0	24
	Iroquois	2	4	2	0	2
	Lancer	4	1	3	0	4
	L-Admiral	6	3	3	0	6
	L-Bishop	3	3	1	0	3
	L-Card	3	3	1	0	3
	L-Cmdr	6	3	3	0	6
	L-Marshal	6	3	3	0	6
	L-Paladin	12	3	3	0	12
	LTT	4	2	2	0	4
	LTV‡	16	2	4	0	16
	Mohawk	8	4	2	0	8
	Monarch	18	6	3	0	18
	Mongol	6	2	2	0	6
	NEC	6	2	2	0	6
	NMS	4	4	2	0	4
	NSC	6	2	2	0	6

Race	CV	Ftrs	Admin	Bays	Store	DC
	NVL	12	2	2	0	12
	OV	6	3	3	0	6
	OS	18	2	3	0	18
	OM	12	2	3	0	12
	Paladin	12	3	3	0	12
	P-CV	12	0	2	0	12
	P-Com	4	0	1	0	4
	Q-L	4	2	2	0	4
	Q-S	2	1	1	0	2
	Ranger	9	3	3	0	9
	Scythian	6	1	1	0	6
	SR	2	8	1	0	2
	SRV	8	2	1	0	8
	Uhlan	16	2	2	0	16
	Warrior	2	2	2	0	2
Lyan	CV	12	4	2	150	12
	CVL	12	4	2	150	12
	CVA	24	4	3	300	24
	SCS	12	4	2	200	12
	BCV	12	6	4	200	12
	BCS	6	6	3	100	6
	SRV†	12	4	4	200	12
	CVT‡	12	4	4	125	12
	TSC‡	12	4	4	125	12
	LTV‡	12	5	3	125	12
	P-H5	6	0	1	60	6
	P-V7	12	3	1	125	12
	P-CV	12	0	2	125	12
	P-SC	12	0	2	125	12
WYN	AxCV	6	2	2	125	6
	AxCVA	24	6	2	250	24
	AxSCS	12	4	2	200	12
	AxBCS	12	6	3	200	12
ISC	SCS	12	6	2	250¥	12
	CVA	24	6	2	250¥	24
	BB	6	6	1	75¥	6
	BCS	6	2	1	75¥	6
	BCV	12	4	1	125¥	12
	CV	12	4	1	125¥	12
	CVS	12	4	1	125¥	12
	CVL	9	3	1	100¥	9
	CVLS	9	3	1	100¥	9
	CVE	8	4	1	125¥	8
	P-CV	6	0	1	75¥	6
	P-CVA	12	0	1	125¥	12
	P-CVL	12	0	1	125¥	12
LDR	CVL	12	4	2	150	12
	LTV‡	6	2	3	60	6
	MPV	6	2	2	100	6
	P-H5	6	0	1	60	6
Any	AxCVL	12	3	1	R1.13	12
	AxCVA	24	6	2	R1.13	24
	AxSCS	12	4	2	200†	12
	HBM	6	0	1	100†	6
	GPC	12	3	OS	100†	12
	FGB-S	6	1	OS	100†	6
	FGB-L	12	2	OS	200†	12
	Mon+FP	12	6	2	100†	12
	Mon+SCP	12	6	2	200†	12

† 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.

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

MRS shuttles are not shown or included.

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

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

For casual carriers, see (J4.62).

OS: Outside, open field, landing area.

ANNEX #7H: CLOAKING DEVICE ENERGY COST

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

SHIP ENERGY COST

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

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

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

UNIT DOCKING POINTS

Shuttle or fighter (double size)	0.50
Shuttle or fighter (standard size)	0.25

NOTES: Each module of a starbase can dock 26 points of ships.
A Fleet Repair Dock can dock ships totalling up to 14 points.

ANNEX #7K: CARGO SPACE POINTS

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

0.05	Small objects, computer memory cubes, dilithium crystals, mineral samples, tribbles, etc.
0.2	Chaff Pack.
0.5	Anti-drone (per round), dogfight drone.
1	Drone (one space), fighter pod, type-D plasma
2	Drone (two space); small mine; probe.
4	Booster packs for standard-size shuttle; large mine; cloaking device, UIM.
8	Booster packs for double-size shuttle.
10	Defense satellite.
15	Booster packs for interceptor.
20	Booster packs for PF; ground combat vehicle.
25	Shuttle or fighter stored as cargo; MR-PF pallets (one set)
50	Shuttle or fighter available for flight; double-size shuttle stored as cargo.
100	Double-size shuttle available for flight; interceptor stored as cargo.
125	PF stored as cargo.
200	Interceptor available for flight.
250	PF available for flight.

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

CAPACITY: See (G25.135) for cargo on shuttles.

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

ANNEX #7L: UNIT TOWING COSTS

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

ANDROMEDAN ITEMS

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

BASES AND MODULES

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

PODS, PACKS, AND PALLETS

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

SUBLIGHT UNITS AND OTHER UNITS

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

BOOMS AND SAUCERS

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

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

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

ANNEX #7M: MULTIPLE SHUTTLE BAYS

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

ANNEX #7N: DRONE RELOADS

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

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

RULE.....	SHIP.....	TYPE.....	STORAGE
R2.14.....	Federation DE.....	FE.....	100
R2.15.....	Federation ECL.....	FE.....	100
R2.16A.....	Federation CVL.....	SR.....	250
R2.20.....	Federation NEC.....	FE.....	100
R2.36.....	Federation NCD.....	DB.....	200
R2.39A.....	Federation CVE.....	SR.....	50
R2.69.....	Federation DWA.....	FD.....	50
R5.37A.....	Kzinti SRV.....	SR.....	225
R2.62.....	Federation DER.....	FE.....	100
R2.63.....	Federation NER.....	FE.....	100
R2.23.....	Federation DEA.....	FE.....	100
R2.57.....	Federation LTV.....	FE.....	100
R2.59.....	Federation NAC.....	FE.....	100
R2.68.....	Federation DWA.....	FE.....	50
R3.32.....	Klingon D6D.....	DB.....	200
R3.50.....	Klingon D5D.....	DB.....	200
R5.23.....	Kzinti DF.....	DB.....	100
R5.31.....	Kzinti MDC.....	DB.....	200
R5.42.....	Kzinti DN.....	R.....	300
R5.47.....	Kzinti CD.....	DB.....	300
R5.55.....	Kzinti SDF.....	DB.....	100
R6.30A.....	Gorn SRV.....	SR.....	¥150
R11.32A.....	Lyran SRV.....	SR.....	200
Any.....	True PFT.....	P.....	(K2.651)
Any.....	Casual PFT.....	P.....	(K2.653)
Any.....	SCS.....	P.....	(K2.652)

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

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

R = Ship with unusual reload storage.

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

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

¥ = Type-D plasma torpedoes.

NOTE: The storage is in addition to normal drone rack reloads. The D6D has a total of 272 drone spaces (200 in storage, 36 in the six B-racks, 36 in reloads for the racks), and will have 308 after the Y175 refit doubles the rack reloads.

Auxiliary PFTs are defined by (R1.27).

ANNEX #7P: SYSTEMS AFFECTED BY SCANNERS

(D6.124) No additions at this time.

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

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

(D6.371) No additions at this time.

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

(D6.43) No additions at this time.

ANNEX #7R: SHIPS ABLE TO PINWHEEL

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

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

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

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

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

ANNEX #7S: SHIPS SUBJECT TO SHOCK

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

RULE	SHIP	WEAPON	RATING
R2.64.....	Fed BCJ.....	Photons	13
R3.33.....	Klingon D6M.....	Mauler.....	17
R3.64.....	Klingon F6.....	Disruptors.....	21
R3.74.....	Klingon D7M.....	Mauler.....	17
R3.75.....	Klingon MD5.....	Mauler.....	13
R4.9.....	Rom FAL.....	Mauler.....	21
R4.19.....	Rom SPF.....	Mauler.....	13
R4.36.....	Rom KRM.....	Mauler.....	17
R4.37.....	Rom KH.....	Plasma-R.....	10
R4.51.....	Rom SPJ.....	Plasma-S.....	21
R4.62.....	Rom KFR.....	Plasma-G.....	21
R4.75.....	Rom FHF.....	Mauler.....	17
R5.41.....	Kzinti FH.....	Disruptor.....	13
R10.6.....	Andro Terminator.....	Mauler.....	17
R10.24.....	Andro Asp.....	Mauler.....	17
R11.21.....	Lyrans STT.....	Mauler.....	17
R11.43.....	Lyrans STJ.....	Mauler.....	13

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

Andromedan ships: No changes due to dropping warp engines. Civilian Freighters, military auxiliaries, and variants; APT, FT, FDX: No changes.

Federation DN: Phaser-1-RA becomes RH.

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

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

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

Hydran ships: No changes due to dropping engines.

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

ISC ships: No changes due to dropping warp engines.

Klingon B10 and B11: FA/FH disruptors are lost with engines.

Wing phasers become LS/RS and retain FA arcs.

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

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

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

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

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

Klingon E3 and G2: FX phasers become 360°.

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

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

Kzinti ships: No changes due to dropping engines.

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

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

Lyrans Cave Lion loses disruptors with center warp engines.

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

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

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

Monitors: No changes due to dropping warp engines.

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

Orion OK6: Disruptors are lost with the warp engines.

Orion ships other than OK6: No changes.

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

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

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

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

Romulan K10R: Loses plasma-R, -S, and -F with engines.

Phaser firing arc changes same as Klingon B10.

Romulan KCR: Loses plasma-S and -F with warp engines.

Phaser arcs change same as Klingon C7.

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

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

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

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

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

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

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

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

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

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

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

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

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

Romulan WE: Phaser-1-FA becomes FA+L/R; phaser-3s lost with engines. KE loses plasma-Fs with engines..

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

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

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

Tholian TK5: No changes when warp engines are dropped.

WYN G2: Phaser-2s become 360°.

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

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

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

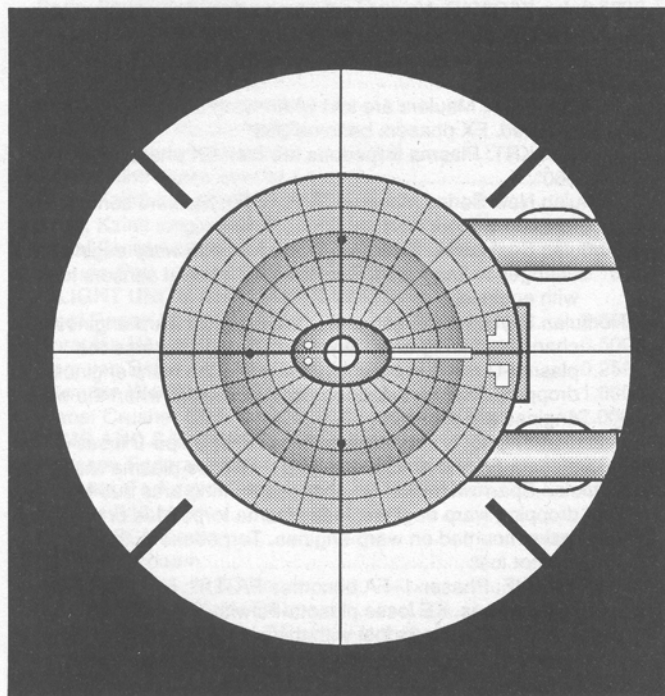
ANNEX #8: WEAPONS DATA

ANNEX #8A DISRUPTOR RANGE TABLE

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

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

Lyran copies of Klingon pods are same range as Klingons.



DISRUPTORS LOCKED! FIRE!

ANNEX #8B: ORION PIRATE (and WYN) OPTIONAL WEAPONS COST CHART (G15.4)

WEAPONS OR SYSTEM	COST	NOTES
ADD	0	
ADD (12 round)	1	
APR	0	
Aux Control	0	Δ
AWR	0	
Battery	0	
Cargo	0	
Cloak	See (G15.3)	
Disruptor-10 (PFs only)	0	
Disruptor-15	-1	†
Disruptor-22	0	
Disruptor-30	1	‡
Disruptor-40	2	‡
Drone Rack A	0	
Drone Rack B	1	
Drone Rack C	1	
Drone Rack E	1	
Drone Rack G	2	
ESG	1	*
ESG without capacitor	0	*
Fusion Beam	0	
Hellbore	2	‡Δ
Hull	0	Δ
Lab	0	
Mauler	NA	∞
Mine Rack (Plus cost of mines)	1	
Phaser-1	0	
Phaser-2	-0.25	†
Phaser-3	-0.50	†
Phaser-G	2	
Phaser-4	NA	∞
Photon Torpedo	0	
Plasma-D Rack	3	
Plasma-F Torp (No Swivel)	0	
Plasma-F Torp (Swivel)	1	
Plasma-G Torp (No Swivel)	1	*
Plasma-G Torp (Swivel)	2	*
Plasma-S Torp (No Swivel)	4	*‡
Plasma-S Torp (Swivel)	7	*‡
Plasma-R	NA	∞
PPD	12	*‡
Probe Launcher	0	
Repair	0	
Stasis Field Generator	7	*‡\$Δ
Special Sensor	10	
Tractor Beam	0	
Transporter	0	Δ

* Requires two adjacent centerline optional mounts or two adjacent WYN hull side mounts.

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

† These weapons reduce BPV of ship.

‡ Cannot be used on size-4 or smaller ship.

Δ Cannot be used in Orion wing mounts.

\$ Orions (and WYNS) can only have an SFG if captured in a campaign.

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

Only tractors on wings can have mech links.

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

Some other items or systems are available for purchase under various rules but do not use option mounts. These include DERFACS, UIM, cloaks, aegis, OAKDISC, mech links.

ANNEX #9: COST OF REPAIR CHART

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

SYSTEM.....	REPAIR COST
ADD (6 round).....	3
ADD (12 round).....	4
APR.....	4
Armor.....	2†
AWR.....	6
Barracks.....	1
Battery.....	2
Bridge (any control).....	6
Cargo.....	1
Dam Con (per point).....	3†
Damage point on fighter or shuttle.....	1
Damage point on MRS.....	1.50
Damage point on SWAC.....	2
DERFACS.....	4
Displacement Device.....	25
Disruptor: range 40.....	10
Disruptor: range 30.....	8
Disruptor: range 22.....	7
Disruptor: range 15.....	5
Disruptor: range 10.....	4
Drone rack (any).....	3
Energy Module (Andromedan) (G20.43) (per point).....	1
Excess Damage.....	D9.44†
Expanding Sphere Generator.....	15
Expanding Sphere Generator (no capacitor).....	10
Fusion Beam.....	6
Hellbore.....	15
Hull.....	1
Impulse Engine.....	5
Lab.....	5
Mine Rack.....	4
Mine Rack in shuttle box.....	4
PA Panel.....	5
PA Panel Degradation Point.....	2
Phaser-1.....	5
Phaser-2.....	4
Phaser-3.....	2
Phaser-4.....	10
Phaser-G.....	6
Photon Torpedo (ship, range 30).....	8
Photon Torpedo (PF only, range 12).....	5
Plasma-F.....	5
Plasma-G.....	10
Plasma-L.....	10
Plasma-M.....	18
Plasma-R.....	20
Plasma-S.....	15
Plasma Rack.....	8
Plasmatic Pulsar (PPD).....	15
Probe.....	3
Repair Box.....	6
Sensor (per box).....	10
Scanner (per box).....	10
Shield (per box).....	2
Shock Damage (per SEP).....	4
Shuttle Bay (Non-Fighter).....	2
Shuttle Bay (Fighter).....	4
Snare Generator.....	9
Stasis Field Gen (G16.523).....	10
Special Sensor.....	15
Tractor Beam.....	3
Tractor-Repulsor Heavy.....	8
Tractor-Repulsor Light.....	5
Transporter.....	3
Warp Engine.....	10
Web Generator.....	6
Web Caster.....	15

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

† Ship cannot repair this system on itself.

ANNEX #10: TACTICAL INTELLIGENCE
HULL TYPE CLASSIFICATIONS

FEDERATION SHIPS

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

KLINGON SHIPS

B10.....	B10, B10H‡, B11\$; Romulan K10R.
B10H‡.....	B10V, B10S.
B10-Boom.....	B10 Boom.
C‡.....	C9, C9A, C8, C8H‡; Rom K9R.
C8H‡.....	C8V, C8S.
C8 Boom.....	C8 Boom, C9 Boom.
General.....	BCH‡, D‡, DV‡, DM‡, T‡. (Two engines, boom, move cost 1.)
BCH‡.....	C7, C7A, C7V\$, C7S\$; Romulan KCR.
BCH Boom.....	C7 Boom.
D‡.....	D7, (D7 variants), D7W, D6, (D6 variants), DX; Romulan KR, K7R, (KR and K7R variants); Orion OK6\$; Hydran D7H\$.
D Boom.....	D7 Boom, D6 Boom, D6J Boom\$, Tug Boom.
DV‡.....	D7V, D6V; Romulan KRV, Romulan K7V.
DM‡.....	D6M, D7M; Romulan KRM.
D5.....	D5, (D5 variants), DDV‡, MD5\$, DT‡ with pod; Romulan KDR (and variants other than KDV).
D5 Boom.....	D5 Boom, D5J Boom\$.
DT‡.....	D5G, D5H; distinguished from other D5 variants when the pod is noted.
DDV‡.....	D5V, Romulan KDV.
D5W.....	Unique
F6.....	F6, Romulan KFR.
F5.....	F5, (F5 variants), FC‡, FX, F5V\$, F5W‡; Romulan K5R and variants; Tholian TK5\$.
FC.....	F5C, F5L; Romulan K5C, K5L.
F5W‡.....	F5W, (F5W variants), F5U.
F5 Boom.....	F5 Boom, F6 Boom, E4J Boom\$, F5J Boom\$. (E5 boom is identical to F5 boom.)
E5.....	E5.
E4.....	E4, (E4 variants), E4V\$; Romulan K4R (and variants); WYN KE4\$.
E3.....	E3, (E3 variants), G2, G2C\$; WYN-KG2.
T‡.....	Tug-A, Tug-B, CVT, BT; Rom KRT. (The presence of pods is detected at level D\$.)
P-SC.....	Space control pod is distinguishable from other pods at level D.
See Also.....	Romulan SPH for a Klingon variant of that ship.

ROMULAN SHIPS

KCN.....	Unique
CON.....	Condor, ROC, CVA±.
CVA±.....	Condor-V, Phoenix.
FH.....	SUP, KH\$, FH, FHF\$, TH\$, SUB\$, NH, RH\$, SUN.
SPH.....	SpH (any type), SPB\$, SPF\$, SPE\$; Klingon RKL.
SKH.....	SkH (all types), SKB\$, SKL\$.
SEH.....	SEA, SEB\$, SEC, SED, SEE.
WE.....	WE, KE\$, SE, FE, Falcon\$, CE, PE, WB, WB+.
WH.....	WH, CH, Pelican, BH, BHE, H+, HS.
Snipe.....	SNA, SNP, SNE, SNB\$, SNS.
Modules.....	A or K can be distinguished at level G when the phasers can be counted.
Cargo.....	Cargo packs on FE and SkH can be detected at level D.
Sublight.....	The sublight version of a given Old-Series hull type can be distinguished from the warp-powered version at level E (or when it moves at warp speeds).
See Also.....	Klingon B10, C±, BCH±, D±, DV±, DM±, D5, F5, F6, E4, T±. These ships may be distinguished indirectly by identifying their weapons.

KZINTI SHIPS

BB.....	Unique.
SCS.....	SCS, DN, CVA, SSCS\$. (DN will be distinguished at level F when the disruptors can be counted.)
C.....	CVH±, CVL, SR, CC, CS, BC, CA, CD, CCH.
CVH±.....	CV, CVS, BCH, BCV, BCS.
CL.....	CL, CVE.
CM.....	CM, (CM variants).
NCA.....	Unique
FF.....	FF, FH, SF, MS, FFK, EFF, FD±, POL; WYN-ZFF\$.
FD±.....	DF, SDF.
DD.....	DD, PFT, DDV\$.
DW.....	DW, DW variants.
Tug.....	TGC Combat Tug, TGT Transport Tug.
Pods.....	on tug or MTT detected at level D.
P-SC.....	Space control pod is distinguishable from other pods at level D.

GORN SHIPS

BB.....	Unique.
DN.....	DN, SCS, CVA.
CA.....	CA, BC, CC, CM±, CVS, Tug with pods\$, BH±.
Tug.....	Tug without pods. (With pods in CA category.)
BH±.....	BCH, CCH, BCV, BCS.
CM±.....	CM, CS, MCC.
CL.....	CL, CV, LSC, SR, COM.
HDD.....	HDD, (HDD variants).
BDD.....	BDD, (BDD variants).
DD.....	DD, (DD variants).
FF.....	FF.

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

THOLIAN SHIPS

ARCHAEO-THOLIANS

D.....	D, [DP and DPW distinguished at level F].
C.....	C, CC, CA, CVA\$, CCH, CCW, CAW, CAP, CCP.
PC.....	CPC, BW\$, PC, (PC variants).
DD.....	DD, PFT\$.
CW.....	CW, (CW variants), CWH, CHP, PFW\$.
Pods.....	on LTT or CPC detected at level D\$.
Packs.....	on any Tholian ship detected at level D\$.
Web Caster.....	Refits with this weapon are detected at level F.
See Also.....	Klingon F5; Civilian small freighter.
Pinwheels.....	Identify the component ships individually.
NEO-THOLIANS	
NBB.....	Unique
NDN.....	NDN, NSCS\$.
NCA.....	NCA.
NCL.....	NCL.
CoM.....	CoM, FCoM, SCoM\$.
BB Collar.....	Unique.
Photon Refits.....	Detected at level G when the heavy weapons are identified.

ORION SHIPS

DN.....	DN
SLV.....	SLV, VIK.
CH±.....	CA, BC, BCH, CV.
CB±.....	BR, BRP\$, CVS, CR±, WYN OBR; AR\$.
HR.....	HR
BRH.....	BRH
CR±.....	CR; WYN OCR; MR\$.
LR.....	LR, LR variants; WYN OLR.
DBR.....	DBR, DBP\$; WYN ODR.
DW.....	DW, DW variants; WYN ODW.
SAL.....	SAL, CVL, PFT.
FT.....	Orion Free Traitor; Civilian Free Trader.
See Also.....	Klingon D± for OK6 variant.

HYDRAN SHIPS

Monarch.....	Monarch.
PFT.....	Pegasus.
Paladin.....	Paladin, Iron Duke, Lord Paladin.
General.....	Ranger, Dragoon, Cavalier\$, Caravan, CC±, BCH±, NCA±.
CC±.....	Lord Marshal, Lord Bishop, Lord Commander, Lord Admiral, Lord Cardinal.
BCH±.....	Overlord, Overseer, Overmind.
NCA±.....	Mohawk, Cheyenne, Iroquois.
CW.....	Horseman, (Horseman variants), Mule, Traveler, CM±.
CM±.....	Mongol, Tartar, Comanche, Cossack, Apache.
DW.....	Buffalo Hunter, Rhino Hunter, Antelope Hunter, Buffalo Scout.
DD±.....	Lancer, Knight, Warrior, Outrider, DE, DA, Minesweeper, Uhlan\$, Count, Earl.
Gendarme.....	Gendarme.
Hunter.....	Hunter, (Hunter variants), Scout, Cuirassier, FFL±.
FFL±.....	Saracen, Crusader, Scythian.
Pallets.....	on Caravan and Mule detected at level D.
See Also.....	Klingon D± for D7H variant.

ANDROMEDAN SHIPS

DEV.....	Devastator.
DOM.....	Dominator.
INT.....	Intruder, Infestor, Imposer.
COQ.....	Conquistador.
SS-Large.....	Python, Mamba, Anaconda, Energy Module-L.
SS-Medium.....	Cobra, Terminator\$, Eel, King Snake, Diamondback, SatB\$, PSS, Energy Module-M, Cargo Module-M\$.
SS-Small.....	Viper, Asp\$, Courier, Bull Snake, Rattler, Energy Module-S, Cargo Module-S\$.

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.
CL.....	Panther.
NCA.....	King Jaguar.
DND.....	Mountain Lion.
CW.....	Jaguar, (Jaguar Variants), Yaguarundi\$, STJ\$, PFW\$, LTT; WYN-PBB\$.
DD.....	Leopard, PFT\$, MS, SC; WYN-LDD\$.
FF.....	Cheetah (and variants), Pol\$ (and variants).
DH.....	DW‡, MP‡. (Note that only the LDR has MP variants; both have MPs.)
DW‡.....	DW and variants.
MP‡.....	MP and variants, MPV\$.
Pods/Pallets.....	on Tug, SR, and LTT detected at level D.
Pal-SC.....	Space control pallet is distinguishable from other pods at level D.
LDR ships.....	Distinguishable from Lyran ships at Level "I" when their phaser-Gs are discernable (assuming that they have phaser-Gs) or when other changes are noted.

WYN AUXILIARY SHIPS

AxS.....	AxC, AxCV, AxMS, AxPFS.
AxL.....	AxBC\$, AxCVA, AxSCS.
AxH.....	AxDN, AxBCS.
See Also.....	Klingon E3 and E4; Kzinti FF; Lyran DD, CW; many Orions; many auxiliaries.

INTERSTELLAR CONCORDIUM SHIPS

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

GENERAL SHIPS AND UNITS

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

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.

ANNEX #11: EXPERIENCE POINTS

There are no additional entries for this annex as of the publication of *MODULE R1 NEW SHIPS I*.

ANNEX #12: MONSTER DATA TABLE

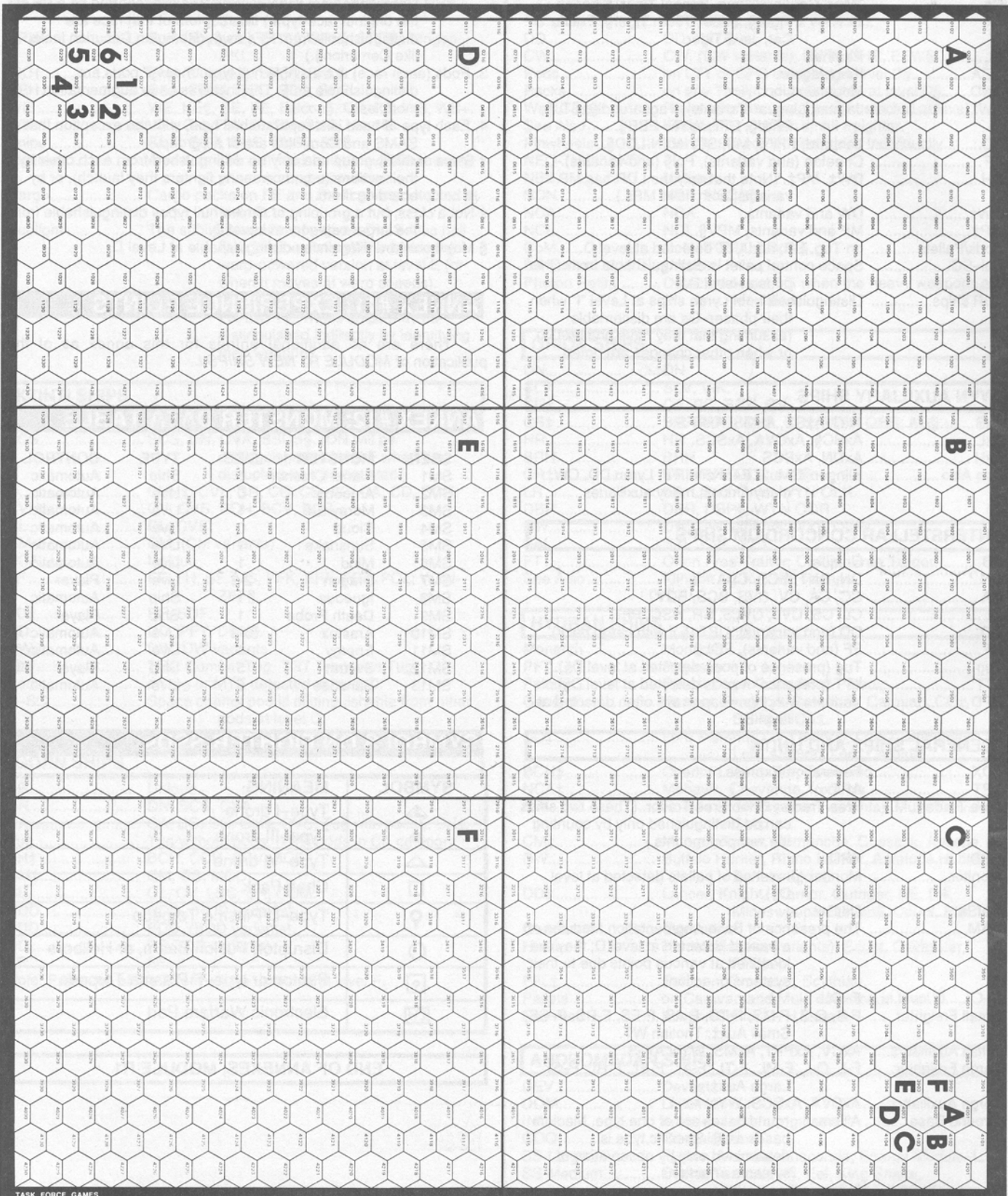
SCEN	MONSTER	SIZE	TYPE	CONTROL
SM1	Planet Crusher	1	Ship	Automatic
SM2	Amoeba	0	Live	Automatic
SM3	Moray Eel	1	Live	Automatic
SM4	Cloud	0	Live	Automatic
SM5	Sunsnake	1	Live	Automatic
SM6	Mind	1	Live	Automatic
SM7	Dragon	2-3	Live	Player
SM8	Igneous	1	Ship	Automatic
SM9	Death Probe	1	Ship	Player
SM10	Arastoz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

SYMBOLS ON FIGHTER SSDs

SYMBOL	MEANING
	Type-I drone
	Type-III drone
	Type-VI drone
	Chaff Pack
	Type-D Plasma Torpedo
	Disruptor, Fusion Beam, or Hellbore
	Photon or type-F Plasma Torpedo
	Electronic Warfare Pod

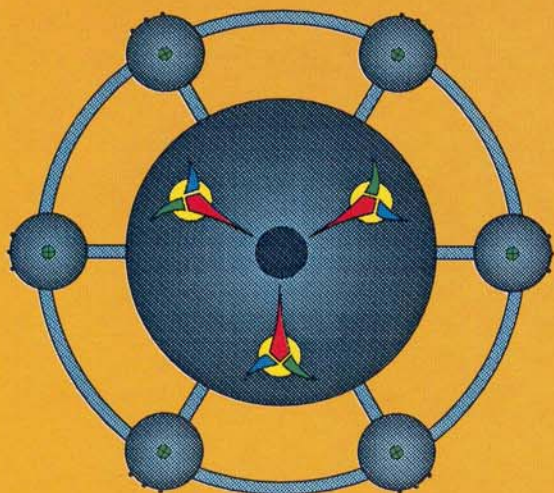
END OF ANNEXES, MODULE R1

This reduced-scale map can be used to plot movement, positions of minefields, zone of probability for cloaked ships, etc. Purchasers of this product have permission to make photocopies of this page for their own personal use.



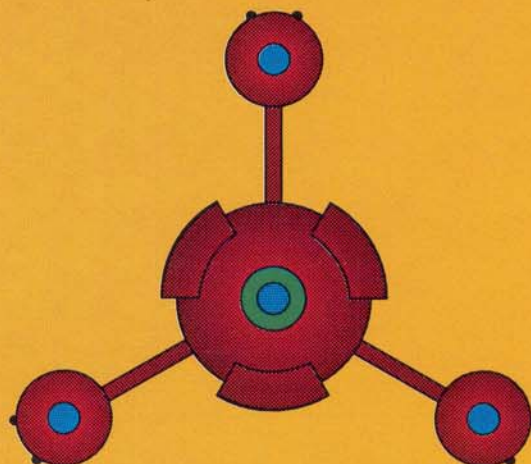
TASK FORCE GAMES

BASES & AUXILIARIES FOR ALL RACES



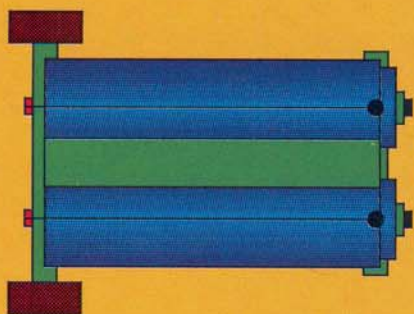
STARBASES

FEDERATION, KLINGON, ROMULAN,
KZINTI, GORN, THOLIAN,
HYDRAN, LYRAN, ISC



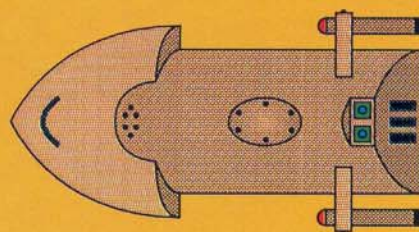
BASE STATIONS — BATTLE STATIONS

FEDERATION, KLINGON, ROMULAN,
KZINTI, GORN, THOLIAN, HYDRAN,
LYRAN, ISC, ORION, WYN



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