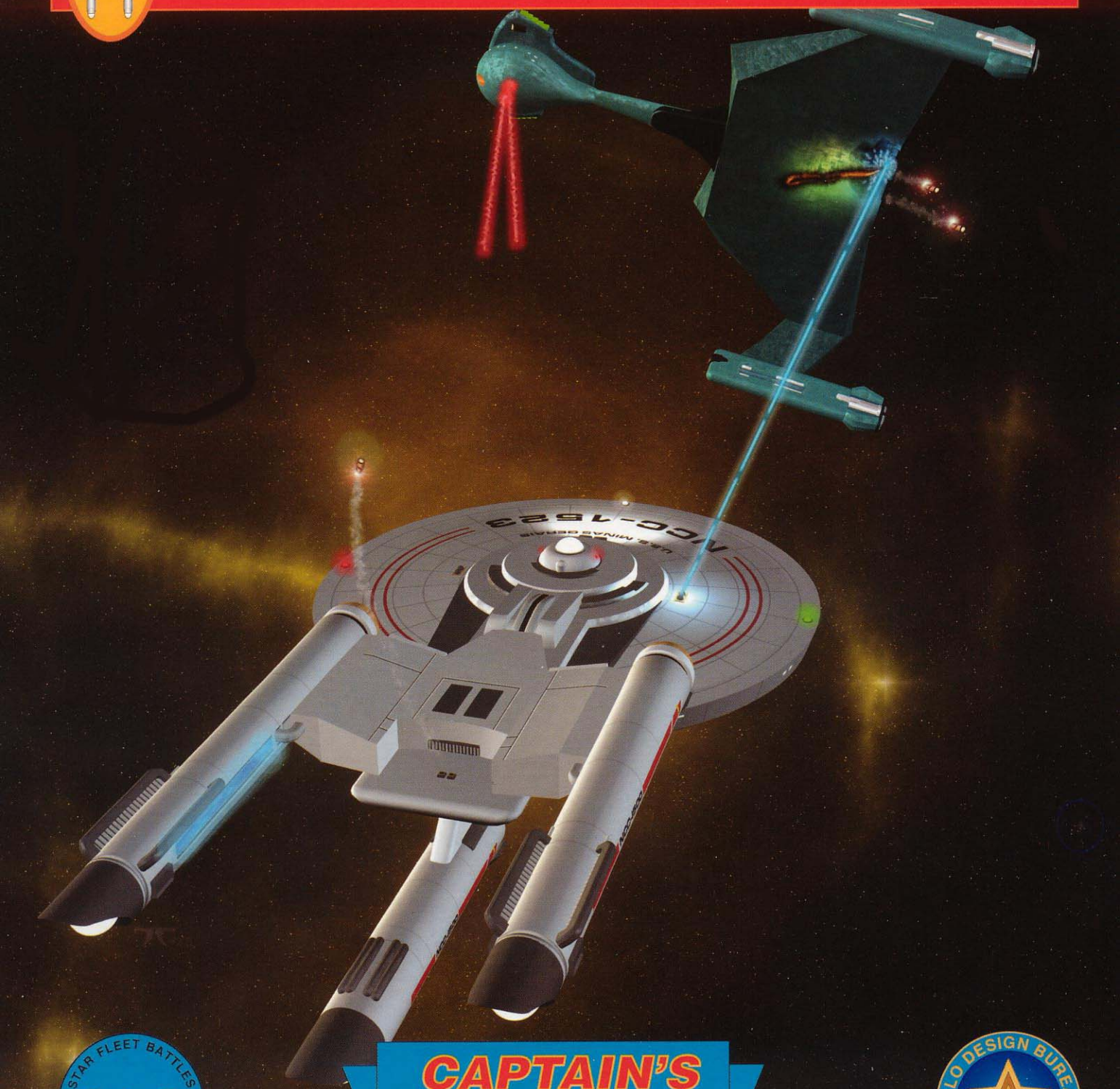
STAR FLEET BATTLES

THE NEW CRUISERS

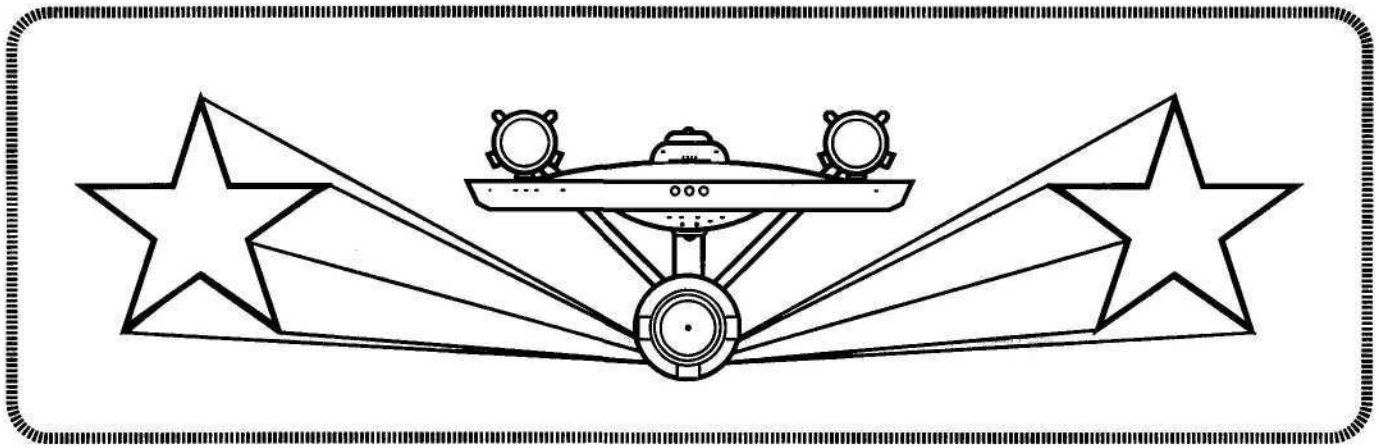


CAPTAIN'S MODULE R10

STAR FLEET BATTLES
CAPTAIN'S EDITION

AMARILLO DESIGN BUREAU, INC.

STAR FLEET BATTLES



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THE NEW CRUISERS

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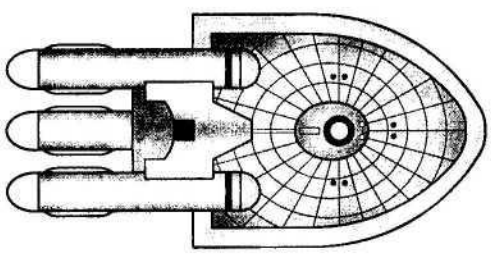

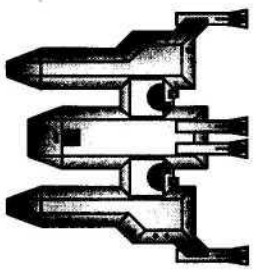

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(Z33.0) NOTES ON MODULE R10

(Z33.1) ORGANIZATION AND COMPONENTS

STAR FLEET BATTLES MODULE R10 is a modular expansion of the SFB game system. You will need Basic Set to use this material, and will need other products (e.g., Adv Missions, C1, C2, C3, R5) to use it to the fullest extent.

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Include a stamped self-addressed envelope with all rules questions, submissions, or other inquiries. Most of the information which players seek (e.g., product schedules) is available free on our web site.

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(Z33.4) DESIGNER'S INFORMATION

This project began as a collection of conjectural SSDs for variants of New Heavy Cruisers. It was to be done as a "mail order only" product called *Module NCA.* As work continued on the project, however, we found that the ship designs were too good to waste, the evolution of these designs as historical ships was too logical to ignore, and the demands of the players to use them in their real games and campaigns was a call we could only heed. Adding counters and a color cover transformed this into an R-module (which wasn't a problem for us as these are the best-selling modules we do) but we had already announced the contents of Modules R8 and R9. Rather than confuse everyone, we simply gave this product the next available number.

Most of the designs were fairly straightforward, being based on doing to the war cruisers what the NCA had already done to the war cruiser itself. The ISC, Seltorians, Andromedans, and Tholians required their own solutions. We found that our original analysis of the data on the Kzinti and Hydran NCAs was wrong, but this was easily corrected and amounted only to the exterior artwork.

The new plasma rules had evolved over time from a need to bring the plasma side of the galaxy up to par with the steadily improving drone sector. The quest for faster torpedoes, the chronic lack of an ECM "drone" for the plasma races, and the long-suffering Gorns (who never had a weapon that was theirs alone) were all answered in this product. Yes, the other races (Hydrans, Lyrans, Seltorians) are now demanding some kind of ECM weapon for their fleets, and separate solutions are being considered for them.

At one time we considered including a couple of new drone rules in this product, but we finally decided that they needed more testing. As this left room for more scenarios, we don't think you will mind.

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(FPO.O) PLASMA TORPEDOES GENERAL WAR IMPROVEMENTS

During the General War, the various plasma-armed races sought and found ways to improve their weapon systems, just as the disruptor races used DERFACS, the drone races found no end of improvements, the photon races added proximity warheads, and so forth.

(FP11.0) PLASMA SABOT

As the General War dragged on, ships (driven by the speeds of drones, fighters, and PFs) continued to fight at higher and higher speeds. To keep pace, the plasma races developed a method to accelerate the speed of their torpedoes by 25% in order to engage in combat more effectively.—*Mike Filsinger, Steve Cole, & Steve Petrick*

(FP11.1) AVAILABILITY AND INSTALLATION

(FP11.11) REFIT: Plasma Sabot is a refit which can be applied to any plasma-armed ships (including bases) starting in Y180. The refit allows plasma torpedoes to fire sabot (faster) torpedoes. The cost of the refit varies with the type of torpedo:

Plasma-K or D or F or G	1 point per rack
Plasma-S or A	2 points per tube
Plasma-R	4 points per tube
Fighter or MRS	0.25 points per ready rack

This refit can be applied to any ship which has plasma torpedoes or which has ready racks for plasma-armed fighters. Sabots are not used in tournaments.

(FP11.12) INSTALLATION: The Plasma Sabot refit can be installed on any plasma-armed ship. All plasma tubes and racks (including fighter ready racks) on a given ship must be refitted at the same time. Unless otherwise noted, all published scenarios set in Y180 or later assume that the refit is installed on all plasma-armed ships.

(FP11.13) X-SHIPS include the Sabot refit in their BPVs. All plasma-armed X-ships always have the Sabot refit unless, for purposes of a special scenario rule, it is noted as not present.

(FP11.14) CAPTOR MINES may be purchased with sabot torpedoes. This upgrade has no cost but can only be applied to newly-deployed mines, not mines deployed earlier. In scenarios where a minefield was deployed prior to Y180, only 10% of the captors can have sabots for each year after they become available (e.g., 50% in Y184) up to a max of 100%.

(FP11.15) FIGHTERS

(FP11.151) Fighters and MRS shuttles armed with plasma-Ds do not need a refit to carry plasma-D canisters upgraded to sabots, but a ship cannot upgrade a plasma-D to sabot status unless the ship itself has the sabot refit. Note that carriers and escorts must pay a refit cost (FP11.11) for each plasma-fighter ready rack, and can buy this refit even if they are not armed with plasmas themselves.

(FP11.152) Fighters armed with plasma-Fs do not need a refit to carry plasma-F sabots. A ship can upgrade a plasma-F held in a fighter ready rack to sabot status if the ship has the sabot refit (said refit having required the carrier to pay to upgrade the ready racks).

(FP11.153) Fighters cannot be armed with sabots before their carrier enters the scenario. Fighters which participate in an independent scenario without their carrier may (in Y180 and after) have sabots but incur a penalty of one BPV per fighter in the victory conditions (points given to the enemy).

(FP11.16) DEFENSE SATELLITES can receive the Sabot refit at the costs listed above.

(FP11.2) ARMING

(FP11.21) COST: The energy cost of arming a sabot version of a plasma torpedo is paid on the last turn of arming. It can come from allocated power, or from reserve power at any time up to the instant of launch. Any type of power (warp, impulse, battery, reactor) can be used. This energy cost surcharge is as follows:

Plasma-K	0.25 points per torpedo
Plasma-D	0.5 points per torpedo
Plasma-F or L or G	1 point per torpedo
Plasma-S or A	2 points per torpedo
Plasma-M	3 points per torpedo
Plasma-R	4 points per torpedo

(FP11.211) Reserve or allocated power could be used to convert a held torpedo into a sabot torpedo.

(FP11.212) Sabot torpedoes can be held if the non-sabot version of the same torpedo can be held.

(FP11.213) Ships never enter a scenario with sabot torpedoes loaded; if a ship wants sabot torpedoes it must pay the additional arming surcharge on pre-scenario held torpedoes during the scenario.

(FP11.214) Once a torpedo is converted into a sabot torpedo it cannot be converted into a normal torpedo.

(FP11.215) Note that the arming surcharge for sabot loading of a Plasma-D or Plasma-K is in addition to the normal activation power.

(FP11.216) A plasma torpedo loaded as a sabot could be bolted but would act exactly as a non-sabot plasma of the same type.

(FP11.217) A sabot torpedo being held in a larger tube (e.g., a Type-S-sabot held in a Type-R tube) could be converted to the full-sized torpedo by paying the additional power required (both the increased power needed to arm the larger torpedo and the difference in sabot surcharges), assuming that the non-sabot version could be upgraded in this way (FP1.96). A player could use contingent allocation to provide some of the power for this upgrade, maintaining the option to complete it with reserve power at some later point or at the instant of launch. If the power is not provided at the instant of launch, the contingent power is lost and the torpedo is launched as the original smaller type. If the torpedo has not been fired until the end of the turn, holding energy must be paid for the larger size; note that since you cannot hold a plasma-R, contingent upgrading of a Plasma-S in a Plasma-R tube will create a situation in which the torpedo must be launched or ejected by the end of the turn. There is no rule allowing allocated power to be used to complete the contingent arming of a weapon.

(FP11.218) A two-turn type-F load could be armed as a sabot by paying 3 points (rather than the normal 2) of reserve power at the instant of firing.

(FP11.219) A Triaxian Plasma-A can use the Sabot system. Pay the energy cost for the basic torpedo type; the Sabot speed system works with standard, short-range, and long-range torpedoes.

(FP11.22) DESIGNATION: When a plasma torpedo is given a sabot upgrade, this must be designated on the Energy Allocation Form by the small letter "b" (for boosted speed) in the box where arming energy is recorded.

(FP11.23) SPECIAL CASES

(FP11.231) In the case of an enveloping torpedo, the sabot arming surchage is increased by 50% as follows:

Plasma-G	1.5 points per torpedo
Plasma-S	3 points per torpedo
Plasma-M	4.5 points per torpedo
Plasma-R	6 points per torpedo

(FP11.232) In the case of a plasma shotgun, all of the sub-torpedoes must be upgraded if any of them are, and each must be paid for separately at the appropriate cost.

(FP11.233) PPTs on ships with the Sabot refit can be set for speed 40 or speed 32 at the instant of launch by the launching player.

(FP11.3) MOVEMENT AND SPEED

(FP11.31) SPEED: Plasma sabots move at speed 40. They move one hex per impulse, but two hexes in impulses 4, 8, 12, 16, 20, 24, 28, and 32. They are Super Fast Units (C1.45).

(FP11.311) There is no way to fire at a sabot plasma in the first hex of an impulse in which it moves two hexes.

(FP11.312) If a plasma sabot reaches its target in the first hex of an impulse in which it moves two hexes, the second hex of movement is ignored as it is irrelevant.

(FP11.313) Assuming it is otherwise legal, either hex of movement could be used to perform an HET.

(FP11.314) As with all seeking weapons, the speed is announced at the time of launch.

(FP11.315) If a sabot plasma torpedo is launched on Impulse #4, 8, 12, 16, 20, 24, 28, or 32, it moves only one hex, not two.

(FP11.32) MOVEMENT: Plasma sabots move as plasma torpedoes, with each hex of movement complying individually with all rules regarding the movement of seeking weapons and plasma torpedoes.

(FP11.321) Terrain damage inflicted on a plasma sabot as per (C1.454) Super Fast Units.

(FP11.322) Sabot torpedoes passing through web lose (or expend) movement hexes (not movement impulses).

Example: A Sabot-S torpedo enters a strength 10 web hex on Impulse #9. It would then expend one movement point on Impulse #10, a second one on #11, two on Impulse #12, one each on impulses #13-#15, two on Impulse #16, and one on Impulse #17, leaving the web on that impulse.

(FP11.33) ENDURANCE: Plasma sabots have an endurance in impulses equal to the endurance of a non-sabot plasma of the same type in hexes.

(FP11.331) Plasma sabots count impulses rather than hexes for purposes of range degradation. Thus, a Plasma Sabot which had been on the map for 9 impulses and had covered 11 hexes would still be in the Range 6-10 bracket rather than in the Range 11-12 bracket.

(FP11.332) Each impulse is counted from the Launch Seeking Weapons Step, but if a torpedo hits its target in a given impulse it counts that impulse as an impulse of movement (unless the target entered the hex the torpedo was in at the start of the Impulse, in which case the impulse does not count for endurance).

(FP11.333) Plasma Sabots require special counting procedures when moving through atmosphere hexes. The penalty in (P2.85) is counted in impulses rather than hexes and is in addition to actual movement. A plasma sabot which was launched in one atmosphere hex and strikes its target in an adajcent atmosphere hex will count this as 11 impulses rather than 10 hexes (P2.852), reflecting the increased degradation cause by its higher speed. The delay impulses of (P2.853) are not counted against the plasma sabot's endurance (which is rated in impulses).

DESIGNER'S NOTES: The plasma races had long complained that while they drone races got better over time, their plasmas did not. By the late war years, "big plasma" was at a disadvantage. We sought several solutions, and the best of them was that suggested by Mike Filsinger, who outlined the first rules for this. We considered speeds 36 (not worth the effort) and 48 (devastatingly effective) before playtesting proved that speed 40 was the correct solution.

The biggest controversy was over the timing of the extra movement. The problem was that anything other than a fixed impulse schedule (all speed-40 torpedoes moving on Impulse #4, #8, etc.) was too hard to keep track of and write rules for, but players adopted the tactic of timing their approach to be in firing position on those impulses, getting a "snap shot" at range two. The solution (so obvious we didn't find it until very late in the design process) was to simply declare that the torpedo didn't move twice on the impulse of launch.

Given the hundreds of existing plasma ship SSDs, we had to have a solution that didn't require new warhead tables or movement charts, and the sabot concept was not just the best idea within those limits, but proved in playtesting to be the best idea even if new tables and SSDs were considered.

Sabot is French for "shoe". The term is used in tank cannon ammunition, where a 40mm "bullet" is put into a 120mm cannon, with plastic blocks to fill the extra space. These plastic blocks, called "sabots", peel away when the shell is fired. With 120mm of gunpowder behind a 40mm bullet, you get a much faster bullet.

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(FP12.0) ECM PLASMA

Plasma-armed races sought ways to keep pace with the development of ECM drones by the drone-armed races. They fell upon their PPTs as an obvious solution. A PPT is a warp-capable "vehicle" capable of high speed and possessing a considerable on-board power capability, and as such was very suited to use as an ECM platform.—*Steve Cole*

(FP12.1) LAUNCHING

ECM Plasmas (ECPs) are simply a firing mode of the Pseudo-plasma torpedo.

(FP12.11) ANNOUNCEMENT: At the instant that a PPT is launched, the launching player may designate it (publicly) as being an ECP. If no designation is made, there is no announcement, it is a PPT and not an ECP (all ECPs must be announced as such) and the status of the PPT's true nature remains unknown to the opponent.

(FP12.12) COST: The firing of a PPT in ECP mode does not cost any extra energy.

(FP12.13) NO WARHEAD: ECPs cannot be modified to carry warheads of any type, even by a race (e.g., Federation) which has both plasma and drone technology.

(FP12.14) LAUNCH: ECPs have the same launching arcs and restrictions as PPTs.

(FP12.15) TRACTOR: A unit held in a tractor beam (G7.943) cannot launch ECPs, to protect itself; they could only be targeted on the unit holding the launching unit in the tractor.

(FP12.2) OPERATIONS

An ECP moves on the map as would any other seeking weapon, and generates ECM as would an ECM drone. An ECP functions under the ECM drone rules except where noted below. An ECP is self-guiding and (FD9.114) does not need a lock-on to function. ECPs cannot be used in tournaments.

(FP12.21) SPEED An ECP can be set for any speed up to 32 hexes per turn. (Theoretically, so could a PPT, but if set at any speed other than 32 it would be instantly revealed as a PPT.) An ECP cannot, however, change speeds once it has been launched. If an ECP is tracking a unit which is going slower than the ECP, the ECP may be required to move out of the unit's hex, after which it will continue to seek the unit.

(FP12.22) ECM: An ECP generates three points of ECM and functions in that regard as an ECM drone. This includes all ECM drone rules (FD9.0) except where noted in (FP12.0). Note that as a unit cannot benefit from two ECM drones, it cannot benefit from two ECPs or from one ECM drone and one ECP. This ECM generation uses the ECCM generator included in all PPTs and hence the ECP cannot generate ECCM.
(FP12.221) This could include launching an ECP to provide ECM protection to plasma torpedoes (or drones) launched in the same impulse by the same ship, but note that an ECP (which is simply a firing mode of a PPT) could not be launched from the same mount on the same impulse as a plasma torpedo (FP6.22).
(FP12.222) Special sensors cannot affect an ECP as they could not attract a plasma or PPT (G24.2).
(FP12.223) ECPs cannot escort fighters or shuttles (FD9.16).

(FP12.23) ENDURANCE: An ECP has an endurance of 96 impulses.

(FP12.24) DESTRUCTION: An ECP is destroyed by six damage points; it takes damage as a plasma torpedo because the plasma deception shroud is still operating. (No one is confused into thinking it is a PPT since it is broadcasting ECM not ECCM.) Note that phaser damage (or other damage) is not reduced by half; six *damage points* (not six *warhead reduction points,* that term being irrelevant to ECPs) destroy it. Six points of phaser damage, six points of asteroid damage, six points of damage from the plasma-eating monster, etc. Drones, anti-drones, disruptors, and a lot of other weapons cannot damage plasma torpedoes and cannot damage ECPs.

(FP12.25) CLOAKED TARGET: If a unit protected by an ECP cloaks, the ECP can roll to retain lock-on (and would ignore the ECM it is providing to the cloaked unit when determining if a lock-on was retained), but even if it does, it cannot loan ECM to a cloaked unit. If the unit uncloaks (whether a lock-on was retained or not), an ECP that is still functioning would resume providing ECM. If other units and the ECP are rolling to retain lock on (G13.33) at the same time, the ECM of the ECP does not count as it cannot provide ECM to a cloaked unit. If an ECP loses lock-on to a cloaked unit, this does not count as an "improved condition" under (G13.3321) since the ECP is not providing ECM to that unit.

(FP12.26) TARGET WW: If a unit protected by an ECP launches a WW, the ECP will accept the weasel as its "target" but cannot loan it ECM. If the WW is destroyed or voided, the ECP (if it survived) seeks the original target (FD9.173).

(FP12.3) AVAILABILITY

All ships with pseudo-plasma torpedoes can use ECPs as of Y168. There is no BPV cost or formal refit for the ability to use this weapon. All ships with PPTs are assumed to have the ability to launch them as ECPs in published scenarios set in Y168 or later unless noted otherwise in the scenario.

(FP12.4) LATE-WAR UPGRADE

ECPs were upgraded later in the General War (Y180). On any plasma-armed ship with the Sabot refit (FP11.0), or any plasma-armed X-ship, the ECPs gain the following additional abilities.

(FP12.41) SPEED: Their maximum speed is increased to 40 hexes per turn.

(FP12.42) SPEED CHANGES: They can change speed as an ECM drone could to keep pace with the unit they are protecting.

(FP12.43) ENDURANCE: The endurance of the ECP is extended from the original 96 impulses to 128 impulses.

(FP12.44) WS-III: Any ship with PPTs could (if at WS-3) arm a spare PPT as an ECP and launch it out the shuttle bay (or minelaying hatch if the ship has one). It could be launched in any direction. If launched out of the shuttle bay this is under the restrictions of (J1.50).

There is no energy or BPV cost for this, but each ship can only do this once during a scenario. If the ship is at WS-2, it takes two turns to prepare this ECP (using one of the shuttle bay deck crews). If the ship is at WS-1, it takes four turns to prepare the ECP. If the ship is at WS-0, it requires six turns to prepare the ECP. If the ship is surprised, it cannot arm an ECP at all during the scenario. (These Weapon Status restrictions apply only to the one launched from the shuttle bay.) A PPT cannot be launched in PPT mode by this method, only in ECP mode.

DESIGNER'S NOTES: From the moment that the ECM drone was invented, the plasma races have wanted one of their own. Several ideas were kicked around over the years. One night while SVC and SPP were having dinner, SVC got the idea of using the PPT as the basis of such a weapon. (Fearing rejection, SVC insisted that this idea had come from someone else, but it was all his.)

The solution was a good one and w orked well in playtest. It didn't require a new weapon, a new launcher, or new SSDs. And it came at a cost; you have to give up your PPT (and the enemy knows you gave it up) to use one. This avoiding any problems with balance or BPV; to gain this advantage you have to give up one that is equally important!

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(FP14.0) PLASMA CARRONADE

The Plasma Carronade is Gorn weapon. It is an optional employment function of the Plasma-F. It is fired in the same manner and under the same restrictions as a plasma bolt (FP8.0), but the firing aperture is wider, resulting in a broader but shorter-ranged blast of plasma.

(FP14.1) DESIGNATION

(FP14.11) SSD: As the Plasma Carronade is a firing mode of the Plasma-F, there is no SSD designation.

In a theoretical future case where a ship is armed with weapons that can fire only as a Carronade, the box could be designated PLC and would be damaged on a "torpedo" hit and would fall in priority (D4.322) after the Plasma-F.

Plasma launchers larger than F cannot fire Carronades as "downloads" of these larger weapons or when "hastily repaired". Carronades are not used in tournaments.

(FP14.12) DESTRUCTION: As this is a firing mode of the plasma-F, this rule is irrelevant. In the theoretical case of a "Carronade only" weapon (PLC), it would be destroyed as a Plasma-F.

(FP14.13) REPAIR: Repairing a destroyed Gorn Plasma-F restores the Carronade capability.

(FP14.14) TECHNOLOGY RESTRICTIONS: The Plasma Carronade was originally used only by the Gorns. It was deployed by the Gorns about Y165 and is included in their ships at no additional cost. There is no additional repair cost and no way to repair a damaged Gorn plasma-F launcher without the Carronade feature. The refit cannot be detected unless the weapon is fired as a Carronade.

The Orions gained access to this technology in Y170 and had passed it to the WYNs by Y175. The Gorns gave the Carronade technology to the Federation in Y175 to assist them in hunting cloaked Romulans. Obviously, simulator ships can use it. There is no cost for any of them. For simplicity, the phrase "or those other ships which have Carronade-capable plasma-Fs" is omitted from many rules in this section. The ISC and Romulans never gained access to this technology.

(FP14.15) SIZE CLASS RESTRICTIONS: Fighters and other size-6 units armed with plasma-Fs cannot use the Carronade firing option. PFs and Interceptors can use the Carronade option but this counts as a "launch" for the firing rate limit.

(FP14.2) ARMING PROCEDURE

(FP14.21) ENERGY: The Plasma Carronade is a firing option for the Plasma-F. A plasma-F launcher which is armed with one or more points of energy can be fired as a Carronade, which would allow a Gorn ship to fire its Carronades every turn if the tactical situation warranted. Additional energy adds to the damage produced by the weapon; see (FP14.33) below. Firing a Carronade shot from a Plasma-F launcher uses all of the arming energy stored in the launcher. This is considered the same as launching or bolting a Plasma-F for purposes of subsequent arming or firing by that launcher. Note that the Plasma-F must always use the normal arming rules (one point on the first turn, one on the second, three on the third) even if the captain is certain that he plans a Carronade shot this turn.

(FP14.22) DESIGNATION: The decision to fire a plasma-F launcher as a Carronade is made at the instant of firing. No prior designation is required.

(FP14.23) RESERVE POWER: A plasma-F launcher which has not been fired on the current turn may be armed with one point of reserve power to allow a Carronade shot; if the shot is not taken that point of power could count as the first turn of arming a standard plasma-F or a later overloaded Carronade shot. Reserve Power cannot be used to add power to an armed Plasma-F launcher to produce a Reinforced Shot (GP13.36).

(FP14.24) WEAPON STATUS: If a plasma-F launcher is armed by weapon status, it could be fired as a Carronade. If a special scenario rule indicates that a given Gorn plasma-F launcher has been arming for one or two turns, then that energy could be used to fire a Carronade shot.

(FP14.3) FIRING PROCEDURE

(FP14.31) PROCEDURE: The Plasma Carronade is a "range of effect" weapon. Roll one die and consult the chart in (FP14.33). The Carronade is affected by (G13.37). A plasma-F can fire a Carronade shot without active fire control under the appropriate rules and penalties.

(FP14.32) DAMAGE PROCEDURE: Damage is processed as if it were a hit from a plasma bolt.

(FP14.33) PLASMA CARRONADE FIRING TABLE

Die Roll		Damage
1		4
2		4
3		4
4		4
5		3
6		3
7 or more	*	2

(* this could result from an EW shift.)

(FP14.34) MAXIMUM RANGE: The maximum range of a Plasma Carronade is five hexes (true range). A Plasma Carronade always uses True Range rather than Effective Range. A Carronade can be fired at a range of zero hexes if the target is within the firing arc.

(FP14.35) FEEDBACK DAMAGE: There is no Feedback damage from a Plasma Carronade.

(FP14.36) OVERLOADS: While there is no true overload function of a Plasma Carronade, the firing table in (FP14.33) assumes one point of power was in the Plasma-F launcher at the time the launcher fired a Carronade shot. If there was more than one point of energy, add one point to the damage scored for each additional point of power. This is properly termed a Reinforced Carronade Shot, rather than an Overloaded Carronade Shot.

For example, a fully-armed Plasma-F launcher would have five points of power in it (no more can be added). This would mean that whatever damage is rolled on the table in (FP14.33), four points would be added (resulting in 7 or 8 points of damage).

(FP14.37) FIRING RESTRICTIONS: The directions (firing arcs) that a Plasma-F launcher can fire a Carronade shot depend on the original firing arcs of the launcher:

Plasma Arc	Carronade Arc
FP	FA
LP or LS	L+LF
RP or RS	RF+R
RP	RA
LPR	L+LR
RPR	RR+R

(FP14.5) SPECIAL CASES

(FP14.51) TERRAIN: Plasma Carronades are treated as phasers (not as Plasma Bolts) for terrain effects. Carronade shots cannot be fired through a hex containing a planet (P2.321), moon [Exception: (P2.3221)], star (P12.1), black hole (P4.23) or pulsar (P5.32). They can be fired into such a hex. They can be fired through asteroid (P3.33) and ring (P2.223) hexes with the standard EW penalties, and can be used to clear a path through asteroids.

(FP14.52) ATMOSPHERES: Plasma Carronade shots are treated as phasers for purposes of atmosphere. They add one to the die roll for each hex of atmosphere.

(FP14.53) SIZE CLASS SEVEN TARGETS
(FP14.531) Plasma Carronades are not subject to the Small Target Modifiers or the Firing At Drones (FD1.52) penalties.
(FP14.532) Plasma Carronade shots do not affect plasma torpedoes as they are effectively the same as a plasma bolt in the damage they cause.
(FP14.533) The Plasma Carronade is not penalized by (M8.52) when used to sweep mines.
(FP14.534) The Plasma Carronade can be used for mass driver point defense.

(FP14.54) WEBS: Plasma Carronades cannot be fired through web or damage a web. They can damage a target that is held in web and they can be fired out of a web hex.

(FP14.56) NVC: The Plasma Carronade cannot use Non-violent Combat (D6.4).

(FP14.57) ESG: Plasma Carronades can be fired through ESGs just as phasers or plasma bolts could be.

(FP14.58) TRACTORS, TRANSPORTERS, SFGs, DISDEVs: Plasma Carronade shots cannot be affected by transporters, tractors, SFGs, or Displacement Devices.

DESIGNER'S NOTES: The Gorns have been asking for their own unique weapon since the game started, and felt that "free GAS shuttles" was some kind of sick joke.

I have always been willing to give them one, but given dozens of Gorn SSDs already printed, it was hard to do without causing howls of anger from players who would not want to buy new books just for that. So, it had to be some kind of way to use an existing weapon. The other side of the coin was that it had to be something that the Gorns actually needed. Their only real enemy was the Romulans, and to give them some neat super-plasma would see the Romulans demanding their own copy. The final decision was to create a weapon that, while not important enough to affect game balance in normal combat, would have an improved effect against cloaked targets. The Plasma Carronade followed as a logical development of these requirements.

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(R2.0) FEDERATION

THE NEW CRUISERS

The Federation designers who created the NCA from the NCL did so in a way that the same power unit could be added to any NCL variant, creating a heavy version of it. Doing so meant that specialist ships could be upgraded as needed to keep pace with the increasing fury of the General War, at least within the overall limit of NCA conversions.

Note that regardless of the historical dates of these designs, any of them (excepting those with F111s) could have been built as early as Y175.

(R2.106) NEW COMMAND CRUISER (NCC): As the number of NCAs steadily mounted, the Federation found it desirable to produce a command variant of it. This variant included additional phasers and a flag bridge. While some in Star Fleet wanted all further NCAs built to this improved standard, it was felt that the extra command facilities were not needed and this step was not undertaken. A plan was considered to build all NCAs to this standard (minus the command facilities) but the added expense due to putting too many things in an already-full hull made this impractical. Even so, three NCAs were completed as NCCs, including *USS London* in Y177 and at least one CLC, *USS Clausewitz,* was converted into an NCC.

SSD and Counter are in Module R10.

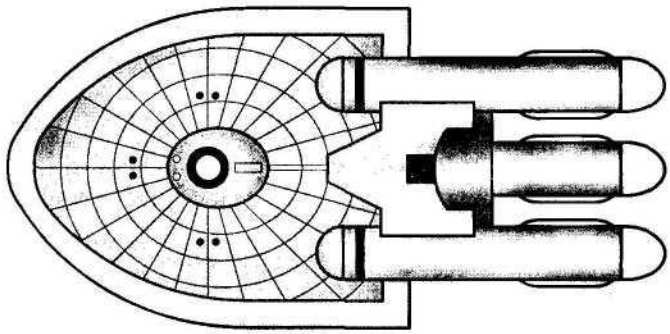
(R2.107) NEW STRIKE CARRIER (NCV): While the NVS-class of medium carriers formed the bulk of the Federation carrier force, the CVS class provided heavier units needed for certain missions. When CVS losses (some to repair yards, some total losses) pushed the available CVS force below the number that Star Fleet felt was required, an NVS under construction was converted into the NCV *Rickenbacker.* Later, NVS carriers *Vikrant* and *Hermes* were converted into NCVs, and a new carrier, *USS Billy Bong,* was completed as a NCV instead of the planned NVS.

SSD and Counter are in Module R10.

YEAR	ESCORTS	FIGHTERS
Y175-Y177	DEA, FFA	12xF-18
Y177-Y180	DWA, FFA	12xF-18B
Y180-Y183	DWA, FFA/DWA	12xF-18B+
Y183+	NAC, DWA	12xF-18C

(R2.108) NEW FAST CRUISER (NCF): The Federation continued to use its fast raiding cruisers well into the General War, but when the *Stingray* was lost behind Romulan lines in Y178, the next available NCA was built as the fast raiding cruiser *USS Manta Ray* to replace it. The design changes are so massive that this ship can be considered an "NCA variant" only in the most generous sense of the term, as it uses some NCA parts (the rear hull and three NCL engines). The front hull was built as an entirely new structure for this ship. To convert an NCL or NCA into an NCF would be tantamount to melting it down and starting over with the loose parts.

SSD and Counter are in Module R10.



(R2.109) NEW DRONE CRUISER (NDC): When the *Agincourt,* Star Fleet's only heavy drone cruiser, was destroyed in a Klingon ambush in Y179, Star Fleet immediately moved to replace it by converting the next available NCA hull into the NDC *Crecy.* Later, an existing NCD light drone cruiser was converted into an NDC heavy drone cruiser.

SSD and Counter are in Module R10.

(R2.110) NEW SURVEY CRUISER (NSR): The loss of the *Marco Polo* in Y176 sent off a series of demands from the *2nd Fleet* for the Federation council to provide a replacement. The Council recognized that even in wartime, the need to find new resources in remote areas remained of paramount interest. Rather than converting an existing heavy cruiser or building a new GSC, Star Fleet took the easiest route by converting an incomplete NCA into the NSR *Ibn Batuta.*

Wartime fighter deployment would have seen two F18s replace two of the Admin Shuttles.

SSD and Counter are in Module R10.

(R2.110A) NEW SURVEY CARRIER (NSRV): If the *Ibn Batuta* had been used in the combat theater, it might (or might not) have carried six F-18 fighters in the same manner as the CVL. This would have required refitting the hangar bay. The *Ibn Batuta* was in fact never given this refit, but an SSD may be provided in a future issue of Captain's Log.

YEAR	ESCORTS	FIGHTERS
Y175-Y177	DEA, FFA Or None	6xF-18
Y177-Y180	DWA, FFA Or None	6XF-18B
Y180-Y183	DWA, FFA/DWA Or None	6xF-18B+
Y183+	NAC, DWA Or None	6xF-18C

(R2.111) NEW DIVISION CONTROL SHIP (NDS): The appearance of Klingon PFs on the front lines sent waves of panic through Star Fleet, inspiring them to start construction of several ships designed to carry F111 special heavy fighters. The next available NCA was completed as a division control ship, using advanced F-18B+ fighters for fleet defense and heavy F111 fighters for strike missions. Christened the *Pompeii,* the ship entered service in Y180 and was followed in Y183 by the *Tamerlane* (a name previously used by a destroyer lost in the war). This design is extremely crowded, and with only two administrative shuttles it was never assigned to carry an MRS or a SWAC.

SSD and Counter are in Module R10.

YEAR	ESCORTS	FIGHTERS
Y177-Y180	DWA, 2xFFA	24xF-18B, 6xF111
Y180-Y183	2xDWA, FFA	24xF-18B+, 6xF111
Y183+	NAC, 2xDWA	24xF-18C, 6xF111

(R2.112) NEW (PLASMA) CRUISER (NAL): A proposed but never built variant, the NAL would have followed the lines of the plasma-armed "leader" variants. (While called a "Leader" this designation in Star Fleet meant a plasma-armed variant, not a command platform.) The design was revived after the General War as a ship to hunt Andromedans, but the design was rejected this second time in favor of X-ships. As there was no plasma version of a Federation NCL, there were no plasma NCLs to convert into this design. Star Fleet captains regarded the plasma-F as a very poor substitute for photons, but adequate as a secondary weapon.

SSD and Counter are in Module R10.

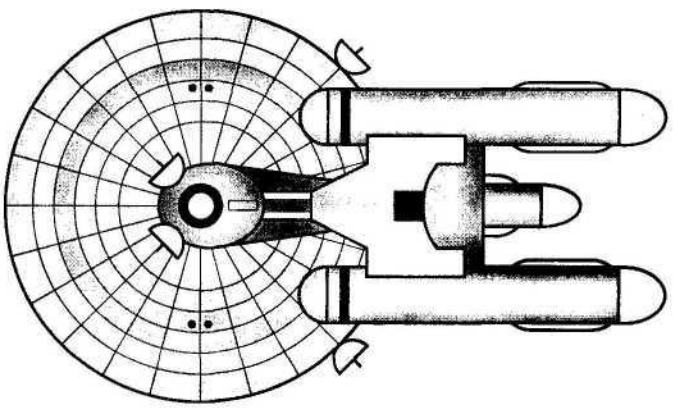
(R2.113) NEW HEAVY FIGHTER CARRIER (NHV): The shock of the new Klingon PFs forced the Federation to build new carriers for the special heavy F111 fighters as rapidly as possible. This included converting the damaged NCAs *Chicago* and *Dayton* into carriers (mounting the F111s on external mech links) in Y179 and Y180, respectively. These carriers never had SWAC shuttles as those did not work well with F111s.

SSD and Counter are in Module R10.

YEAR	ESCORTS	FIGHTERS
Y177-Y180	NAC, FFA	6xF111
Y180-Y183	**NAC, DWA**	6xF111
Y183+	NAC, DWA	6xF111

(R2.114) NEW HEAVY SCOUT (NHS): The Federation had long enjoyed an electronic warfare superiority over the Klingons due to their superb pre-war *Scout* class (which were modified destroyers). For technical reasons, the slightly larger NSC class (based on the new light cruiser) actually had less electronic warfare capability than the older destroyer-class Scouts). Steady losses among the Scout class during the war (not to mention the increasing appearance of heavy scouts among Coalition fleets) weakened the Federation advantage, and Star Fleet (unable to improve the NSC) turned to the NCA class to fill the gap. Two NSCs *(USS Discovery* and *USS Santa Maria),* were converted into NHS heavy scouts in Y176 and Y177, and a third NSC was converted into a heavy scout a few years later. Note that the name *Discovery* was used earlier for a galactic survey cruiser which was destroyed. The *Discovery* used for this conversion was the first of an entirely different class, a scout variant of an NCL.

SSD and Counter are in Module R10.



(R2.115) NEW HEAVY AEGIS ESCORT (NAE): A proposed but unbuilt variant, the NAE was intended to provide increased strength for carrier groups in the face of the new Klingon PFs. Given the pressure on the production schedule, any NAEs would probably have been conversions of existing NACs.

SSD and Counter are in Module R10.

NOTES: No heavy version of an LTT was created as the additional engine would have blocked the pod attachment position.

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(R3.0) KLINGONS

THE NEW CRUISERS

Klingon shipyards shared an advantage with their Federation colleagues in that the conversion of a D5 (of any type) to a D5W (of the same variant-mission type) simply involved adding some pre-fabricated modules. This made it possible to easily convert existing D5 variants into the "heavy" versions. Some D5 booms salvaged from destroyed war cruisers were used on D5Ws.

The proper designation for these ships was D5W? (e.g., D5WL, D5WD, etc.) but this has been shortened in creating the countersheets, and the short form of this designation is carried through in most cases.

Note that regardless of the historical dates of these designs, any of them (excepting those with PFs) could have been built as early as Y175.

All D5W variants have one standard UIM except for those which have no disrupters and the penal variant.

(R3.116) NEW HEAVY CRUISER LEADER (DWL): While most fleets were commanded by dreadnoughts, the need for command cruisers remained and the Klingons, like almost everyone else, built a few command variants of their D5W. Most of these were conversions of D5Ls.

SSD and Counter are in Module R10.

(R3.117) NEW STRIKE CARRIER (DWV): With the last of the D6-class carriers badly needing replacement by the middle of the General War, the Klingons built at least two carrier variants of their D5W. The *Sangfroid* and *Elan* had impressive careers in the fleet, and the suicidal attack of the *Elan* on a Federation Mobile Base in Y182 was significant in delaying the Alliance assault on the Empire. It is interesting to note that the *Sangfroid,* named for the semi-mythical "Princess Sangfroid" of early Klingon history, always had female pilots, a female captain, and female senior officers. At least two D5Vs, the *Ramcharger* and *Ramhammer,* were also converted into DWVs. There is no balcony.

SSD and Counter are in Module R10.

YEAR	ESCORTS	FIGHTERS
Y175-Y177	AD5, AF5	12xZ-V
Y177-Y178	AD5, AF5	12xZ-Y
Y178-Y180	AD5, AF5	12xZ-Y
Y180-Y183	AD5, AF5	12xZ-YB
Y183+	AD5, AF5W	12xZ-YC

(R3.118) NEW FAST HEAVY CRUISER (FDW): The Klingons had always maintained a strong raiding force, using it to lead any offensive and cover any retreat. The loss of such raiders was a hard blow and at least one D5W was built as a fast raider named the *Swift Strike,* which replaced the FD7 *Swift Sword.* Note that the engines for this ship were unique, and production of them was very expensive, which may explain why no further examples were built.

This ship normally carried two PFs and a prime team but these are not included in the BPV.

SSD and Counter are in Module R10.

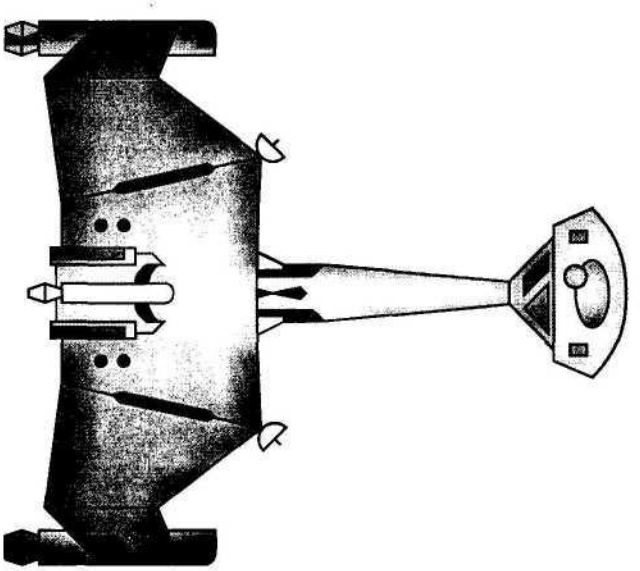
(R3.119) NEW DRONE BOMBARDMENT CRUISER (DWD): The Klingons had taken to using D6D ships, intended for long-range bombardment, into frontline combat where their special sensors could support the fleet scout in winning the EW battle. This did cause such ships to be targets and one way to expand the heavy drone cruiser fleet in the face of combat losses was to convert a damaged D5W into the drone cruiser *Thunderlance* and to build a new D5W as the heavy drone cruiser *Thundersword.* A third cruiser, *Thunderaxe,* was planned (and served against the Andromeans) but it is unclear if it was actually built before the end of the General War. The D5WD had better self-defense capabilities than the D6D it replaced; the General War was a very dangerous place by the time these ships served.

This conversion was somewhat more extensive than most Klingon D5-to-D5W conversions due to the need to replace phasers with special sensors, but the Klingons felt it necessary to provide a self-targeting capability to such a large and expensive warship. This problem did mean that all DWDs were new production as conversions of D5Ds were considered inefficient. The D5WD did include the rather unusual drone rack reload systems of the D5D.

SSD and Counter are in Module R10.

(R3.120) NEW SURVEY CRUISER (EDW): An unbuilt variant, the EDW (Explorationary D5W) was designed at a time when the High Command was considering a request for a third survey cruiser to serve in the Lyran Far Stars area, but the pressures of the war meant that the Deep Space Fleet could not spare any cruisers until Y188, when one was converted. To save money and reduce maintenance, all phaser-1s were replaced by the cheaper phaser-2s.

SSD and Counter are in Module R10.



(R3.121) NEW FAST PATROL SHIP TENDER (DWP): An uncommon variant, this design provided a heavier PF operations platform than the standard D5P. The marginal improvement, however, was not considered important enough for new construction and the only DWPs to be built were conversions of damaged D5Ps. Note that all six mech links are repair-capable.

SSD and Counter are in Module R10.

(R3.122) NEW DIVISION CONTROL SHIP (DWU): When PFs came into service, the Klingons (wanting to field as many powerful units as possible as soon as possible), sought every possible direction and converted a planned DWV into a rather smallish "control ship" carrying both fighters and PFs, but lacking any serious offensive armament. The *Integrator* was not a popular ship due to its lack of a direct combat capability, and the experiment was not repeated. It served out its time on the Hydran front in continuous delaying actions. Due to crowded internal space, only two mech links could be used for repairs. Living conditions on board were very harsh, even by Klingon standards, and the officers were often those without good enough political connections to get assigned elsewhere.

SSD and Counter are in Module R10.

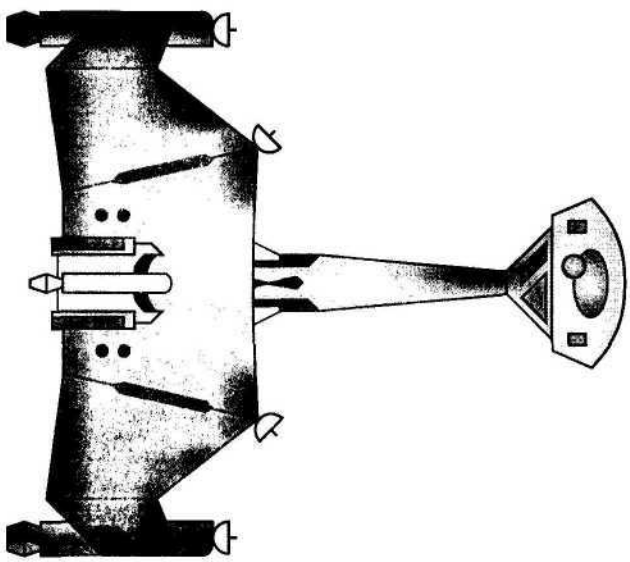
YEAR	ESCORTS	FIGHTERS
Y179-Y180	AD5, 2xAF5	12xZ-Y, 6xG1
Y180-Y183	AD5, 2xAF5	12xZ-YB, 6xG1
Y183+	AD5, 2xAF5	12xZ-YC, 6xG1

(R3.123) NEW PENAL CRUISER (DWJ): Built in Y183 to replace *Purgatory* (the last of the D6J heavy penal cruisers), the DWJ *Deadlands* served through the remainder of the General War and was destroyed in Y192 in a battle near an Andromedan base. The ship retained the phaser-1s of the basic D5W design due to production and operational efficiencies. The ship had the various security improvements of all penal ships, including the small warp pack on the boom. These ships never had UIMs. Among all of the penal ships, *Deadlands* was regarded as the best assignment.

SSD and Counter are in Module R10.

(R3.124) NEW HEAVY SCOUT CRUISER (DWS): The Klingon D6S was renowned for the huge amount of jamming and counter-jamming it could pump into the ether around a fleet battle, but demand for these ships always outpaced their numbers. To help fill the gap, at least three D5S war cruiser scouts were refitted to D5W standards, becoming heavy scout cruisers. While these ships had no more special sensors, they did have more power and improved self defenses.

SSD and Counter are in Module R10.



(R3.125) NEW DIPLOMATIC CRUISER (DWN): With the loss of the D7N *Tyrant* in a failed attempt to reach the Romulans in Y181, the Klingons converted the D5N *Revisor* into this heavy diplomatic cruiser. It, too, was lost in a failed attempt to slip through the Federation-Tholian squadrons and reach the Romulan Empire. The *Revisor* was, however, not destroyed, but escaped from an ambush using sublight evasion. The ship and about half of the crew were found on a remote and marginally habitable planet in Y187. The *Revisor* always carried one fighter to fly escort for any diplomats using the shuttle. The ship was built with the mech link refit and carried a G1N and a standard G1; if the ship had been built earlier this would not have been available.

SSD and Counter are in Module R10.

(R3.126) NEW STASIS CRUISER (DWA): The handful of ships with stasis field generators were used only for key attacks as they were usually crippled or destroyed in their missions, and some SFG ships were used almost as a form of punishment. Losses among the D7As could not be made good by D5As (which were too small to use the weapon effectively) and the Klingons converted as many D5As as possible into this heavier design. Being conversions of war cruisers, these had the drone racks of the D5A instead of disruptors. It is debatable if a new-built D5WA would have had disruptors or drone racks.

SSD and Counter are in Module R10.

(R3.127) NEW MAULER CRUISER (MDW): Losses among mauler ships were high, and the Klingons were ultimately forced to divert D5W production to provide replacements for the heavier D6Ms. Both MDWs were new construction (one of which was built after the General War), as the MD5s could not be converted due to the extensive mauler systems. The ships were not quite as powerful as the D6Ms they replaced (F&E attack factor 9). As with all maulers, the self-defense capability was very limited and there was no significant offensive capability other than the mauler itself.

SSD and Counter are in Module R10.

(R3.128) NEW COMMANDO CRUISER (DWG): At least one D5G was converted into this variant. It retained the ability to carry a pod and the limitations on that pod.

SSD and Counter are in Module R10.

(R3.129) NEW DRONE CRUISER (DDW): The Klingons had a few special D7D cruisers, which combined most of the firepower of a standard battlecruiser with increased drone capacity. These were used for special missions on the Kzinti and Federation fronts. Seeking improved firepower, the Klingons completed at least one D5W as this variant. Since there was no D5 analogue of this type, any of them built had to be new construction, and the Klingons considered for a time making all future D5Ws this type, but ultimately found the design too expensive and specialized. Its name translates as *Garroter,* or perhaps "one who uses a garrote", but this name is less than imposing in Federation standard.

SSD and Counter are in Module R10.

NOTES: No heavy version of a D5H Light Tactical Transport was created as the ship was simply not wide enough to accommodate two pods, and there was no benefit to having a heavy tactical transport that carried only one pod.

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(R4.0) ROMULANS

THE NEW FIREHAWKS

It has been much-discussed that the Romulan FireHawk (and its RegalHawk half-sister) was and was not a true "new heavy cruiser" (just as the SparrowHawk was a "war cruiser" in some regards and a standard light cruiser in others). Most FireHawks were simply used as heavy cruisers (due to a chronic shortage of that type) but the FireHawk could (previous data being incomplete) carry most of the SparrowHawk's modules. This allowed quick conversion to some of the more useful variants.

(R4.107) FIREHAWK CARRIER (FHB): Using standard carrier modules on a FireHawk frame, the FireHawk-B was a more-than-adequate (if too expensive) fleet carrier. Without its K modules, any cruiser operated in this mode lost much of its firepower and some of its self-defense.

SSD and Counter are in Module R10.

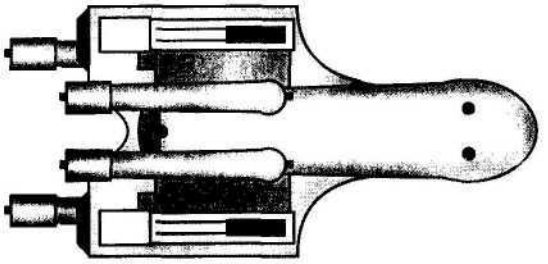
YEAR	ESCORTS	FIGHTERS
Y174-Y183	SPM,SKE	8xG-D, 8xG-IIIK
Y183-Y184	SPM,SKE	8xG-D, 8xG-IIIK
Y184+	SPM,SKE	8xG-D, 8xG-IIIK

(R4.108) FIREHAWK FAST PATROL SHIP TENDER (FHE): This conversion was fairly uncommon as any admiral with a choice between an FH with an SPE and an SP with an FHE was going to select the first option. Even so, there were times that it was necessary to replace lost PFTs and the only available ship was a FireHawk heavy cruiser. The design was entirely workable if a waste of resources, and lost a lot of firepower when it gave up the K modules.

SSD and Counter are in Module R10.

(R4.109) FIREHAWK SCOUT/SURVEY SHIP (FHC): As with the PFT variant, the FireHawk could certainly carry and use Scout modules, and became a superb scout when doing so (having more power for the special sensors). Even so, it was rarely done as heavy cruisers were in short supply and no Romulan FireHawk captain really wanted to give up his K modules.

SSD and Counter are in Module R10.



Note: It is entirely possible for a FireHawk to carry any SparrowHawk module, but the three above cover the only such cases found in the historical record to date. A few notes, however, may guide players in such conversions:

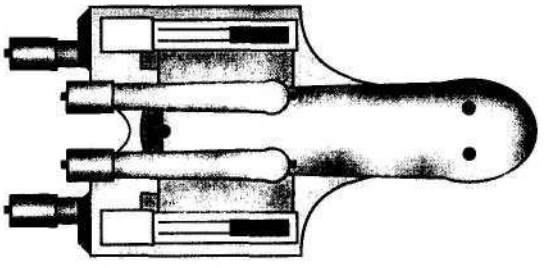
A-Combat: Originally the standard module; replaced by K.
D-Minesweeper: Possible, but a waste of resources. It is possible but not yet confirmed that this was done once in the case of a particularly dangerous minefield at the destination of a major attack.
F-Mauler: See FlameHawk (R4.75).
G-Commando: Possible, but a waste of resources.
H-Cargo: Possible, but a waste of resources.
J-Assault: Impossible due to dynamic stress.
K-Killer: Standard module on most FireHawks.
L-Leader: Not needed as the systems would be redundant and would provide no greater command ability.
M-Escort: Forbidden, and even if it could have been done would have been a waste of resources.
N-Hybrid: Possible, but the only two such pairs of modules were permanently assigned to SuperHawks.
R-Repair: Possible, but a waste of resources.

THE NEW REGALHAWKS

(R4.110) REGALHAWK CARRIER (RGB): This conversion was the most common variant of all RegalHawks (other than the standard combat modules), but even so the use was rare, more by circumstance than any limitation on the design. Without the K modules, the base hull was considered deficient in firepower.

SSD and Counter are in Module R10.

YEAR	ESCORTS	FIGHTERS
Y174-Y183	SPM, SKE	8xG-D, 8xG-IIIK
Y183-Y184	SPM,SKE	8xG-D, 8xG-IIIK
Y184+	SPM, SKE	8xG-D, 8xG-IIIK



(R4.111) REGALHAWK FAST PATROL SHIP TENDER (RGE): This conversion has been historically documented, although it was apparently used only once as it was no more effective than a SparrowHawk-E, and wasted a good heavy cruiser. The type-R torpedo was a waste as it would blind the special sensors, and having only one major torpedo without a full array of phasers made the ships tactically limited.

SSD and Counter are in Module R10.

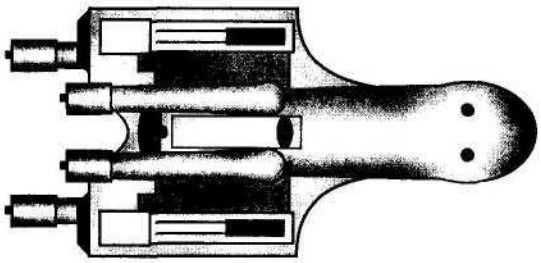
(R4.112) REGALHAWK SCOUT/SURVEY CRUISER (RGC): This conversion has been historically documented, although it was apparently used only once before the Andromedan Invasion.

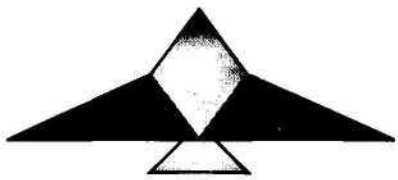
SSD and Counter are in Module R10.

THE TRUE MAULER

(R4.113) PEREGRINE NEW MAULER (FHP): FlameHawks were built by hard-welding F-modules into a FireHawk. This had several drawbacks, in that it lost the plasma-Fs (more useful for self-defense), and had its mauler weapons off the centerline. The Romulans built one "true" mauler by gutting a crippled FireHawk and rebuilding it from the keel up with a centerline mauler system. This made the ship more resistant to shock. It was assigned interchangeably with FHFs, but any admiral who received the ship counted himself as blessed by the Romulan gods of war.

SSD and Counter are in Module R10.



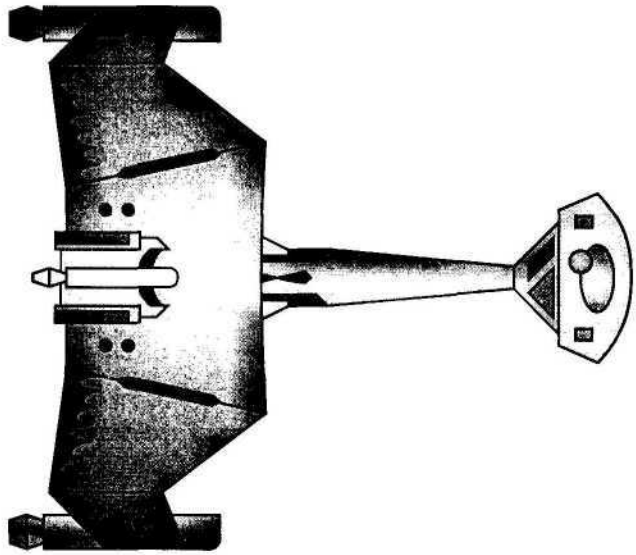


THE NEW KESTRELS

(R4.114) NEW HEAVY CRUISER (KWR): The Romulans, using plans for the Klingon D5W, converted two of their KD5s into "new heavy cruisers" to gain increased firepower. Note that the third engine is not a Klingon F5 engine, but a Romulan-designed engine of the type used in the Romulan third-series Hawk ships. This came with a plasma-F launcher, which (due to the limitations of the two-dimensional SSD) is shown as part of the boom. The increased phaser-1 array made up for any shortage of other weapons.

SSD and Counter are in Module R10.

The Romulans cannot convert KD5s into KRWs (or variants thereof) until the Klingons had fielded the corresponding D5W type or variant.



(R4.115) NEW HEAVY SCOUT (KWS): The Romulans later converted one of their KWRs to this KWS variant in order to field a potent EW platform. The plasma launcher on the center engine was retained for self-defense when studies determined that a sensor in that position would not contribute any material improvement to the EW capabilities.

SSD and Counter are in Module R10.

(R4.116) NEW STRIKE CARRIER (KWV): The Romulans considered converting one of their KD5s into this variant but the conversion was never undertaken.

SSD and Counter are in Module R10.

YEAR	ESCORTS	FIGHTERS
Y176-Y183	Two: SPM, SKE, and/or K5D	12xG-D
Y183-Y184	Two: SPM, SKE, and/or K5D	12xG-D
Y184+	Two: SPM, SKE, and/or K5D	12xG-D

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(R5.0) KZINTIS

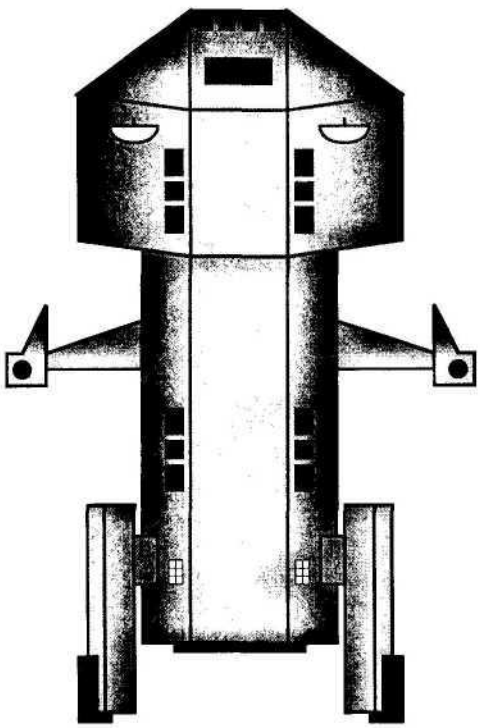
THE NEW CARRIERS

The Kzintis produced an NCA from a CM by adding a long "hunchback" structure to the rear hull. This was the height of the original bridge structure, and the width of the top plate of the original rear hull. The CM's original top engine was removed for later re-use and the hunchback came from its production yard with two warp engines already installed. The conversion was not as efficient as the Federation and Klingon systems, in that some of the hunchback systems were replaced by other items in some variants, and the CM's original three-barrel disruptor battery was replaced by the four-barrel system from the Medium Command Cruiser. Due to this inefficiency, the Kzintis produced fewer NCA variants than other races.

Note that regardless of the historical dates of these designs, any of them (excepting those with PFs) could have been built as early as Y175.

(R5.84) NEW COMMAND CRUISER (NCC): The Kzintis built only one ship of this type, regarding the marginal improvements as not worth the expense.

SSD and Counter are in Module R10.



(R5.85) NEW STRIKE CARRIER (NCV): Being a major fighter-carrier race (arguably *the* major fighter-carrier race), the Kzintis intended their NCA class to include a carrier variant, and indeed the second ship of the series was the NCV *Claymore,* built to replace a CVS of the same name lost earlier in the General War. Others followed before the end of the General War, including one expensive conversion of an MCV and one new production. One of these carried heavy fighters.

SSD and Counter are in Module R10.

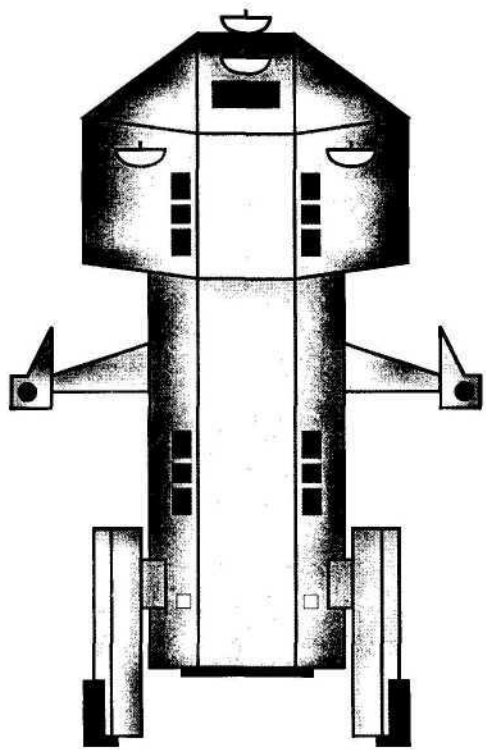
YEAR	ESCORTS	FIGHTERS
Y175-Y177	MAC, EFK	12xHAAS
Y177-Y180	MAC, DWA	12xTAAS
Y180-Y183	MAC, DWA	12xTADS
Y183+	**MAC,** DWA	12xTADSC

(R5.86) NEW FAST CRUISER (NCF): Having lost both of their fast raider cruisers early in the General War, the Kzintis completed one of their NCAs in this "fast raiding" variant in Y177 and used it on several missions, although it did more fast drone strikes than behind-the-lines raids. It was finally destroyed in Y183 during a raid on the Lyrans and not replaced. Note that this ship cannot be used as a drone bombardment platform. This ship often carried two PFs and a prime team but these are not included in the BPV.

SSD and Counter are in Module R10.

(R5.87) NEW DRONE CRUISER (NCD): A damaged NCA was converted to this type during repairs in Y176, and a second ship of this type was built as new construction a few years later. Intended to lead drone bombardment groups, these heavy units had the staying power to survive an ambush and the special sensors to find targets. The Kzintis used them in the battle line to match Klingon D6Ds only at their peril.

SSD and Counter are in Module R10.



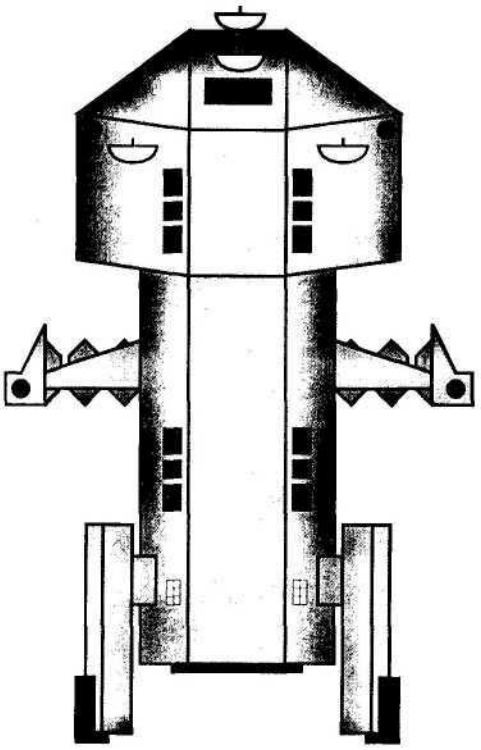
(R5.88) NEW SURVEY CRUISER (NSR): Survey Command wanted more survey ships for the Barony but Fleet Command would not authorize the diversion of any hulls for that use. In a failed bid to get another survey ship, Survey Command proposed this variant but none were produced until Y188.

SSD and Counter are in Module R10.

(R5.88A) NEW SURVEY CARRIER (NSV): Survey cruisers were designed to operate as carriers during emergencies.

(R5.89) NEW FAST PATROL SHIP TENDER (NPF): When the Kzintis finally introduced PFs (having relied far too long on heavy fighters), the shipyards scrambled to field as many PFTs as possible as soon as possible, and converted a damaged NCA into an NPF heavy PF tender. Another was created as an expensive conversion of an MPF.

SSD and Counter are in Module R10.



(R5.90) NEW DIVISION CONTROL SHIP (NDS): As part of their program to field as many PFTs as possible, the Kzintis converted the next NCA on the assembly lines (intended to be a carrier fitted for heavy fighters) as a Division Control Ship with a flotilla of PFs. For a short time, the ship carried a squadron of heavy fighters and a flotilla of PFs but the Kzintis found the arrangement unworkable and quickly converted it to use standard superiority fighters.

SSD and Counter are in Module R10.

YEAR	ESCORTS	FIGHTERS
Y181-Y183	MAC, **DWA**	12XTADS
Y183+	MAC, **DWA**	12xTADSC

(R5.91) NEW ESCORT CRUISER (NEC): Regarded as an expensive waste of resources, this ship was built only because Admiral Sharp-Knife demanded it and used all of his influence and political connections to get it in Y179. He insisted that the ship was needed to strengthen his carrier group against rampaging Lyran PFs. While good at its job, it was not markedly better than much cheaper war cruiser hulls.

SSD and Counter are in Module R10.

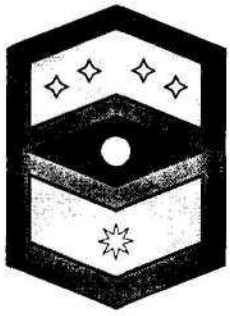
(R5.92) NEW SCOUT CRUISER (NSC): Intended to match the Klingon D6S scouts, the New Scout Cruiser was built as a conversion of existing CMS scouts since new NCA hulls were needed for other things. The conversion was difficult (as were all Kzinti CM-to-NCA conversions due to the manner of the upgrade) and only two such ships were produced as they were deemed too expensive.

SSD and Counter are in Module R10.

(R5.93) NEW COMMANDO CRUISER (NCG): One ship of this type was completed as new construction for the special mission of landing troops on Zursk.

SSD and Counter are in Module R10.

NOTES: No heavy version of the Kzinti LTT was created as it would only be able to carry one pod and there was no point.



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(R6.0) GORNS

THE NEW CRUISERS

The Gorns were not as well-served by their design as the Federation (although not as badly served as the Kzintis). The conversion of a Gorn HDD to a CM involved adding a rear bubble, entirely replacing the engines with larger ones, and some modifications to the original hull (mostly to add a new torpedo). This allowed them to convert any HDD variant into a CM variant, but made it somewhat more expensive than it would have been if the engines had not been replaced. (This cost is not seen in F&E as the removed engines are simply transferred to new HDDs.)

Note that regardless of the historical dates of these designs, any of them (excepting those with PFs) could have been built as early as Y175.

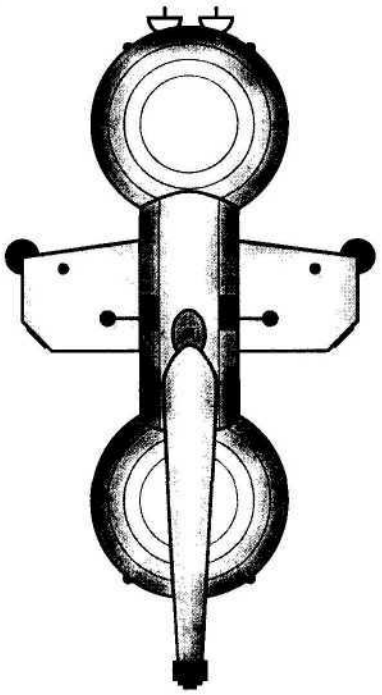
(R6.71) FAST MEDIUM CRUISER (CMF): Finding a need for another fast raiding cruiser to support their new offensives, the Gorns converted a new CM during production into the *Raptoricon.* This ship often carried two PFs and a prime team but these are not included in the BPV. Balcony 2+2.

SSD and Counter are in Module R10.

(R6.72) MEDIUM SURVEY CRUISER (MSR): An unbuilt variant that almost happened as a result of Gorn politics. The Admiralty wanted a powerful EW unit and proposed to build one on a new CM hull. Their plan was to sneak this past the legislature's notoriously short-sighted budget committee by calling it a survey cruiser, then declare a military emergency and send the ship to the front instead of the survey zone. For better or worse, the legislative investigation service detected the plot and shut down the project. Balcony 2+2.

SSD and Counter are in Module R10.

(R6.73) MEDIUM FAST PATROL SHIP TENDER (CMP): Converted from HDPs, these heavy tenders were clearly more survivable in combat, but could not generate the extra EW that the admiralty wanted. After the first three conversions the Gorns found more effective uses for their shipyard capacity. SSD and Counter are in Module R10. Balcony 1+1.



(R6.74) MEDIUM COMMANDO CRUISER (CMG): The Gorns converted three HDG commando ships to this heavier design, feeling the investment worthwhile as the ships could better survive the deadly "last hundred thousand kilometers" to the planet being invaded. Balcony 2+2.

SSD and Counter are in Module R10.

(R6.75) MEDIUM DIVISION CONTROL SHIP (MDS): The Gorns constructed this unusual design in an effort to pack as much capability as possible into a single hull. The ship started with an HDV frame to which a CM conversion unit was installed. The wings were replaced with those from the HDP, providing a ship with fighters, PFs, and special sensors. Two of these monsters were built as new construction (Y183 and Y184) and named *Gulneknin* and *Sydonya* after heroes of Gorn legend. Balcony 2+2.

SSD and Counter are in Module R10.

YEAR	ESCORTS	FIGHTERS
Y176-Y180	HDA, BDA	12xG-18
Y180-Y182	**HDA,** BDA	12xG-12
Y182-Y183	**HDA,** BDA	12xG-12 or 12xG-18B
Y183+	HDA, BDA	12xG-12D or 12xG-12K or 12xG-18D or 12xG18K

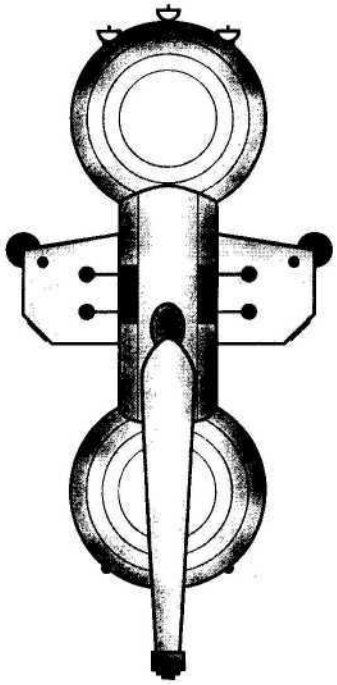
(R6.76) MEDIUM CARRIER (MDV): These ships were converted from HDV carriers in order to improve their survivability in combat. At least three HDVs were converted during the period of Y176-Y180. Balcony 2+2.

SSD and Counter are in Module R10.

YEAR	ESCORTS	FIGHTERS
Y176-Y180	HDA, BDA	12xG-18
Y180-Y182	HDA, **BDA**	12xG-12
Y182-Y183	**HDA,** BDA	12xG-12 or 12xG-18B
Y183+	**HDA,** BDA	12xG-12D or 12XG-12K or 12xG-18D or 12xG18K

(R6.77) MEDIUM SCOUT CRUISER (MSC): A straightforward conversion of the HDS scout, the MSC provided increased power for jamming and counter-jamming and became the most common Gorn HD-to-CM conversion.

SSD and Counter are in Module R10. Balcony 2+2.



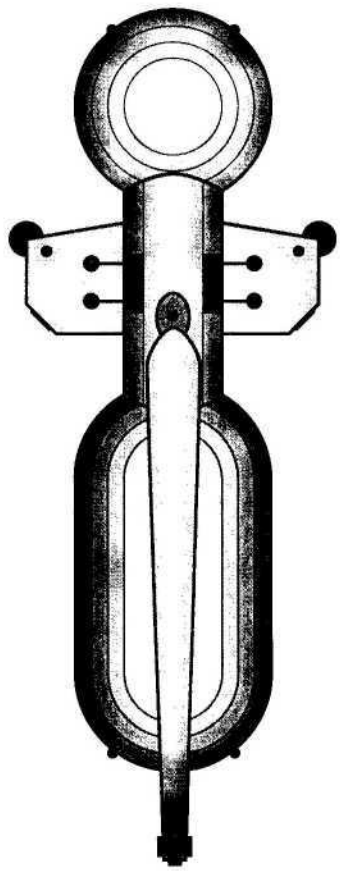
NOTES: No heavy version of the HDT was created as it would not be able to carry a pod and there was no point.

All medium cruiser variants were reported under the name *Epanterias* with a subscript for the subtype, such as the *Epanterias-G* for the commando variant.

THE EMERGENCY DREADNOUGHT

(R6.78) HEAVY DESTROYER DREADNAUGHT (DND): While this ship is not technically an NCA or NCA variant, it is included in Module R10 because of its relationship to the CM program. Gorn designers were interested in finding out just how far they could push the HDD design, and (in a project parallel with the DNC, a conversion of a CL) designed this "dreadnought" by adding a massive structure and two huge engines to an HDD. Studies indicated that it would work, but one faction of the engineering establishment insisted that it could not. To find out, the Gorns took an HDD that was due for conversion to a CM and hastily converted it to a DND using a nearly-empty rear hull. (This had all of the structural elements, but no equipment had been installed in order to save time. The resulting ship could not have functioned in combat as the rear hull was mostly just empty space.) The full-scale tests showed that the design was not at all workable. Compromises in the HDD design meant that a standard ship of that type could not stand the hull stress of the huge dreadnought engines. While in theory a DND could be built by building a heavier-framed version of the HDD, this was found to be impractical. What the DND designers had wanted was a way to turn any available HDD into a dreadnought, and it simply would not work. Balcony 2+2. No reporting name was assigned.

SSD and Counter are in Module R10.



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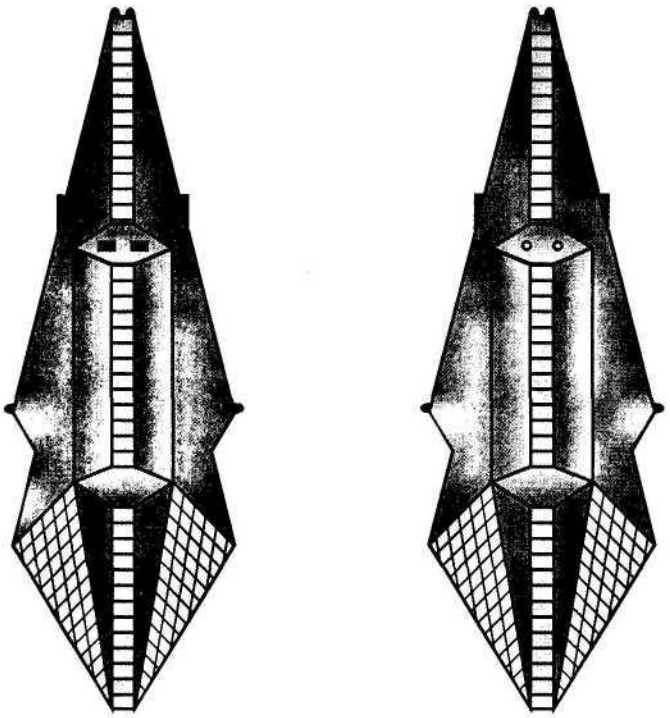
(R7.0) THOLIANS

THE NEW CRUISERS

(R7.50) NEW HEAVY CRUISER (CAN): Unable to build a "heavy cruiser" version of their CW due to the limitations of their shipyards and technology, the Tholians opted for an unusual solution that worked for them. They welded a "pack" to the bottom of a CW, giving it more power and weapons but not more warp engine power. The ship was actually much slower than standard battle speeds (since it had 24 warp with movement cost 1) but as the ships were assigned to defend Tholian bases, the speed limitation was not an issue. The ships had roughly the same total power as a heavy cruiser.

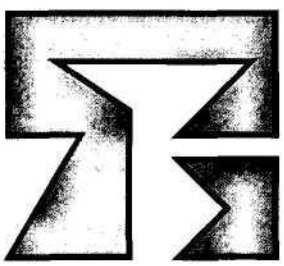
SSD and Counter are in Module R10.



(R7.51) NEW HEAVY PHOTON CRUISER (CPN): This is the alternative version, armed with photon torpedoes, of the CAN.

SSD and Counter are in Module R10.

NOTE: The Tholians sometimes mounted a disruptor pack under a photon-armed CW and sometimes mounted a photon pack under a disruptor-armed CW. This seems to have been a matter of convenience rather than some insight into new ship tactics.

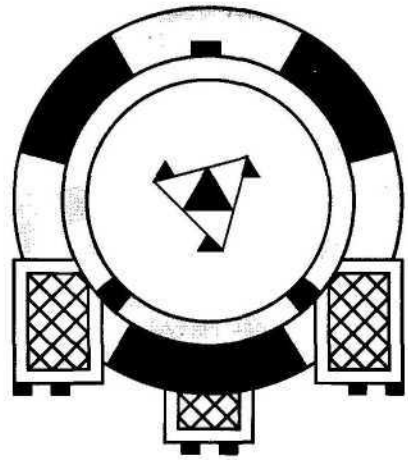


(R10.0) ANDROMEDANS

THE INTELLIGENCE FAILURE

(R10.60) CONQUEROR NEW HEAVY CRUISER (CQR): This ship never existed, but it was for a time a great source of worry for Star Fleet. Based on incomplete and inaccurate battle reports, and the inherent assumption that the Andromedans thought and would build ships much like Star Fleet did, intelligence and engineering analysts assumed that the Andromedans could and would upgrade their ships into a "NCA" analogue by welding a third engine and additional hull volume to the bottom of a Conquistador. Extensive simulation combat trials showed that the Conqueror would be a dangerous opponent, but no Andromedan with a third engine or belly pack ever appeared.

SSD and Counters are in Module R10.



NOTE: This ship is from the Andromedan Threat Files, a future SFB module. Over the decades during which the Andromedans went from a random unknown menace to a major invasion, the various intelligence services from all of the races evaluated what combat reports they could get of ships that (a) got close enough to an Andromedan to gain useful information and (b) survived the experience. The reports were fragmentary and the results of any analysis were often wrong, sometimes spectacularly so. The Federation, along with the other races of the Alpha Sector, simply could not grasp the doctrines, design philosophies, and mental limits of the Andromedans, and more often than not assumed that the Andromedans would, logically, follow the same design doctrines that the Federation and its neighbors used. The combat simulators were programmed with no end of bad guesses about the Andromedans, such as the use of the improved phaser-1s (it eventually turned out that the Andromedan "phasers-2" were an entirely different weapon that had similar effects), seeking weapons, fast patrol ships, and other specialized variants. More will be seen when the Andromedan Threat File is published.

(R13.0) INTER-STELLAR CONCORDIUM

THE NEW CRUISERS

(R13.67) NEW HEAVY CRUISER (NCA): Arriving late (in terms of when they entered combat), the ISC fleet consisted mostly of "new" ship designs, rather than older pre-war and later "war" classes. Thus, their light cruiser was effectively a war cruiser and their heavy cruiser was available in such adequate supply (at least during the brief passification campaign) that there was no need for a "new heavy cruiser" to reinforce it.

That changed quickly when the Andromedan Invasion sliced up the long, thin cordon of ISC squadrons into small segments and left each of them to fend for itself. Without formal shipyards, the isolated ISC squadrons had no way to reinforce their ranks or replace losses. Many of these isolated cantons were overwhelmed by the Andromedans, and more than a few were quietly shut down with the ships escorted to other ISC bases by the neighboring races.

But some held out, either because they were strong enough to survive or because they were not in places that anyone found necessary to attack. And these isolated groups sought ways to improve their firepower. The solution, used mainly for the Light Cruiser, was to refit the ship with an enlarged hull. The result was a ship which had the same total power and weapons as a heavy cruiser but which was deficient in warp power and thus in speed. This was, ultimately the same solution accepted by the Tholians who needed heavy cruiser fire power for base defense units and could accept the speed limitations.

Balcony positions: 2. (The shuttle bay in the lower structure does not have any.)

SSD and Counter are in Module R10.

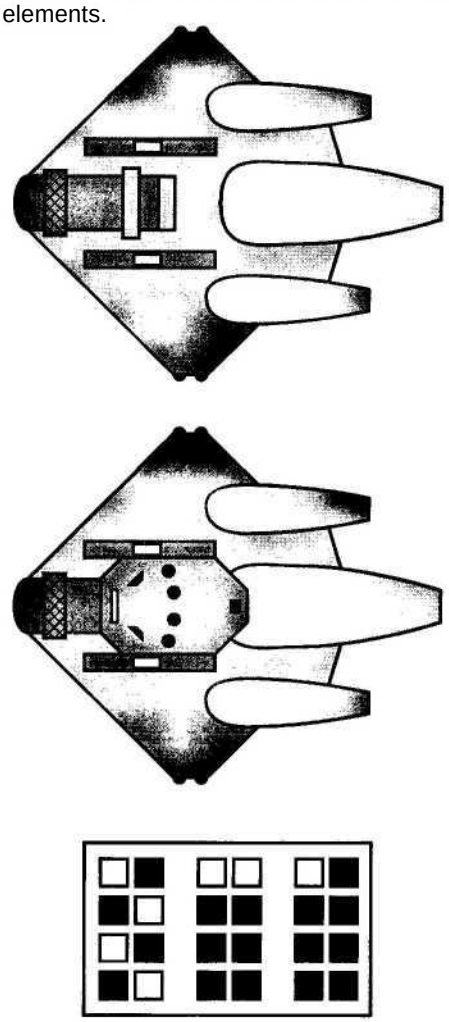
(R13.68) NEW STRIKE CRUISER (NCS): This is simply an alternative version of the NCA with a different weapons suite. All of the isolated cantons built NCAs and NCSs out of at least some of their CLs during Y188-Y195, and each selected the variant most suitable to their situation and circumstances.

Balcony positions: 2. (The shuttle bay in the lower structure does not have any.)

SSD and Counter are in Module R10.

NOTES ON SYSTEM CRUISER CONSTRUCTION

The diagram below shows the underside of a standard Light Cruiser (top) and of the enlarged System Cruiser (below). The enlarged structure fit in between existing structural elements.



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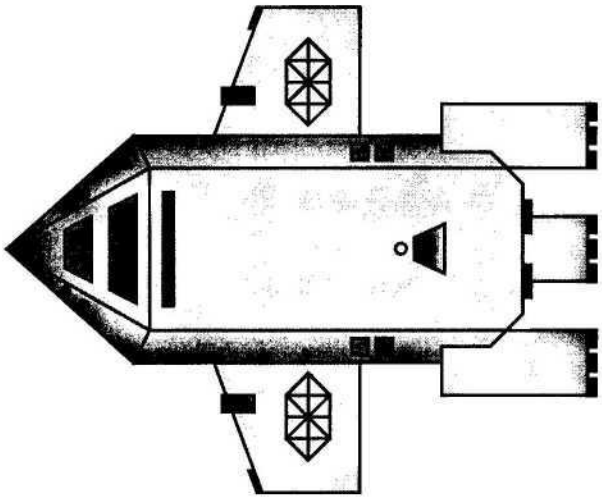
(R8.0) ORIONS

MERCENARIES AND RAIDERS

(R8.41) INTERDICTION CARRIER (CVD): Based on a CA hull, this ship used four launch tubes to facilitate the rapid launch of its strike group, but the recovery of its fighters was very slow. Not every cartel is believed to have built such a design (as cruiser hulls were fairly rare in Orion service), but Kublai Cartel was known to have operated one, using rapid strikes of its large fighter group as a diversion from other major Cartel operations.

YEAR	ESCORTS	FIGHTERS
Y175+	CRE or BRE, LRE or DWE	See (G15.7) +2 Bonus

Federation codename: *Marauder-IV.*
Cost of OAKDISC: Standard.
Landing (P2.43): gravity, aerodynamic, or powered; bonus.
Design by Stephen V Cole.
SSD and Counter are in Module J2.



(R8.42) PATROL CARRIER (CVP): Based on a battle raider hull, at least one of these was constructed by every known cartel. Like the larger interdiction carrier, the CVP could launch its strike group rapidly through four launch tubes, but recovering the fighters could be a painstaking procedure through the single hatch. This class of ships was almost exclusively used as mercenaries, operating in the less important sectors of a given race's front lines where they could draw a paycheck for little real risk. A few were taken by surprise by raiders (being less than totally alert due to the nature of their contracts).

YEAR	ESCORTS	FIGHTERS
Y175+	CRE **or** BRE, **LRE or** DWE	See (G15.7)+2 Bonus

Federation codename: *Assassin-PV.*
Costof OAKDISC:12.
Landing (P2.43): gravity, aerodynamic, or powered; bonus.
Design by Stephen V Cole.
SSD and Counter are in Module J2.

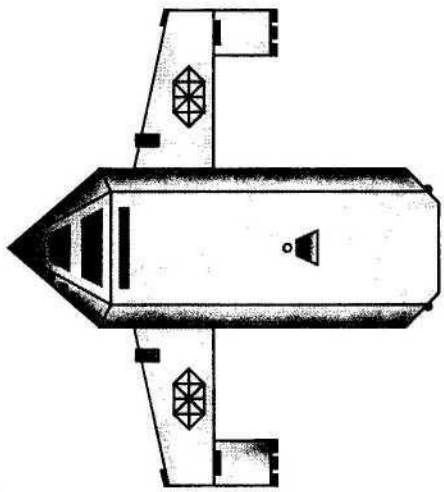
(R8.43) SCOUT CARRIER (CSV): Based on a lengthened hull of a salvage cruiser, the CSV was little more than an adaptation of the earlier (and failed) LVS (R8.39). There were only two heavy fighter ready racks in the hangar bay, the other four fighters being carried on external mech links. When a strike mission was called for, the fighters would have to be painstakingly rotated through the bay for arming before they could launch the mission. On the plus side, however, the ship could prepare its fighters just before the commencement of an assault, deploying five of them on a single impulse, and the mech links made rapid recovery of the heavy fighters relatively simple, enabling the CSV to rapidly flee from an engagement. Despite its drawbacks, it was in many ways one of the more successful scout carrier designs.

This ship class was the only attempt by the Orions to operate heavy fighters. Heavy fighters were themselves so rare that keeping the CSV equipped was a constant problem. Internal spacing problems (heavy fighters are taller and require more space for their reload systems, not mention power feeds for the heavy weapons) made it nearly impossible for an Orion design to house a full squadron.

This ship in essence demonstrates why the Orions did not otherwise operate heavy fighters and forms an exception to(G15.71).

YEAR	ESCORTS	FIGHTERS
Y175+	CRE or BRE, LRE or DWE	Heavy fighters of the Cartel's operating area (G15.71)

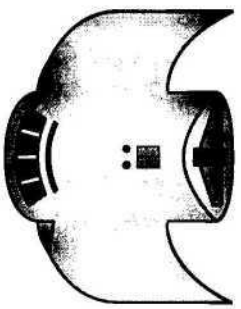
Federation codename: *Corsair-AV.*
Cost of OAKDISC:15.
Landing (P2.43): gravity, aerodynamic, or powered; bonus.
Design by Stephen V Cole.
SSD and Counter are in Module J2.



(R8.44) SLAVER ESCORT CARRIER (SVL): Originally intended to provide fighter escorts for Orion convoys, the SVL saw use as more than just a carrier. SVLs were used (replacing their fighters with admin or GAS shuttles) to conduct assault landings on particularly tough ground targets where it was necessary to get a lot of firepower down quickly. The crew was (more so than on many other ships) extremely overworked.

YEAR	ESCORTS	FIGHTERS
Y171-Y175	1 or 2 LRE	See (G15.7) no Bonus
Y175+	1 or 2 **LRE,** or 1 or 2 DWE, or one of both	See (G15.7) no Bonus

Federation codename: *Slaver-V.*
Cost of OAKDISC: 5.
Cargo boxes: 25 spaces (G25.12).
Landing (P2.43): gravity, aerodynamic, or powered; bonus.
This ship is nimble (C11.0).
Design by Stephen V Cole.
SSD and Counter are in Module J2.



THE NEW CRUISERS

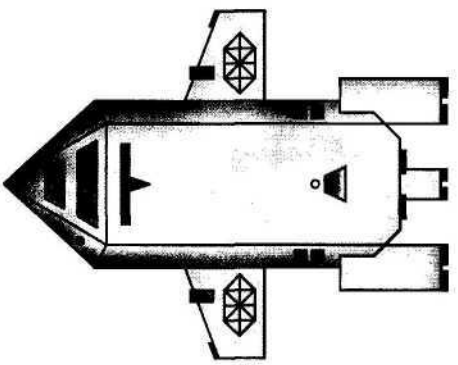
The Orion Heavy Battle Raider was made on a lenghtened Battle Raider hull with a third engine. Converting an existing ship was difficult, as the hull had to be literally cut in half across the midline and extended. Consequently, few if any BRHs were built in this manner, and BRHs were built as new construction. As a result, BRH variants were rare and amounted to new designs using some aspects of the Battle Raider variant designs.

Note that regardless of the historical dates of these designs, any of them (excepting those with PFs) could have been built as early as Y176.

(R8.45) HEAVY BATTLE CARRIER (BHV): A staightforward design with a single large hangar bay, this was used by some cartels as an enforcer or (rarely) as a mercenary. The ship used its four launch tubes to get its strike out quickly.

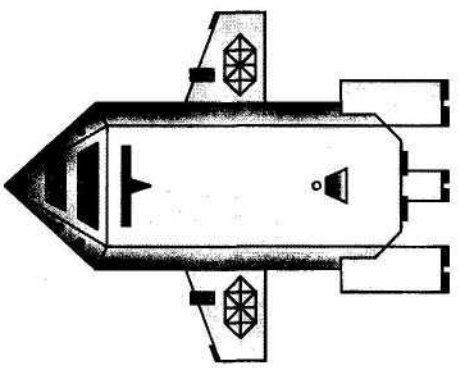
SSD and Counter are in Module R10.

YEAR	ESCORTS	FIGHTERS
Y175	1 or 2 LRE	See (G15.7) no Bonus
Y175+	1 or 2 LRE, or 1 or 2 DWE, or one of both	See (G15.7) no Bonus



(R8.46) HEAVY BATTLE FAST PATROL SHIP TENDER (BHP): Based on the concept of a BRP, this heavier version had more staying power and was used by crime lords as an enforcer.

SSD and Counter are in Module R10.



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(R9.0) HYDRANS

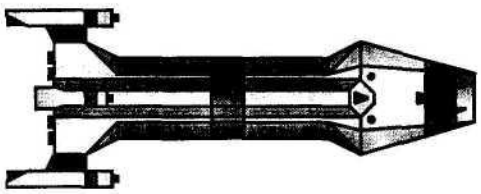
THE NEW CRUISER

The conversion of Hydran war cruisers was somewhat more complicated than the Federation and Klingon systems. A long "ridgeback" structure was built containing various systems (fusion beam, command, power, lab, hull, and a tractor). Some of the CLs original hull space was converted into extra shuttle bays and replaced by additional hull in the ridgeback. The problem came with variant conversions, in that most of them involved some non-standard version of the ridgeback, e.g., converting power systems to cargo or other things.

Note that regardless of the historical dates of these designs, any of them (excepting those with PFs) could have been built as early as Y176.

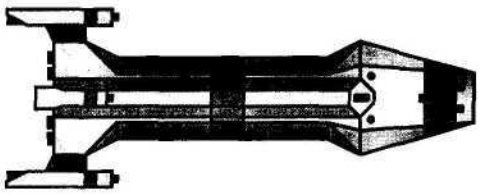
(R9.93) IROQUOIS CHIEFTAIN NEW COMMAND CRUISER (IRC): At least one new-production Iroquois was built in this configuration as a command platform. It was not regarded as a great success, in that the extra systems were expensive to pack into a hull smaller than a dreadnought.

SSD and Counter are in Module R10.



(R9.94) MOHAWK CHIEFTAIN NEW COMMAND CRUISER (MKI): It is certain that one ship of this type as built as new production, but endless rumors of further conversions cannot be confirmed.

SSD and Counter are in Module R10.



(R9.95) MOHAWK-V MEDIUM CARRIER (MKV): Intended as a new fleet carrier, the Mohawk-V was converted from a Cossack and retained the same size fighter group. The ship proved to be dangerously underpowered. Like the Cossack, it has no probe launcher and was purely a combat ship.

SSD and Counter are in Module R10.

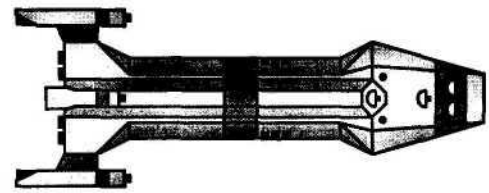
YEAR	ESCORTS	FIGHTERS
Y176-Y179	**NAC,** **AH (or DWA)**	4xStinger-H, 12xStinger-2 2xStinger-E
Y179+	**NAC,** DWA	4xStinger-H, 12xStinger-2 2xStinger-E

(R9.96) IROQUOIS-F NEW FAST CRUISER (IRF): The Hydrans had lost all of their raider cruisers during the debacle of the first years of the General War, when the remnants of the fleet retreated into the Lost Colonies area. The Hydrans put a priority on replacing these ships, and indeed some of the first NCAs built were two new Fast Raiders of this type. They led the attack on the Coalition Firewall, disrupting the supposedly safe support units behind it. This ship often carried two PFs and a prime team but these are not included in the BPV.

SSD and Counter are in Module R10.

(R9.97) MOHICAN NEW SURVEY CRUISER (MSR): The Hydrans considered building a new survey cruiser of this type, but ultimately realized that the war effort could not spare such a heavy hull. Instead, the Hydran government asked the Guilds to provide a modified Pegasus instead. The MSR design lacked any heavy weapons but would have had considerable EW capability. The fighter group was too small, intended only for self defense against pirates.

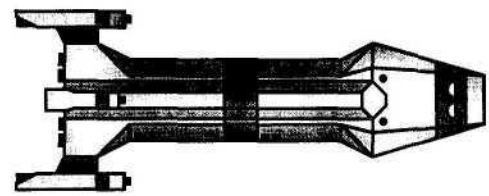
SSD and Counter are in Module R10.



(R9.97A) MOHICAN NEW SURVEY CARRIER (MSRV): Had the MSR actually been built, there would no doubt have been a combat version of it configured as a carrier.

(R9.98) SEMINOLE MEDIUM FAST PATROL SHIP TENDER (MKP): An unbuilt variant, the Seminole really did not have any more capability than the cheaper NPF.

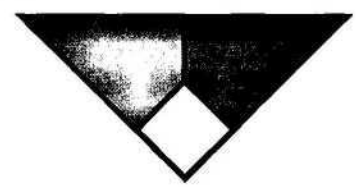
SSD and Counter are in Module R10.



(R9.99) SIOUX DIVISION CONTROL SHIP (DCS): An impressive design with wide capabilities, the theory of keeping the ship out of harm's way and sending the fighters and PFs to do the killing suited the Hydran late-war doctrine very well.

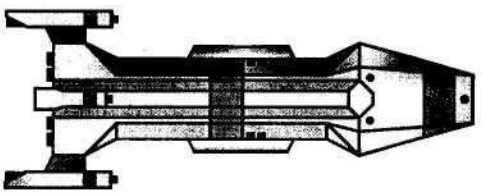
SSD and Counter are in Module R10.

YEAR	ESCORTS	FIGHTERS
Y176-Y179	NAC, **DWA, AH**	2xStinger-H, 9xStinger-2 1xStinger-E
Y179+	NAC, **DWA, AH**	2xStinger-H, 9xStinger-2 1xStinger-E



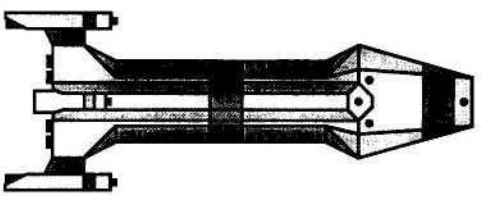
(R9.100) LLAMA NEW TUG (MTG): The Hydrans had started the General War with a heavy tug in each of their four main fleets, but lost one of these on the *Expedition* and two more in the debacle. Unable to spare any Ranger hulls for a new Camel-class heavy tug, and finding the Mule-class LTTs inadequate for some missions, the Hydrans diverted one of their new-production NCA hulls to become the heavy tug *Forward Contingent.* The Hydrans felt they had to have two of these heavy tugs in order to deploy bases for a renewed offensive to reclaim their space.

SSD and Counter are in Module R10.



(R9.101) MOHAWK-E HEAVY ESCORT CRUISER (MKE): The Hydrans considered but never built this design, which was intended to improve the defenses of carrier groups. The shortage of heavy cruiser hulls (the Hydrans had lost over half of their pre-war fleet during the debacle) meant that they could never have hoped to spare a ship for this purpose.

SSD and Counter are in Module R10.



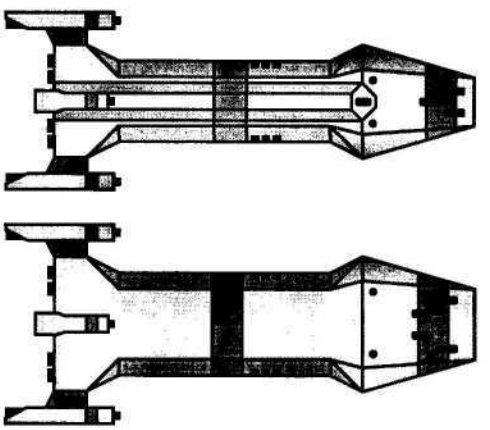
(R9.102) VEDETTE HEAVY SCOUT CARRIER (VED): Scout carriers had a unique place in the history of the Star Fleet Universe, being invented almost too late to avoid obsolescence. (Only the improved engines available late in the General War made heavy fighters a workable proposition.) The Hydrans converted one of their NCAs into a heavy scout carrier at the same time they were converting war cruisers into medium scout carriers, and used them in the furious attrition battles against the Coalition firewall.

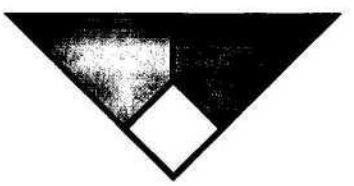
SSD and Counter are in Module R10.

YEAR	ESCORTS	FIGHTERS
Y176-Y179	NAC, **AH**	6xStinger-S
Y179+	NAC, **DWA**	6xStinger-T

NOTE ON HYDRAN NCA CONSTRUCTION: It was originally thought that a Mongol war cruiser was turned into a Mohawk new heavy cruiser by "splitting it down the middle" and then filling the gap with "built in place" structures (decks, compartments, systems, equipment). This procedure would have been expensive, time-consuming, and may well have produced ships that were weaker in their basic structure.

Further analysis has shown this theory to be incorrect. What the Hydrans were, in fact, doing was to build a long "ridgeback" structure and weld it to the top of a medium cruiser or medium cruiser variant. While the system was not perfectly efficient, it was superior to the "split down the middle" concept that was so obviously flawed. Below are two illustrations of the Mohawk, the upper one being the correct "ridgeback" conversion and the lower one being the incorrect "split down the middle" version.





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(R11.0) LYRANS

Note that regardless of the historical dates of these designs, any of them (excepting those with PFs) could have been built as early as Y175.

UNWANTED EXPERIMENTS

(R11.68) MANCHURIAN TIGER INTERDICTION CARRIER (CVD): Historically, the Lyrans never built an Interdiction carrier, as there was considerable resistance to the need for such large groupings of fighters. Still, there was a vocal call for the design in some quarters of the Lyran Empire, and a design was commissioned. The SSD shows what the blueprints indicated the ship would have been. Living quarters were not further curtailed from the Siberian Tiger design, but as with other such designs this was only achieved at the expense of sacrificing the heavy weapons. The two bays would have helped somewhat in launching and recovering the large fighter group in a small period of time, but it would still have taken twice as long as the basic Siberian Tiger hull to do so.

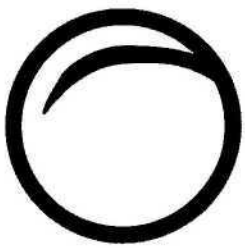
YEAR	ESCORTS	FIGHTERS
Y173-Y175	**CWE,** 2xFFE	24xZ-V
Y175-Y177	**CWA, DWA, FFA**	**24XZ-V**
Y177-Y180	CWA, **DWA, FFA**	24xZ-Y
Y180-Y183	**CWA, 2xDWA**	**24xZ-YB**
Y183+	CWA, **2xDWA**	**24xZ-YC**

Design by Stephen V Cole.
SSD and Counter are in Module J2.

(R11.69) YAGUARUNDIX PATROL CARRIER (CVP): The Lyrans actually produced one or two ships of this design. The reason why remains something of a mystery. The principle reason seems to have been to try to optimize the use the fighters in relatively quiet sectors since they were being produced in quantity and were still much cheaper in terms of economic and crew cost to maintain. To accommodate the extra fighters, the CVP lost the APR deck and half of the transporters of the CVL class, but this was considered acceptable, as the CVP was not intended to operate in a direct combat role. Unfortunately for the class, the ships would sometimes be drawn into heavy combat simply because they were all that was available.

YEAR	ESCORTS	FIGHTERS
Y174-Y175	CWE, FFE	18xZ-V
Y175-Y177	CWA, DWA,	18xZ-V
Y177-Y180	CWA, DWA	18xZ-Y
Y180-Y183	CWA, DWA	18xZ-YB
Y183+	CWA, DWA	18xZ-YC

Design by Stephen V Cole.
SSD and Counter are in Module J2.



(R11.70) MEDIUM CARRIER (CVM): At least two CVMs entered service with the Lyran Imperium's forces. The ships were favored by the fleet commanders because they retained virtually all of their firepower, but were disliked by the crews because living space was at a premium. Despite this, it remains a mystery why no more were built as they appear superior to the Yaguarundi CVL

YEAR	ESCORTS	FIGHTERS
Y174-Y175	CWE, DWE	12xZ-V
Y175-Y177	CWA, **DWA**	12xZ-V
Y177-Y180	CWA, DWA	12xZ-Y
Y180-Y183	CWA, DWA	12xZ-YB
Y183+	CWA, DWA	12xZ-YC

Design by Stephen V Cole.
SSD and Counter are in Module J2.

(R11.71) SCOUT CARRIER (CSV): The Lyrans built one ship to this design in an apparent competition with the new Lynx Interceptors which began appearing at about the same time as the Klingons began providing Z-H heavy fighters. The Lyrans were ultimately disappointed with the performance of the Klingon heavy fighters, and eventually relegated this ship to the Far Stars Duchy.

YEAR	ESCORTS	FIGHTERS
Y176-Y178	CWA, **DWA**	6xZ-H
Y178+	**CWA, DWA**	6xZ-HB

Design by Stephen V Cole.
SSD and Counter are in Module J2.

(R11.72) LYRAN DESTROYER ESCORT (DDE): The Lyrans did not initially produce larger escorts of this type, and by the time the decision was made to convert destroyers to replace the inadequate FFEs, the new CWE design was already in production and most DDs hauled in for conversion to DDEs left the shipyard as CWEs instead. Even so, some DDEs were converted at frontline starbases and served in combat. While there theoretically would have been a DDA version with full Aegis (and the SSD shows this), in point of fact the last surviving DDE had been converted into a CWE before full aegis was available.

Lyran players may replace DWE escorts with this ship.
Design by Stephen V Cole.
SSD and Counter are in Module J2.

(R11.72A) LYRAN AEGIS DESTROYER ESCORT (DDA): The Lyrans are believed to have never built a ship of this type (having converted all existing DDEs to CWE/As), but there are apocryphal reports that one such ship operated as an escort for an LTV in the Far Stars Duchy. The reports indicate that a DD was hastily converted to serve as an escort for the LTV in response to a possible contact with another space faring race. The contact did not pan out (or it proved to be an Orion Pirate, the stories are not clear), and the ship was later converted to a standard CW.

Lyran players may replace DWA escorts with this ship.
Design by Stephen V Cole.
SSD is combined with the DDE Module J2. use the DDE counter.

THE NEW FIGHTERS

(R11.F2) IMPROVED LYRAN FIGHTERS: The Lyrans used all versions of Klingon fighters, acquiring or building each new type within a few months of when the Klingons deployed them.

(R11.F3) LYRAN BOMBERS: The Lyrans used all Klingon bomber types. These were actually deployed in considerable numbers, despite the lack of Alliance threats to Lyran planets.

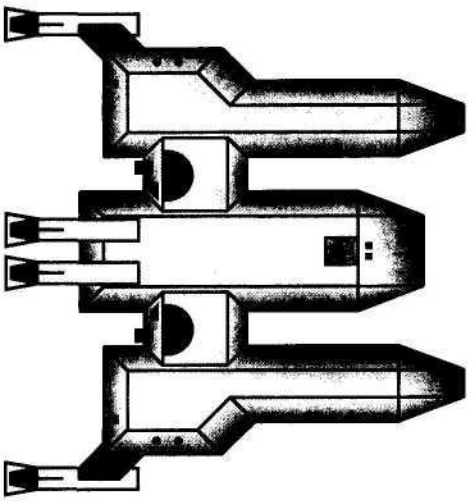
THE NEW CRUISERS

In the competition for a lucky NCA design, the Lyrans both won and lost. Since they were the only race able to turn a destroyer into a war cruiser, they were also the only race able to turn that same destroyer directly into a New Heavy Cruiser by the simple process of installing a different center section. On converting CW variants, they could accomplish this quickly by replacing the center CW section with a center NCA section, but that was not as efficient as simply inserting a new element as was the case with the Federation and Klingons. By the time NCAs came into service, well over half of Lyran destroyers had already been converted into CWs or lost in combat.

Note that regardless of the historical dates of these designs, any of them (excepting those with PFs) could have been built as early as Y175. All NCA variants have one standard UIM except for those with no disruptors.

(R11.73) NEW COMMAND CRUISER (NCC): A minor improvement over the NCA, the NCC design was never built as the Lyrans had plenty of heavy command hulls in their CCs, BCs, and DNs.

SSD and Counter are in Module R10.



(R11.74) NEW FAST CRUISER (NCF): Needing replacements for lost *Running Tiger* raiding cruisers, the Lyrans built a special NCA center section with larger engines (mounting phasers instead of disruptors) and used it to convert a standard destroyer into a raiding cruiser. This ship often carried two PFs and a prime team but these are not included in the BPV.

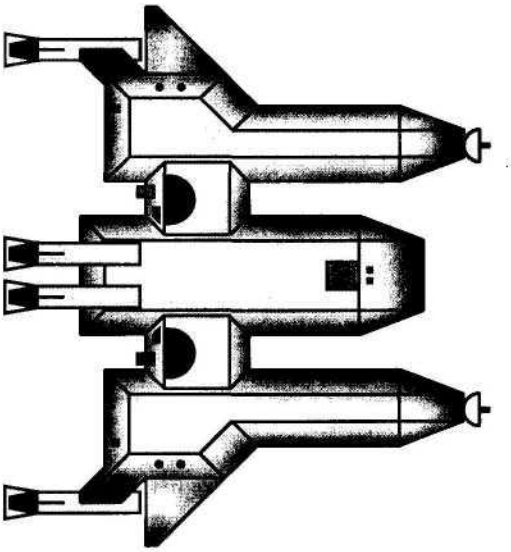
SSD and Counter are in Module R10.

(R11.75) NEW SURVEY CRUISER (NSR): An unbuilt variant requested by Far Stars; the military situation made diversion of a heavy cruiser hull to this use impossible. Note that this ship could carry standard tug pallets or two (or one) K-type tug pods.

SSD and Counter are in Module R10.

(R11.76) NEW FAST PATROL SHIP TENDER (NPF): At least one damaged NCA was converted into this design and one DD-class PFT was converted into a second ship of the type. The Lyrans found, however, that CW-based PFTs were adequate and preferred to use heavy cruiser hulls for other purposes.

SSD and Counter are in Module R10.



(R11.77) NEW DIVISION CONTROL SHIP (NDS): The Klingons proposed this design to the Lyrans, who preferred to concentrate on pure PFTs and never proceeded with production. (Privately, the Lyrans considered the design nearly insane, as it combined a standard NCA center with the back half of a DD-PFT and the front ends of the outer sections of a Yaguarundi CVL.) It is noteworthy that the Lyrans never built an NCV design despite the relative simplicity of inserting a standard NCA module into a Yaguarundi CVL. Federation intelligence was convinced that the Lyrans would build an NCA center section including a fighter squadron and use this to turn destroyers into strike carriers and PF Tenders into Division Control Ships, but no such a ship was ever built.

SSD and Counter are in Module R10.

YEAR	ESCORTS	FIGHTERS
Y177-Y180	CWA, DWA	12xZ-Y
Y180-Y183	CWA, DWA	12xZ-YB
Y183+	CWA, DWA	12xZ-YC

(R11.78) NEW MAULER CRUISER (NMC): Losses among Sabertooth Tiger maulers were higher than for standard cruisers due to the shock effects of the weapon. As the Single Tooth Jaguar was not considered adequate for serious base assaults, the Lyrans diverted at least one NCA hull to this mauler design.

SSD and Counter are in Module R10.

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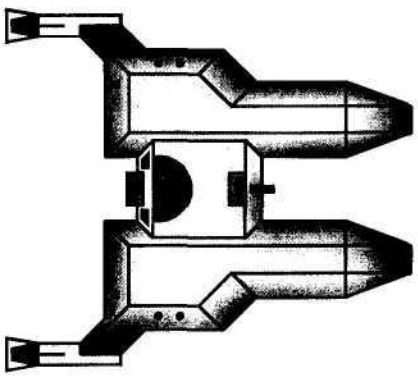
(R14.0)LDR

THE POLICE CARRIERS

(R14.38) POLICE CARRIER (PV): The Lyran Democratic Republic had few real warships to spend it defense budget on, and made copious use of its ability to produce police ships. Most notably the expansion of that hull to the ubiquitous military police design. But sometimes even the LDR suffered from the budget knife as maintaining its military forces was a continuing strain for such a small "nation". One of the outgrowths of this was that this design made an appearance several times. Usually a hasty construction to replace a destroyed MPV until money could be found to complete the conversion. It is in fact possible that the first MPV was actually built to this design and later upgraded. It is known that during the dark days of the collapse under the Andromedan assault one of the last ships to depart the LDR construction docks was this design.

YEAR	ESCORTS	FIGHTERS
Y172-Y173	**PE**	6xZ-2
Y173-Y175	**PE or MPE**	6xZ-V
Y175-Y177	PEA **or** MPA	6xZ-V
Y177-Y180	**PEA or** MPA	6xZ-Y
Y180-Y183	PEA **or** MPA	6xZ-YB
Y183+	PEA **or** MPA	6xZ-YC

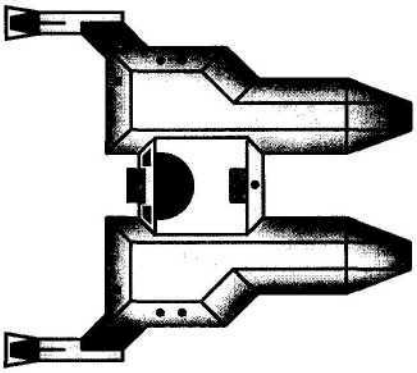
Design by Stephen V Cole.
SSD and Counter are in Module J2.



(R14.39) POLICE ESCORT (PE): Much like the PV, some LDR MPE/As began their existence as PE/PEAs until funds could be found to complete the conversion. It was thought that a small escort would serve well enough for at least a short time against the inevitable raids by Orions and "lost" Coalition (and later Hydran) warships. These ships used their cargo bays to hold four spare fighters and 100 points of spare drones using the (R2.R5) system.

LDR players may use this ship in place of a one or all of a carriers MPE escorts.

Design by Stephen V Cole.
SSD and Counter are in Module J2.



(R14.39A) POLICE ESCORT (PEA): It is doubtful if any PEAs were in operation when the final Andromedan assault began, but records of the fall of the LDR are, understandably, confused and incomplete.

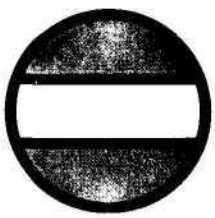
LDR players may use this ship in place of a one or all of a carriers MPA escorts.

Design by Stephen V Cole.
SSD and Counter are in Module J2.

THE NEW FIGHTERS

(R14.F2) IMPROVED LDR FIGHTERS: The Republic used all versions of Klingon fighters, often getting them before the Lyrans did.

(R14.F3) LDR BOMBERS: The Republic used all Klingon bomber types, and built vast numbers of them as they could be built cheaply and simply. The LDR, on a per planet basis, used more bombers than any other race, and this may explain their ability to remain neutral.

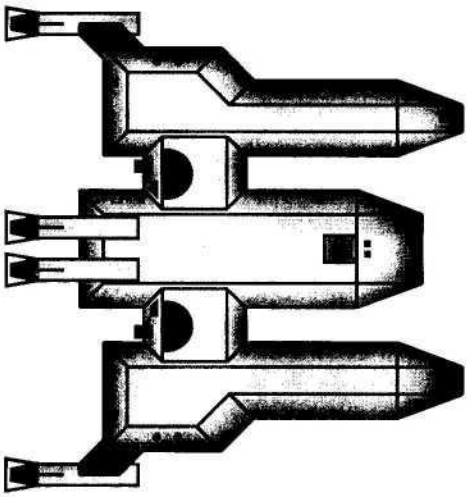


THE NEW CRUISERS

The LDR had the same technology as the Lyrans (since they used virtually the same ships). Due to their shortage of hulls, they used only two NCA variants, the command cruiser and carrier. Ironically, these were the two NCA variants that the Lyrans themselves never built.

(R14.40) NEW COMMAND CRUISER (NCC): The one LDR NCA was upgraded to an NCC in Y175 to provide increased firepower.

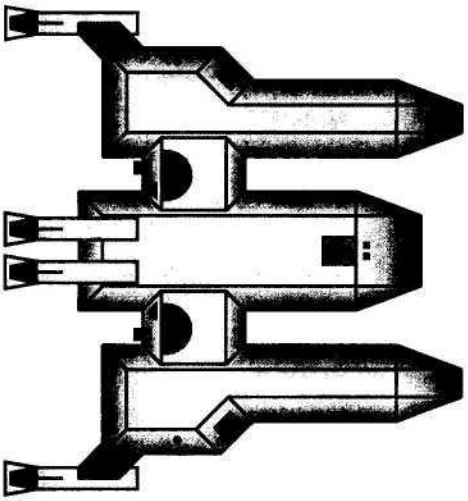
SSD and Counter are in Module R10.

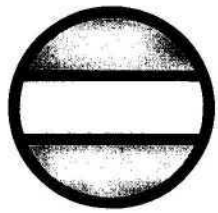


(R14.41) NEW STRIKE CARRIER (NCV): This was an upgrade of the LDR's only *Yaguarundi-class* CVL, giving it more staying power in combat. The center section removed from the CVL was sold to the Lyrans and used to convert a DD into a CW.

SSD and Counter are in Module R10.

YEAR	**ESCORTS**	FIGHTERS
Y175-Y177	PEA, MPA	12xZ-V
Y177-Y180	PEA, MPA	12xZ-Y
Y180-Y183	PEA, MPA	12XZ-YB
Y183+	PEA, MPA	12XZ-YC





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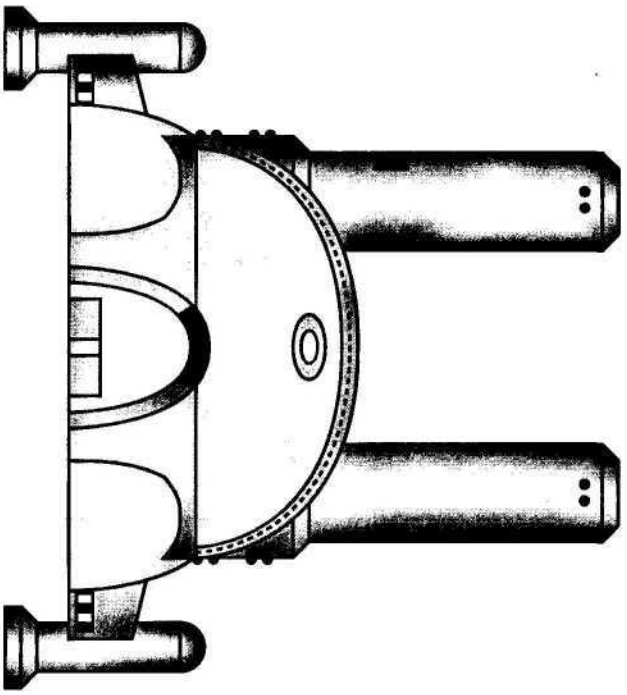
(R15.0) SELTORIANS

THE NEW CARRIERS

(R15.27) INTERDICTION CARRIER (CVD): This ship's design was found in a database of information on the Seltorians provided by the Klingon Empire and Tholian Holdfast. The multiple bays would have made it an effective carrier, but it is doubtful if the Seltorians ever had the resources to construct such a ship. It is possible that construction began, but the ship was completed as the ACS.

YEAR	ESCORTS	FIGHTERS
Y184+	CLE, **DDE**	24xZ-YC

Design by Stephen V Cole.
SSD and Counter are in Module J2.



(R15.28) SELTORIAN AREA CONTROL SHIP (ACS): When the Seltorians arrived in the Milky Way and began their harassment of the Tholians, they realized that they were in a rather precarious position. After all, the Tholians could field Dreadnoughts, while the Seltorians could only field a DNL. Not only that, but the Tholians had their logistics network in place, so many losses in battle could be replaced much faster than the Seltorians could replace their own losses. So, like most of the Alpha races, they turned to attrition units. To support their attrition units, the Seltorians commissioned PF tenders and carriers. Unfortunately, they were unable to develop a fully functional Space Control Ship (or even a Battle Control Ship) due to the lack of size class 2 hulls. The best they could do was the Area Control Ship (ACS). This ship supported a squadron of heavy fighters and a squadron of Z-YBs. The cost: all offensive heavy weapons. While there was room for two heavy weapons in the booms, Seltorian Navy Command felt that the addition of two particle cannons to a battle would be minimal at best. Instead, they placed scout channels in these slots. This allowed the ACS to act like the PF tender and locate targets for its fighters, but also allowed for offensive/defensive electronic warfare operations during a raid.

For the Seltorians, this proved to be a powerful support unit. While unable to support destroying a Tholian web defense, it was a fairly capable EW platform that brought a powerful strike group to bear. The ship was lost in a duel with the Tholian DNS.

The intent was that this ship would have escorts equivalent to those used by the Klingon C8V (since the Seltorians were essentially copying Klingon doctrine), but this was not always available and the ship frequently operated with only two escorts.

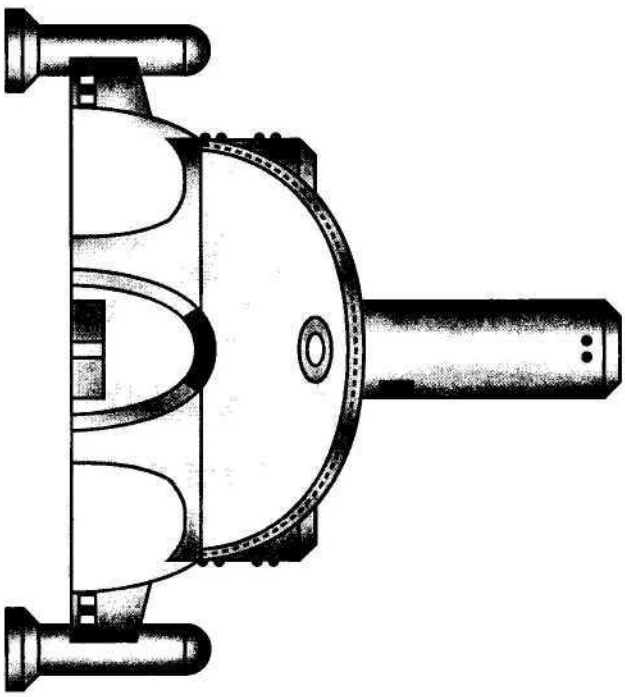
YEAR	ESCORTS	FIGHTERS
Y184+	**CLE, 2xDDE**	**12xZ-YC, 6xZ-HB**

Proposed by Robert Cole.
SSD and Counter are in Module J2.

(R15.29) PATROL CARRIER (CVP): Records seem to indicate that this design appeared before the CVD, and that the CVD may have actually been this ship taken into dock and converted (assuming this ship was ever constructed). It would have been possible for the Seltorians to construct ships of this class, but it is unlikely they had the time to do so before they were annihilated.

YEAR	ESCORTS	FIGHTERS
Y184+	**CLE, DDE**	**18xZ-YC**

Design by Stephen V Cole.
SSD and Counter are in Module J2.



(R15.30) SCOUT CARRIER (CSV): The Seltorians apparently considered this design, which would have been a powerful unit to assault relatively stagnant Tholian web systems. Apparently it was never built because the Seltorians favored PFs (which could be operated by their own crews) to the risks of depending on Klingon provided flight crews for the Z-HB shuttles.

YEAR	ESCORTS	FIGHTERS
Y184+	CLE, DDE	6xZ-HB

Design by Stephen V Cole.
SSD and Counter are in Module J2.

THE NEW FIGHTERS

(R15.F02) IMPROVED SELTORIAN FIGHTERS: The Seltorian Tribunal used Klingon fighters.

(R15.F03) SELTORIAN BOMBERS: The Tribunal used several Klingon bomber types, but preferred PFs.

YEAR	ESCORTS	FIGHTERS
Y184+	CLE, DDE	24xZ-YC

THE NEW CRUISERS

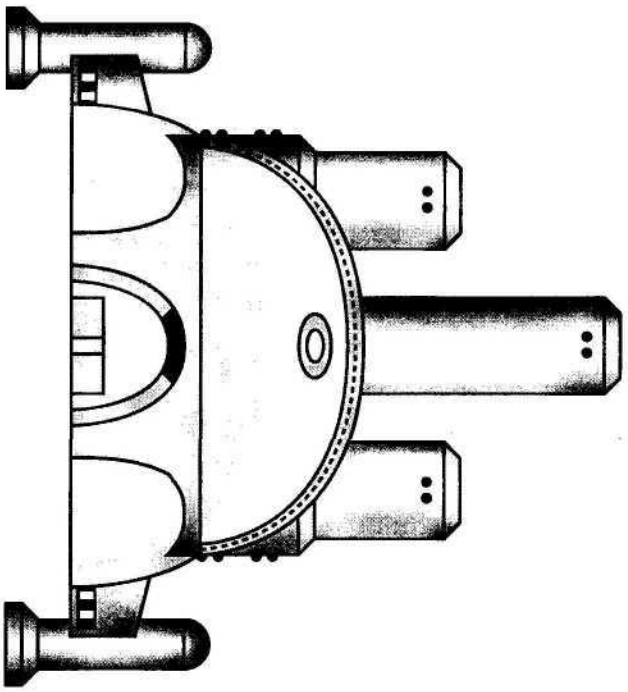
The Seltorians were a long way from home, and while they had brought an entire shipyard with them, it was most efficient when doing what it was designed to do rather than what it turned out needed to be done. While they had slipways and other systems intended to produce the front and rear hulls of their cruiser class, at their maximum efficient production rate they produced three front hulls for every two rear hulls (i.e., one light cruiser and one heavy cruiser). Resources, workers, crewmen, and money were not the limiting factor on cruiser construction; their pre-designed factory was. Having found themselves at a point in the General War that was far up on the learning curve, they knew that it would be better to build only heavy cruisers, but the only way to do that was to skip every fourth cruiser rear hull, leaving part of the factory idle.

Seltorian engineers looked at the situation from every angle they could imagine and found no solution. It was not possible to build a factory that could turn out an additional cruiser front hull, nor was it possible to increase production of front hulls relative to rear hull production. They asked Klingon engineers for a fresh look at the situation.

The Klingons agreed that it was not possible to increase production inside the hive ship, and noted that building a new shipyard on a convenient planet would take several years. But the Klingons did have one new idea to contribute, and it was a good one. They observed that the facilities intended to produce destroyer-frigate front hulls were big enough to produce a new kind of forward hull that was shorter than a heavy cruiser forward hull. The cruiser rear hull had three "sockets" to accept front hulls, and one DNL was built with three hulls as a fleet flagship, but this solution was not efficient due to the fixed ratio of front and rear hull production. The two added forward hulls (each being about half of the volume of a cruiser forward hull and mounting a destroyer-frigate engine) fit these sockets easily and gave the "new heavy cruiser" the same power, weapons, and volume of a real heavy cruiser, allowing the Seltorians to improve their fleet.

(R15.31) NEW HEAVY CRUISER (NCA): This was the standard NCA pattern with power-weapon units inserted beside the light cruiser's single forward hull.

SSD and Counter are in Module R10.



(R15.32) NEW STRIKE CARRIER (NVS): This design used modified hull units that included hangar bays, giving the Seltorians a true strike carrier.

SSD and Counter are in Module R10.

YEAR	ESCORTS	FIGHTERS
Y184+	OLE, DDE	12XZ-YC

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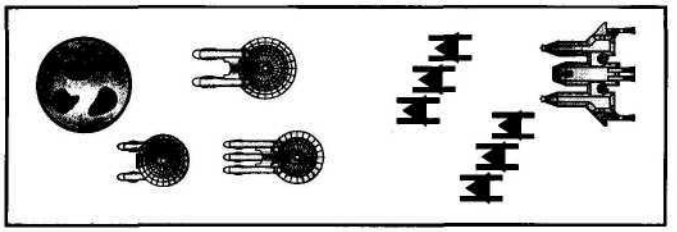
(SG75.0) RAIDER RAMPAGE



(Y184) *by Scott Tenhoff, California*

With the advent of Fast Patrol ship tenders, a huge amount of firepower was deployed in a single ship, letting Empires deploy raiders that could slip between the battle lines, and find a vulnerable target to destroy.

Sometimes these were planets, either newly recaptured, or liberated, that had no time to have defensive ground bases deployed on them. Such planets were defended by a handful of ships and some hastily deployed Defense Satellites.

(SG75.1) NUMBER OF PLAYERS: 2; the Defending player and the Attacking player.

(SG75.2) INITIAL SET UP

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

DEFENDER: Set up anywhere within six hexes of 2215, heading at player's option, speed 8, WS-I. See (SG75.45) for forces.

Five Defense Satellites (R1.15) in orbit (P8.0) within 3 hexes of the planet. Player may select any type available to his race and their locations.

ATTACKER: New Heavy Cruiser PF Tender with 6xPFs including one leader and one scout. Enter anywhere along the xxO1 map edge, heading C, D, or E, speed max, WS—III. Each PF may enter the map individually, or docked to the tender.

YEAR: Players should select a year before setting up the scenario. This will define the availability of ships, refits, fighters, drone speeds, and other items. Y184 is assumed if no other year is selected.

(SG75.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SG75.4) SPECIAL RULES

(SG75.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Attacker units can only disengage from xxO1 map edge. The Defender units cannot disengage. Units which disengage in unauthorized areas are considered destroyed.

(SG75.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SG75.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SG75.431).

(SG75.422) 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.

(SG75.423) The six PFs are a standard flotilla including one leader and one scout.

(SG75.43) COMMANDER'S OPTION ITEMS

(SG75.431) 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.

(SG75.432) All drones are "fast," i.e., speed-32.

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

(SG75.433) No ship in this scenario normally carries a Prime Team (G32.0), but such Teams are sometimes assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor.

(SG75.44) REFITS: The PFs all have the Shield Refit. All ships will have all refits available to them in Y184, except that none of the Defender Ships will have the mech link refit.

(SG75.45) DEFENDING FORCES:

RACE	SHIPS
FEDERATION	NCL, DW, FFG
KLINGON	D5K, F5K, F5DBorF5K
ROMULAN#1	SPA+, SEL, SEA
ROMULAN#2	KDR, K5B, K4B
ROMULAN #3	WER+, 3xSNP
KZINTI	CM,DW, FFK
GORN	HDD+,2xDDF
THOLIAN #1	CW, 2xPC+
THOLIAN #2	NCL, 2xPC+
HYDRAN#1	Mongol (6xSt-2), 2xGendarme+ (2xSt-2 each)
HYDRAN#2	Knight+, 2xBuffalo Hunter (2xSt-F each)
HYDRAN#3	Tartar, Rhino Hunter, Cuirassier
LYRAN	CWBp+, FF+, MP
ISC	CL,2xFF
SELTORIAN	CL, DD, FF

(SG75.5) VICTORY CONDITIONS: Use the following victory Conditions. If the PFT is destroyed, the defender automatically receives a Decisive Victory. The attacker scores one VP for each damage point to the planet (30 points per side maximum) and add one VP for each BPV of defending ships destroyed. Use the following table to determine victory.

POINTS	LEVEL OF VICTORY
300+	Decisive Raider Victory
260-300	Tactical Raider Victory
240-260	Draw
200-240	Tactical Defender Victory
less than 200	Decisive Defender Victory

(SG75.6) VARIATIONS: The scenario can be played again under different conditions by making some changes:

(SG75.61) Substitute a CW-PFT for the NCA-PFT.

(SG75.62) Delete the War Cruiser/Light Cruiser from the Defender, and replace the NCA-PFT and its PFs with a Light Dreadnought.

(SG75.63) As an alternate Attacker, use an Andromedan Missionary with 12 MWP, of which, up to 3 can be MTP.

(SG75.7) BALANCE: The scenario can be balanced between players of different skill levels by:

(SG75.71) Delete one or two of the Defender's Defense Satellite(s), or add one or two extras.

(SG75.72) Add one or two Interceptors carried on mech links to the Defender's forces; these cannot be launched before the scenario begins. This requires adding the mech link refit to one of the Defender's ship in an exception to (SG75.44).

(SG75.73) Add one Ground Based Weapon of an available type to the planet. This might be a phaser-1, or even a phaser-2 ground base if the Defender only needs a small amount of help, but could be a heavier weapon.

(SG75.74) Delete the shield refit from one or more of the Attacker's PFs.

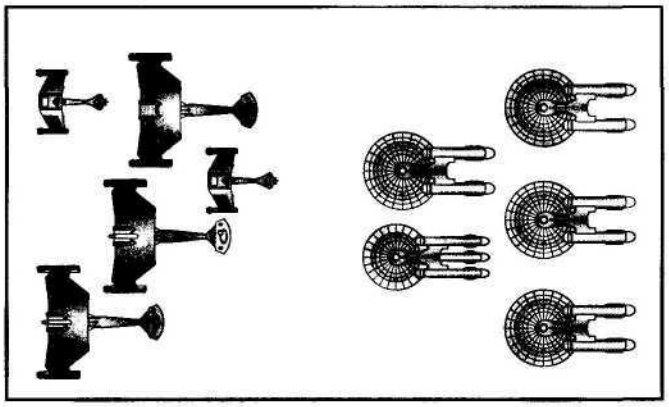
(SG75.8) TACTICS:

ATTACKER: Take out his heaviest ship first, and then the others will be easier to handle, and do this before your PFs are picked apart with their fragile shields.

DEFENDER: Try to stay in the coverage of the Defensive Satellites, and let their weapons augment yours to destroy the PFs as they attack. You are trying to keep your ships alive, even if crippled, so do all that you can to make them last.

(SG75.X) DESIGNER'S NOTES: A scenario representing the ability of PFTs to raid a target and escape without serious opposition. This is often seen in the strategic game *Federation and Empire.*

(SG76.0) INCREMENTAL IMPROVEMENTS



(Varies) *by Fred Lake, Louisiana*

As the General War dragged on, fleets got larger and more dangerous. PFs replaced fighters, war destroyers replaced frigates, battlecruisers replaced cruisers, heavy dreadnoughts replaced dreadnoughts, and the critical support units (variants of war cruisers) were replaced by variants of the larger and more powerful NCAs. This battle reflects one of a hundred similar actions in which one side found itself up against an enemy force that had made incremental improvements in its combat power.

(SG76.1) NUMBER OF PLAYERS: 2; the player A and the player B.

(SG76.2) INITIAL SET UP

PLAYER A: CW, CWV, CWA, DWA, one additional ship, set up anywhere within four hexes of the 01xx map edge, heading B or C, speed max, WS-III. See (SG76.45).

PLAYER B: NCA, NCA-Carrier, CWA, DWA, DW, set up anywhere within four hexes of the 42xx map edge, heading E or F, speed max, WS-III.

YEAR: Players should select a year before setting up the scenario. This will define the availability of ships, refits, fighters, drone speeds, and other items. Y178 is assumed if no other year is selected.

(SG76.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, have disengaged, or until the end of Turn #12.

(SG76.4) SPECIAL RULES

(SG76.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. Player A units can only disengage from the 01xx map edge. Player B units can only disengage from 42xx map edge. Units which disengage in unauthorized areas are considered destroyed.

(SG76.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs if the year selected allows them.

(SG76.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SG76.431).

(SG76.422) One fighter in each squadron of 8 to 12 fighters can be an EW fighter. If not using EW fighters, the EW fighter would be a standard fighter. Mega-fighter packs and remote-controlled fighters are unavailable unless both players agree to their use.

(SG76.423) There are no PFs in the basic version of this scenario. PFs might be added in a variant, or perhaps as a balance factor.

(SG76.43) COMMANDER'S OPTION ITEMS

(SG76.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Standard Victory Conditions (S2.2) as victory points for the enemy.

(SG76.432) Drone speeds will depend on 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.

(SG76.433) Prime Teams (G32.0) are not available in this scenario.

(SG76.44) REFITS are available depending on the year selected; see (S8.132).

(SG76.45) FIFTH SHIP: After selecting the two races, calculate the Combat BPVs (including refits, fighters, and drone speed upgrades, but not including Commander's Options) of the two forces, then subtract the BPV of Player-A's force from Player-B's force. The remainder in BPV points is then used by Player-A to purchase his fifth ship, including any refits, fighters, and drone speed upgrades. Once this is done, both players purchase their Commander's Options. The fourth ship cannot be a heavy battle cruiser or New Heavy Cruiser or variant, but can be a dreadnought (if sufficient points are available).

(SG76.5) VICTORY CONDITIONS: Use the Standard Victory Conditions (S2.20). If one side destroys, captures, or forces the disengagement of all enemy ships (fighters and PFs do not count) by the end of Turn #8 he gains a bonus of 100 points. This bonus is reduced by 25 points for each additional turn required. At the end of Turn #12, if neither side has met the objective, the scenario ends.

(SG76.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG76.61) Replace the carrier groups with PFTs and consorts. For Player-A, the CWV becomes a CWP (6xPFs), CW, and DW. For Player-B the NCV becomes an NCP (6xPFs), CW, and DW. The other ships are unchanged.

(SG76.62) Add a war cruiser scout to each side.

(SG76.63) For a smaller battle, use only the two carrier groups. The difference in BPV as described in (SG76.45) is still used, but the "fourth ship" will probably be a police ship or frigate.

(SG76.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SG76.71) Change the NCA to an NCC.

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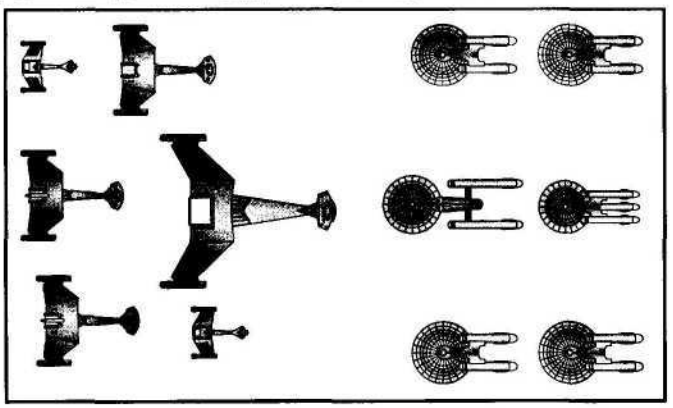
(SG76.72) Allow one player to use Megafighters.
(SG76.73) Delete or add refits to one side.

(SG76.8) TACTICS

BOTH: Time is running out, and to claim total victory you will have to push hard. There is no time for dawdling. Get in close and punch hard and keep the pressure on until your enemy folds like the house of cards you know him to be.

(SG77.0) TWO SOLUTIONS



(Y180-Y187) *by Anthony V Trevelian, Texas*

As the war ground on, both sides sought advantage by launching attacks on weakly-defended planets, the ultimate source of the resources needed by both sides to build and operate their fleets. By this stage of the war, many important resource planets were near the front lines, and either had not rebuilt their defenses from prior attack, or had their defenses mostly stripped away to support fighting that was further afield and not had them rebuilt.

Still, any attack on such a planet was likely to engender an immediate response by the available opposing fleet elements, and both sides knew where the weak points were. So a clash of fleets was almost inevitable. Most races opted to use their SCS groups for these raids, combining as they did massive firepower, solid self-defense, and "expendable" combat assets to accomplish the main task.

Sometimes the opposing fleet would not be able to respond in kind, but sometimes the response could be very strong, and more than the raiders had expected.

(SG77.1) NUMBER OF PLAYERS: 2; the Raiding player and the Defending player.

(SG77.2) INITIAL SET UP

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

RAIDER: Space Control Ship (12 fighters of Class-II and/or Class-III, 6xPFs), War Cruiser Escort, 2xWar Destroyer Escorts, 1xWar Cruiser Scout, enter map anywhere along the 42xx map edge, heading E or F, speed max, WS—III. Total BPV of the Raider force including ships, refits, fighters, PFs, and drone speed upgrades cannot exceed 1,310 BPV. Commander's option points are not included in this total.

DEFENDER: Division Control ship (12 fighters of Class-II and/or Class-III, 6xPFs), War Cruiser Escort, War Destroyer Escort, additional ships of Size Class 3 and/or 4 not to exceed a total BPV including refits, cost of fighters, and drone speed upgrades (but not including Commander's Option points), of 1,310 points. See (SG77.46), enter the map anywhere along the 01xx map edge, heading B or C, speed max, WS-I.

YEAR: Players should select a year before setting up the scenario. This will define the availability of ships, refits, fighters, drone speeds, and other items. Y181 is assumed if no other year is selected.

(SG77.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, have disengaged, or until the end of Turn #12.

(SG77.4) SPECIAL RULES

(SG77.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Raider units can only disengage from 42xx map edge. The Defender units can only disengage from 01xx map edge. Units which disengage in unauthorized areas are considered destroyed.

(SG77.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SG77.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SG77.431).

(SG77.422) If EW fighters are used, one fighter in any single squadron of 8 to 12 fighters can be an EW fighter. If not using EW fighters, the EW fighter would be a standard fighter.

(SG77.423) The six PFs carried by the SCS and the DCS are standard flotillas including one leader and one scout.

(SG77.43) COMMANDER'S OPTION ITEMS

(SG77.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Standard Victory Conditions (S2.2) as victory points for the enemy.

(SG77.432) All drones are "fast," i.e., speed-32.

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

(SG77.433) Prime Teams (G32.0) are not available in this scenario.

(SG77.44) REFITS: Ships will have all refits applicable to year selected for the scenario.

(SG77.45) SCOUTS: Players are reminded that scouts purchased in support of other ships are bought at their Economic BPV, and not their Combat BPV (G24.35), note that this applies to PF Scouts as well.

(SG77.46) DEFENDER FORCES: The following are examples of forces:

FEDERATION: [NDS (11xF-18B+, 1xF-18BE, 6xF-111), NAE, DWA], 2xNCA, NSA.

KZINTI: [NCS (11xTADS, ixTADSE, 6xNeedle PFs), NEC, DWA], NCC, NCA.

HYDRAN: [DCS (9xStinger-2, 2xStinger-H, 1xStinger-E, 6xHellion PFs), MKE (5xStinger-2, 2xStinger-H, 1xStinger-E), DWE (2xStinger-2)], IRQ, MHK, HN.

(SG77.5) VICTORY CONDITIONS: Use the Standard Victory Conditions (S2.20). If one side destroys, captures, or forces the disengagement of all enemy ships (fighters and PFs do not count) by the end of Turn #8 he gains a bonus of 400 points. This bonus is reduced by 100 points for each additional turn required. At the end of Turn #12, if neither side has met the objective, the scenario ends.

(SG77.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG77.61) Add a garrison on the planet not to exceed eight ground bases and a total BPV (including the ground bases and any purchased forces) of 100 points. None of the ground bases can have fighters, bombers, phaser-4s, or heavy weapons, and no more than two can be deployed on any one hex side. Add a Commando Cruiser to the Raider force. In this variation the Raider wins if he can capture one hex side of the planet at the end of any turn. Capture is defined as have control of all control stations in the hex side and at least a two to one superiority in ground combat power in the non-remote areas of the Ground Combat Location. If the Raider fails to accomplish this objective, use the Standard Victory Conditions. In this variation add four turns to the scenario's time limit, i.e., the scenario ends at the end of Turn #16.

(SG77.62) Replace the Raider SCS with a DCS, or the DCS of the Defender with an SCS.

(SG77.63) Use Area Control ships on each side, in this variation the year would be between Y175 and Y179, prior to the advent of fast drones and the PFs would essentially be replaced with Heavy Fighters.

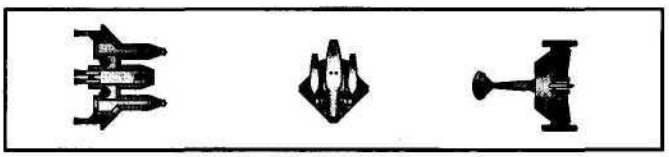
(SG77.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SG77.71) Change one of the escort ships of raider to a smaller (CWA replaced with DWA, or DWA replaced with FFA) or larger (DWA to an CWA) escort.

(SG77.72) Give one side one or two extra PFs carried on mechlinks.

(SG77.73) Add megafighter packs to some or all of the fighters on one side.

(SG78.0) THE CRITICAL JUNCTURE



(Y188-Y196) *by Howard Anderson, New York*

The Andromedan invasion hit the ISC forces very hard, chopping up their extended supply lines into a series of small enclaves desperately trying to hold out until help could come. Some of them were better equipped (by accident, not design) than others to try to stave off ultimate disaster. And some enjoyed a splendid isolation being located in regions that no one else considered important enough to commit ships to remove "unwanted quests", at least not right away. As spare parts and other supplies ran short, some of these isolated ISC commanders found depths of improvisational genius among some of their personnel that they had not known existed except for the crisis.

But all ISC enclave commanders knew that, barring relief, sooner or later their "hosts" would make pointed efforts to get them to leave.

(SG78.1) NUMBER OF PLAYERS: 3; the ISC player, the Player A player, and the Player B player.

(SG78.2) INITIAL SET UP

ISC: BATS with four cargo modules, one VIP module, and one Lab module in 2215, initial facing and rotation rate at the ISC player's option, WS-I.

NCA, FF, Pol, within five hexes of 2215, initial heading at player's option, speed 10, WS—III.

Convoy of 2xFA-L (Plasma-D), 3xF-S within five hexes of 2215, initial heading at the ISC player's option, speed five, WS-I, all freighters must be within three hexes of every other freighter, none can begin the scenario docked to the base.

ATTACKING FORCE A: Ships totaling no more than 300 Combat BPV including drone speed upgrades and fighters, but not including Commander's Option Items, enter anywhere along the 01xx map edge, heading B or C, speed max, WS—III. See (SG78.45).

ATTACKING FORCE B: Ships totaling no more than 300 Combat BPV including drone speed upgrades and fighters, but not including Commander's Option Items, enter anywhere along the 42xx map edge, heading E or F, speed max, WS—III. See (SG78.45).

YEAR: Players should select a year before setting up the scenario. This will define the availability of some items. Y190 is assumed if no other year is selected.

(SG78.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, have disengaged or until the end of Turn #12.

(SG78.4) SPECIAL RULES

(SG78.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The ISC units cannot disengage by any means. The Player A units can only disengage from 01xx map edge. The Player B units can only disengage from 42xx map edge. Units which disengage in unauthorized areas are considered destroyed.

(SG78.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SG78.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SG78.431).

(SG78.422) If fighters are used, one fighter in any single squadron of 8 to 12 fighters can be an EW fighter. If not using EW fighters, the EW fighter would be a standard fighter.

(SG78.423) There are no PFs in the basic version of this scenario. They might be added in a variation, or perhaps as a balance factor.

(SG78.43) COMMANDER'S OPTION ITEMS

(SG78.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Standard Victory Conditions (S2.2) as victory points for the enemy.

(SG78.432) All drones are "fast," i.e., speed-32.

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

(SG78.433) Prime Teams (G32.0) are not available in this scenario.

(SG78.44) REFITS: Ships involved in this battle will have all available refits, except for mech link refits.

(SG78.45) NON-ISC FORCES: Player A and Player B might use the following forces in lieu of creating their own. All of the following forces include the cost of refits and drone speed upgrades, but do not include any Commander's Option Items. Note, historically the attacking forces should be from two adjacent races, e.g., Klingon and Kzinti, but players can experiment by using forces from races that are not adjacent, e.g., Romulan and Lyran:

FEDERATION: NAL, NCA.

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KLINGON: D5W, DWJ.
ROMULAN#1: KE, WER, SNP.
ROMULAN #2: KWR, KDR.
ROMULAN #3: FH-K, SKA.
KZINTI: 2xNCA.
GORN: MCC, HDD+.
THOLIAN: CAN, CPN.
ORION: BRH, BR, OFT.
HYDRAN: MKI (4xStinger-2, 2xStinger-H), KN+.
ANDROMEDAN:CQR, EM-S.
LYRAN: NCC, CWB+p with UIM refit.
WYN: CA (2xTADSC), DD.
ISC: NCA, DDG.
LDR: NCC, DWB+p with UIM refit.
SELTORIAN: CA, NCA.

(SG78.46) FREIGHTER SELF-DESTRUCTION: The freighters cannot self-destruct unless all ISC non-base and non-freighter ships have been destroyed. If the base and all ISC ships have been destroyed (including by self-destruction) the freighters can self-destruct on the following turn.

(SG78.5) VICTORY CONDITIONS: Use the Standard Victory Conditions (S2.20). If all ISC warships and the base are destroyed or captured (fighters and PFs do not count) by the end of Turn #8 the attackers gain a bonus of 100 points. This bonus is reduced by 25 points for each additional turn required. At the end of Turn #12, if all ISC Warships and the base are not destroyed, the scenario ends and the ISC receives a bonus of 200 points.

The two attackers get points for destroying ISC ships and the base in proportion to the internal damage they score. No points are scored for destroying the freighters, only for capturing them.

(SG78.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SG78.61) Replace the ISC with a similar force from any race.
(SG78.62) The surrounding races need to gather intelligence on ISC forces. If Player A and/or Player B succeed in placing a force of boarding parties on the station, and at least one survives to the end of the second boarding party combat resolution period (7) and is then retrieved, the player receives a bonus of 100 points. If this condition is not met by the end of Turn #12, the ISC player receives a bonus of 200 points.
(SG78.63) For a smaller battle, replace the BATS with a Base Station and the delete the ISC NCA. In this variation the attacking forces are limited to 200 BPV to purchase their forces (not counting Commander's Options, but including drone speed upgrades, refits, and fighters).
(SG78.64) Have the two attacking forces be composed of a squadron of Heavy Bombers, fully equipped, any excess points above what is used to purchase the bombers can be used for a few "escorting fighters".

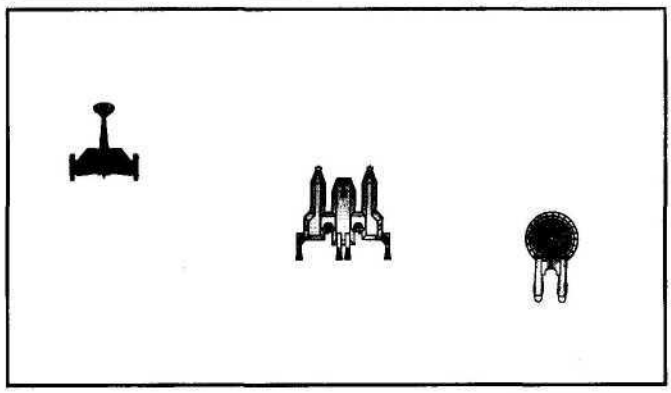
(SG78.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SG78.71) Change the ISC NCA to an ISC NCS.
(SG78.72) Remove one or more Cargo Modules from the Battle Station.
(SG78.73) Increase or decrease the BPV available to the attacking players to purchase their forces.

(SG78.8) TACTICS

ISC: There is not any cavalry coming over the rise. Use the freighters to help with the BATS point defense, and take your ships and try to attack one of the two players to weaken him, but do not get too far from the BATS. You need its firepower or the two attacking forces will combine against you, and once your ships are gone, then go after the base.

PLAYER A AND PLAYER B: You have to work together, and obviously you will both win, it is just a matter of which one of you gains the prestige of the greater victory by scoring the most points. Just remember that if you do not combine your firepower, you might both lose to a stubborn ISC player.

(SG79.0) MASTER'S RACING



(Y180) *by Scott Tenhoff, California*

Some Masters seemed to enjoy races. Could they have seen humans thousands of years ago, with Chariot Races or Horse Races, and been inspired then? Could they have seen American Air Races and had inspiration? But of course, they had to put their own twist on a classic idea.

(SG79.1) NUMBER OF PLAYERS: 2+; each "Racer" being a different player.

(SG79.2) INITIAL SET UP Each player has a section that their ship is restricted to, see (SG79.41). Draw ship counters (one for each player) from a cup to decide setup order. If more then three players are playing, add additional maps for enough players. Each player has one cruiser (ISC use a CM/CS/CL instead of CA) of equivalent BPVs including all refits, drone speeds, Commander's Options, etc. One ship sets up in each starting hex (0730, 2230, and 3530), initial facing A, speed 0, WS-III.

YEAR: Players should select a year before setting up the scenario. This will define the availability of ships, refits, fighters, drone speeds, and other items. Y179 is assumed if no other year is selected.

(SG79.3) LENGTH OF SCENARIO: The scenario continues until all ships are destroyed, disabled, or one ship achieves the Victory Condition.

(SG79.4) SPECIAL RULES
(SG79.41) MAP: The map is semi-fixed; it does float, but only in direction D. Any unit leaving the map has disengaged and cannot return. Units which exit the map in any direction other than A (see below) are considered destroyed; exception (SG79.414)..

(SG79.411) Each Player has 1/3 of the board that they must stay on. When any ship reaches the xx01, float the map 15 hexes in Direction D, and draw a card (SG79.45)

to see what terrain is in each new section. This will mean that there is one terrain type between hexes 01xx-14xx, a different terrain between hexes 14xx-28xx, and yet a third terrain between 28xx-42xx.

(SG79.412) The "Barrier" (the hex spine) between each Section stops all physical terrain between the two lanes (i.e., Nebula, Asteroids), but not energy or gravitational effects (transporters, weapons, pulsar, black hole only). The "Barrier" between each "lane" will stop a ship from crossing into another lane, but will let drones or plasma torpedoes pass.

(SG79.413) If a ship runs into the Barrier, the ship will take five damage to the shield that hit the barrier, and will turn the ship one hex side towards Direction A.

(SG79.414) OPTIONAL: If a ship is floated off the map, add a second map, below xx30, to keep track of him, as he might possibly get back on the lead map.

(SG79.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SG79.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SG79.431).

(SG79.422) If fighters are used, one fighter in any single squadron of 8 to 12 fighters can be an EW fighter. If not using EW fighters, the EW fighter would be a standard fighter.

(SG79.423) There are no PFs in this scenario.

(SG79.43) COMMANDER'S OPTION ITEMS

(SG79.431) 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.

(SG79.432) All drones are "fast," i.e., speed-32.

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

(SG79.433) Prime Teams (G32.0) are not available in this scenario.

(SG79.44) REFITS: All ships have all available refits for Y179.

(SG79.45) MASTER'S RALLY TERRAIN CHART: Take a standard playing card deck, and split it so each player has one complete suit. Shuffle each suit, and save it for each player. Whenever the lead ship reaches xx01, float the map 15 hexes down, and draw new terrain for all racers. (This will mean that whichever "Racer" is in the lead, will reveal the terrain for other "Racers" and he will be caught by surprise of the new terrain in front of him/her).

Two: Black Hole. (P4.0). It appears in hexes 0701 or 2101 or 3501. This Black Hole's range bands are 1, 3, 5, 10, 15 (i.e., Halved).

Three: Gravity Waves. (P9.0). Strength 14, Gravity Waves will begin going from xx01 of the "Section" towards xx15. A new Wave appears every eight impulses.

Four: Gas Giants. (P2.22). Place three, five-hex diameter Gas Giants in the quadrant. There must be at least two hexes between each planet. The racer in the section left of the leader places these, otherwise the leader places them.

Five: Dust Cloud. (P13.0). This is a double strength Dust Cloud (see Rule P13.5).

Six: Nebula. (P6.0). A standard Nebula fills the Section. All rules are in effect.

Seven: Asteroids. (P3.0). A single opponent places eight standard asteroid counters in the section. There must be at least a one hex space between asteroid hexes. The racer in the section left of the leader places these in the leader's section, otherwise the leader places them.

Eight: Clear. Empty Space! Go for it.

Nine: Asteroids. (P3.0). A single opponent places ten standard asteroid counters in the section. There must be at least a one hex space between asteroid hexes. The racer in the section left of the leader places these in the leader's section, otherwise the leader places them.

Ten: Nebula. (P6.0). A standard Nebula fills the quadrant. All rules are in effect.

Jack: Dust Cloud. (P13.0). This is a double strength Dust Cloud (see Rule P13.5).

Queen: Pulsar. (P5.0). It appears in hexes 0701 or 2101 or 3501. It has a base strength of 5xD6 (instead of 10xD6). It 'cycles' every first impulse.

King: WYN Radiation Zone. (P7.0). This is a normal WYN zone, all rules are in effect to both entering and exiting the Zone when the ship leaves the section where it is located.

Ace: Oh Dear! Draw two cards and combine the terrain for this section.

(SG79.46) SHUTTLE RESTRICTIONS: Drone races will gain a major advantage if allowed to use scatter packs, particularly when they are in the lead. They should not be used in this scenario unless the players agree to their use.

(SG79.5) VICTORY CONDITIONS: The first ship to reach the xx01 hex row, after going through six terrains, is the winner.

(SG79.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG79.61) Change the amount of terrain, from six cards to four for shorter games, or eight for longer games.

(SG79.62) Disable Emergency Deceleration. This is just not allowed by the Masters.

(SG79.63) Map Wrap. The player in the 35xx-42xx section, is adjacent to the 01xx-14xx section. Consider the 42xx-01xx hexes adjacent to each other.

(SG79.64) Alternate Ships. Let all races choose from Fast Cruisers, New Fast Cruisers, or War Cruisers instead of Cruisers. Allow Leader Variants, Command Cruisers, New Command Cruisers.

(SG79.65) Allow a mutually agreed terrain substitute any One card draw.

(SG79.66) Allow all ships to carry twice the number of T-bombs.

(SG79.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SG79.71) Let the least experienced player chose his/her ship first.

(SG79.72) Let the least experienced player start his/her ship two-to-four hexes in front of others.

(SG79.73) Let the least-experienced player have a ship of a larger BPV, or the more experienced players have ships of smaller BPV.

(SG79.8) TACTICS: Try to spread shield damage from terrain out on as many shields as possible. Some races will do better with weapons, while some will do better with speed. A Hydran Dragoon/Thoroughbred is an obvious choice, as is the Federation with proximity photons. Kzintis going max speed, and feeding drones back towards their opponents is another obvious possibility.

(SG79.X) DESIGNER'S NOTES: A terrain bonanza with everything imaginable. Where the terrain and the opponent can mess up your race. A good time to teach terrain types.

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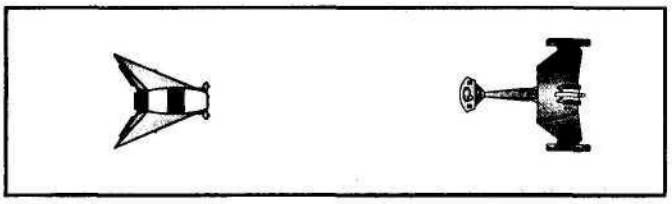
(SH222.0) *SWIFT STRIKE* INTERRUPTED



(Y180) *by David Kass, California*

As the Klingons retreated from Hydran space, they left behind isolated and hidden supply dumps and base areas. The plan was to keep the Hydrans off balance by a constant series of raids, which these deep bases could support.

The strategy worked all too well, and the Hydrans were unable to deploy forward bases that could sustain any offensive against the Klingon border. A raider would slip behind Hydran lines and strike a target, but rather than returning to Klingon space, the raider would go to one of the hidden bases to pick up fuel and weapons, then conduct another raid. By using this network of bases, a single Klingon raider could attack three or four separate targets each time they penetrated Hydran lines, rather than only one.

The Hydrans knew that the only way to solve the problem was to hunt down and destroy the bases. Destroying them was not that difficult once they were detected, but detection was the hardest part of the job. In Y180, the commander of the Hydran *3rd Fleet* was determined to end these raids by eliminating the hidden Klingon stockpiles in his sector. By using every scout he could get (from PFTs and Division Control Ships to auxiliaries to police flagships to obsolete frigate scouts no other admiral wanted), the admiral was able to blanket large areas with sensor fields that, while never perfect, could at least localize where the Klingon raiders were going. After months of tedious work and a few failures, one of his scouts was able to detect the FDW raider *Swift Strike* as it entered an asteroid area and disappeared. The scout closed in (even though a confrontation was suicidal) in a bid to find the base's precise location.

(SH222.1) NUMBER OF PLAYERS: 2; the Hydran player and the Klingon player.

(SH222.2) INITIAL SET UP

TERRAIN: The entire map is an asteroid field (P3.11).

HYDRAN: DWS *Mystic Seer* (2xStinger-2M) set up in any hex of map regions B, C, E, or F, heading at the player's option, speed max, WS—III.

KLINGON: FDW *Swift Strike* set ups in any hex along the 01xx map edge, heading B or C, speed max, WS-II as modified by (SH222.45).

(SH222.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged. The *Swift Strike* must disengage by exiting the map before the end of Turn #6 or it is considered destroyed by the task force the scout called for.

(SH222.4) SPECIAL RULES

(SH222.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. All units can disengage in any direction, but note that the asteroids will limit a ship's ability to disengage by acceleration (C7.123).

(SH222.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs if the year selected allows them.

(SH222.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH222.431).

(SH222.422) There are no EW fighters in this scenario. In a variant in which enough fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.

(SH222.423) There are no PFs in this scenario. In a variant where one side has one or more (perhaps for balance purposes), they will be standard combat versions.

(SH222.43) COMMANDER'S OPTION ITEMS

(SH222.431) The Hydran DWS 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. The Klingon FDW can purchase up to nine (9) BPV of additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.). The FDW has an extra two points for drone and/or ADD rack purchases only. 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.

(SH222.432) All drones are "fast," i.e., speed-32.

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

(SH222.433) *Swift Strike* (like most deep raiders) always carried a Prime Teams (G32.0). One might be given to the DWS as a balance factor.

(SH222.44) REFITS: The ships involved in this scenario include any and all applicable refits in their designs.

(SH222.45) *SWIFT STRIKE'S* STATUS: The Swift Strike is returning from a successful convoy raid and has not had time to recover from the action. This was just the last in a series of raids and the following rules reflect the current and cumulative effects on the ship.

(SH222.451) Shields: While the convoy did not score any internal damage, it did score shield damage and the *Swift Strike* has not yet had time to repair all of it. The Captain has two options (representing his convoy attack plan). Note that this damage already includes the mitigation due to the use of reserve power. The damage to the shields may be increased due to (SH222.4521), but any such extra damage must be applied to an already damaged shield.

(SH222.4511) The *Swift Strike* can take 24 points of damage to its #1 shield and two dice of damage to one other selected (by the Klingon) shield; OR

(SH222.4512) The *Swift Strike* can take 16 points of damage to its #2 shield, 12 points to its #6 shield, two dice of damage to one selected shield, and one die to a different selected shield.

(SH222.4513) The choice and random damage is determined after the ships are set up on the map but before Energy Allocation of Turn #1.

(SH222.452) The *Swift Strike* does not have any shuttles ready for a special mission (the hangar bay crew has been breaking out the ship's spare shuttle to replace one lost in combat).

(SH222.453) In addition to the limited Commander's Option Items under (SH222.431), the *Swift Strike* is under the following restrictions to reflect its previous action.

(SH222.4531) Two sets of reloads are removed from each drone and ADD rack. Extra drones purchased as Commander's Option Items are not affected.

(SH222.4532) The *Swift Strike* has used all of its CDR (D9.7) repairs, but all other types of repairs are available. (The CDR repairs were used to fix minor damage sustained in earlier raids).

(SH222.46) TACTICAL INTELLIGENCE: The level of tactical intelligence (D17.3), as determined by (D17.2) that the Hydran player reaches will need to be tracked for victory purposes. Note that unless actually using (D17.0) — perhaps as a variant — the actual information gained is irrelevant. For example, while the scout needs to record that it received Level I, the number of phaser-3s will already be known (since the SSD is public information). The scout is considered to lose two levels of information if it is destroyed (only the log buoy information is available).

(SH222.5) VICTORY CONDITIONS: Use Modified Victory conditions with the following changes. The Hydran is not penalized for disengaging on Turn #3 or later. Any VP gained from destroying the *Swift Strike's* shuttlecraft are tripled (representing its inability to get replacements). If over 12 points of internal damage are scored on the *Swift Strike,* the victory points for internal damage are doubled (this only applies if the victory points for internal damage would otherwise be scored). A victory point bonus is scored depending on the level of tactical intelligence the scout attains on the *Swift Strike:*

C or worse *Swift Strike* scores 100 VP
D *Swift Strike* scores 80 VP
E *Swift Strike* scores 60 VP
F *Swift Strike* scores 50 VP
G *Swift Strike* scores 40 VP
H *Swift Strike* scores 25 VP
I *Swift Strike* scores 20 VP
J *Swift Strike* scores 10 VP
K No bonus
L Hydran scores 10 VP
M Hydran scores 30 VP

(SH222.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH222.61) Use the full tactical intelligence rules. Allow the Hydran playe to chose any frigate with a Combat BPV of 80 or less. Allow the Klingon player to chose any NCA variant. Ships with fighters will only have 1/4 their normal compliment (the Hydran could buy more with his available BPV). Any PFT will only have one standard combat PF (or INT, depending on the year selected).

Weapon Status: If the *Swift Strike* is replaced with a non-Klingon ship, there will be other considerations. The weapons of the raiding ship are mostly at WS-II, several systems are not quite there when the scenario starts. This is primarily because the extra power has been used for shield repairs. No fighters (if any) are armed. The raider's heavy weapons do NOT receive the prior turns of arming usually received under WS-II (note, this would not apply to disruptors). The captain may elect to arm the weapons to that level, but for every point of power required to do so, two shield boxes must be destroyed (representing the failure to perform the shield repairs while returning from the raid). The status of each weapon can be determined individually (thus, a Federation Cruiser could have one photon torpedo on its second turn of arming-paying four shield boxes - while the rest have not started arming yet). This decision is made after setup but before energy allocation for Turn #1. The number of boxes lost (and thus the total power applied) will be known, but the actual allocation need not be announced (but must be recorded on the ship's Energy Allocation Form). Ships with type-D drone racks must empty the equivalent of two magazines but may distribute the remaining drones as desired among the magazines. Ships with drone storage (drone ships, carriers and others) have expended half of their stored drones (in addition to the losses above). Plasma-D racks are treated in the same manner as drone racks, except that none of the plasma-Ds remaining in the racks will be energized at the start of the scenario.

(SH222.62) Use an FD7 instead of the FDW, or use a police flagship instead of the DWS.

(SH222.63) Replace the FDW with a DNL and the DWS with a CWS [or HDW in the Exploration (G33.41) configuration].

(SH222.64) Use a different type of map covering terrain. A nebula (P6.0) will seriously hamper the DWS by preventing most uses of its sensors. Most other terrain will work well, and could even be combined with the existing asteroids for a particularly nasty region, but in that case, the ships will probably be fighting more against the terrain than each other.

(SH222.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH222.71) Increase (or decrease) the amount of shield damage the *Swift Strike* starts with, or allow it to use the regular WS-II rules.

(SH222.72) Give one side or the other a casual INT or even a casual PF.

(SH222.73) Upgrade the DWS to a DDP.

(SH222.74) Delete the prime team from the FDW.

(SH222.75) Swift Strike normally carried two G1 PFs on raids, but had lost both of them in the previous battle. You could add one or both to balance the scenario against a larger opponent.

(SH222.8) TACTICS

HYDRAN: Three plans are possible (and to some extent it is possible to change between them). Try to avoid the *Swift Strike* for six turns using the asteroids. (Try to get a reasonable tactical intelligence level.) On Turn #1, crank up the ECCM and try for a close pass to get intelligence level M and then disengage before the *Swift Strike* has a chance to live up to its name. A quick phaser strike (blinding sensors after getting level M) on a weak shield might even net a few internals on the way by. The final plan is to acquire level M Tactical Intelligence and then avoid the *Swift Strike* until Turn #3 to disengage for free. This is likely to give the *Swift Strike* at least one good strike. OEW is probably overkill since ECM is equally effective and few DWS scouts can devote 20 points of power to EW (or even 15).

KLINGON: This gnat would be easy to crush, if you had a clean shot and full shields. Consider allocating significant tractor power on Turn #1 if the DWS is threatening to run by and disengage. Your damaged forward shields are going to make maneuvering through the asteroids problematic, not to mention giving the DWS a chance to score internal damage. Use some of your extra power for reinforcement. You cannot really stop the DWS from getting the tactical information, but you can at least punish him for doing so.

HISTORICAL OUTCOME: *Swift Strike* crippled the DWS and left are loading up some of the valuable gear and setting self-destruct charges in the stockpile.

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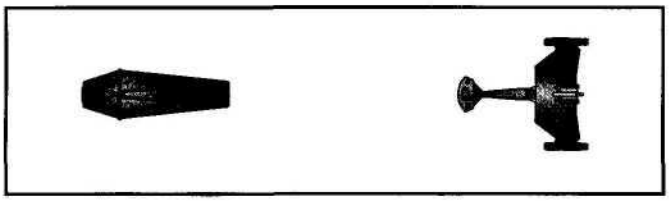
(SH223.0) *SWIFT STRIKE* AT LARGE



(Y180) *by Michael J Peter, Florida*

Responding to the destruction of one of its dwindling number of stockpiles, the *Swift Strike* determined to make the Hydrans pay. The ship entered an empty asteroid field and stopped, then waited for any Hydran scout in the area to begin active scans in an effort to find the Klingon raider. *Swift Strike* then charged the scout at high speed to destroy it. The raider destroyed two scouts (a war destroyer and an auxiliary) but pushed its campaign of vengeance too far, and found itself attacking a Hydran Division Control Ship with a full war load of Stingers and Harriers.

To simulate this campaign, play the following scenario three times, the number of attacks *Swift Strike* customarily conducted before returning to Klingon lines.

(SH223.1) NUMBER OF PLAYERS: 2; the Hydran player and the Klingon player.

(SH223.2) INITIAL SET UP

HYDRAN: Set up in 1125, heading A, speed 15, WS-III. See (SH223.45). Any Hydran fighters, shuttles, or PFs can be placed in any hex not within eight hexes of 3010 and not within 3 hexes of another Hydran unit.

KLINGON: FDW *Swift Strike* in 3010, heading E, speed max, WS-III.

(SH223.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH223.4) SPECIAL RULES

(SH223.41) MAP: Use a floating map. The Hydran units can disengage in any direction. The Klingon units can only disengage in direction B. Units which disengage in unauthorized directions are considered destroyed.

(SH223.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH223.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH223.431).

(SH223.422) If fighters are used, one fighter in any single squadron of 8 to 12 fighters can be an EW fighter. If not using EW fighters, the EW fighter would be a standard fighter.

(SH223.423) In a playing of the scenario where six Hydran PFs are present, the six PFs are a standard Harrier flotilla including one leader and one scout.

(SH223.43) COMMANDER'S OPTION ITEMS

(SH223.431) 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 the Klingon ship purchases its supplies one time, and uses those supplies for the subsequent scenarios.

(SH223.432) All drones are "fast," i.e., speed-32.

Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose. Note that the Klingon player purchases his drone load out before the first scenario begins, and receives no replacements for the duration of the campaign.

(SH223.433) The *Swift Strike* always carried a Prime Teams (G32.0). The Hydran player has two prime teams which he can assign to any ships (by written records).

(SH223.44) REFITS: Ships involved in this mini campaign will have all refits that were available, and applicable to them, in Y180.

(SH223.45) HYDRAN AVAILABLE FORCES: The Hydran player has the following forces for the campaign. He assigns each ship to one of his eight sectors by secret written records. The Klingon player then selects, for each scenario, which of the sectors he is attacking. (A given sector cannot be attacked twice, since logically if he destroyed the scout there, there would be no scout to attract him to that area.

Small Auxiliary Scout (2xStinger-2M)
Hunter scout
DW scout (2xStinger-2M)
NSC scout (6xStinger-2M)
Pegasus commando ship (1xStinger-FM)
Pegasus carrier (10xStinger-2M, 2xStinger-HM)
DD-PFT (2xStinger-2M, 6xHarrier)
Division Control Ship (12xStinger-2M, 6xHarrier)

(SH223.46) CAMPAIGN FORMAT: The Hydran player takes his eight ships and, after the Klingon player verifies the counters, randomly lays them face down in front of the Klingon player. The Klingon player then selects one counter which is turned face up. This is the ship that the Klingon player will attack.

(SH223.47) KLINGON DISENGAGEMENT: Klingon units cannot disengage by any means prior to the end of Turn #2.

(SH223.48) OPERATIONS: The Klingon player only purchases Commander's Options and drone upgrades at the start of the campaign. Each Hydran ship purchases its Commander's Options individually prior to the start of the campaign. Any Commander's Options that the Klingon uses during a scenario (or which are lost due to damage, such as drones loaded in a destroyed drone rack) are unavailable in subsequent scenarios. The Klingon ship has one spare shuttle, and may break this out between any two scenarios. The ship may perform (G17.132) repairs between scenarios.

(SH223.5) VICTORY CONDITIONS: If the Klingons destroy three Hydran scouts, they win; otherwise they lose.

Irrespective of the loss of their scouts:

The Hydrans gain an Astounding victory if they capture the FDW.

The Hydrans gain a Decisive victory if they destroy the FDW.

The Hydrans gain a Substantive victory if they cripple the FDW. For this purpose the FDW must not be able to repair itself to non-crippled status under (G17.132).

If the Klingons fail to destroy three Hydran scouts, the Hydrans simply win irrespective of the damage to the *Swift Strike.*

(SH223.6) VARIATIONS: The scenario can be played again under different conditions by the following changes:

(SH223.61) Replace the Swift Strike with a Lyran NCF.

(SH223.62) Reverse the roles with a Hydran IRF replacing the Swift Strike. The Klingon forces will be:

Small Auxiliary Scout
G4B
F5SB scout
D5S scout
D5G with Drone Bombardment Pod
D6P(6xG1)
D5P(6xG1)
DWU(12xZ-YM, 6xG1)

(SH223.63) For an alternative, place a small Ground Warning Station and three Ground Based Defense Phaser-Is on one hexside of a planet ringed with five hellbore DefSats.. Add this to the set up in (SH223.45) as a ninth counter (use a ground base counter). Destroying the Ground Warning Station counts as destroying a scout for victory purposes.

(SH223.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH223.71) Add a standard G1 on a mech link to the *Swift Strike.* (It normally carried two on its missions, but in this case had sent them off to conduct distraction missions to keep the Hydran hunter-killer squadrons busy.)

(SH223.72) Delete the Mega-Fighter packs from the Hydran fighters.

(SH223.73) Increase the number of turns before the FDW can disengage.

(SH223.8) TACTICS

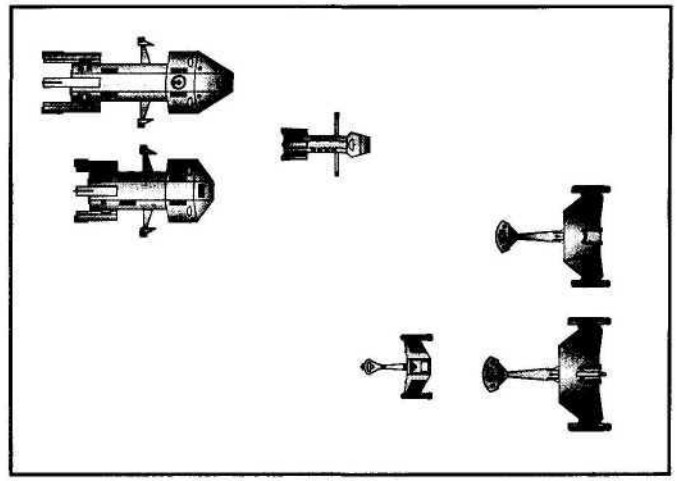
HYDRAN: In most cases, run. Run hard, run fast, and just try to throw as much damage at the ship as you can. In the cases where you can hit him, throw everything and the kitchen sink at him, keep charging in until he is unable to continue, or your ships are lost. Remember, you win by preventing him from destroying three scouts. It does not matter if he destroys two of them.

KLINGON: Get in, and if resistance is pathetic (like an Auxiliary Scout), take your time and avoid damage or expending stores. If you hit something that can fight, remember your goal is to destroy the scout. Get around the fighters and PFs, kill the scout, then leave. If you draw the Division Control ship, success will ensure your promotion to a better ship, if you survive.

HISTORICAL OUTCOME: After destroying an Auxiliary and a New Scout Cruiser, the *Swift Strike* ran into a Hydran Sioux Division Control ship. After a brief fight, the *Swift Strike* disengaged and, badly damaged, returned to Klingon lines. The Hydran Division Control Ship sustained no significant damage, although several of its fighters and PFs were destroyed. *Swift Strike* was out of action for three months, by which time the Hydrans had destroyed most of its hidden stockpiles.

DESIGNER'S NOTES: Military situations are dynamic. Each new action by one side brings on a new policy, doctrine, or tactic by the other. Once the Hydrans began trying to set traps for the Klingon raider, the Klingons would respond in any way they could, such as reversing the trap and bagging the scouts!

(SH224.0) MILITARY DISINFORMATION



(Y180) *by David Kass, California*

As the Kzintis pushed back towards their original borders, they found they could no longer rely on their capital as their only repair point. Small rally points started to appear. These were especially useful for rapidly repairing and resupplying damaged carriers to keep them in fighting trim.

In Y180, a particularly disconcerting intelligence report was received from one of the rally points. It was overrun while a strike carrier was waiting for repairs. (The carrier was so damaged it had to be totally rebuilt. Its escorts were destroyed.) Even worse, the intelligence reports indicated that the Klingons were fielding a new category of strike carrier, one based on the D5W. This new carrier (and possibly a new heavy escort) was of great concern since the Klingons could presumably convert their plethora of D5s to such configurations more easily than the Kzintis could convert their MCVs, allowing them to field a huge number of fleet carriers.

This scenario represents the action as the Kzinti Fleet Intelligence reported it to the Federation Star Fleet Intelligence and Galactic Intelligence Agency.

(SH224.1) NUMBER OF PLAYERS: 2; the Kzinti player and the Klingon player.

(SH224.2) INITIAL SET UP

TERRAIN: Small moon (P2.23) in hex 2514.

KZINTI: CVS *Gladius* (3xTAAS) in hex 2215, facing at owning player's option, speed 0, WS-I; see (SH224.451) and (SH224.46).

MAC *Sharpness* (2xTAAS), within 2 hexes of 2215, facing at owning player's option, speed 0, WS-I; see (SH224.452) and (SH224.46).

AFF FF87(1xTAAS), within 3 hexes of 2215, heading at the owning player's option, speed 4, WS—**III;** see (SH224.46).

Chuff's Station: GWS in 2514E, FGB-S (3xLFS) in 2514B, GMG in 2514F, all WS-III; see (SH224.47).

All six Kzinti TAAS fighters are fully armed irrespective of the Weapons status of their at start ship, but only one (owning player's choice) may begin the scenario launched, and it must be within three hexes of at least one Kzinti ship.

KLINGON: DWV *Sangfroid* (12xZ-YBM fighters), AD5 *Revoker,* and AF5 *Death Guard* all within 3 hexes of 0130, heading A, or B, speed max, WS-III.

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(SH224.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged. See (SH224.48) for an early ending.

(SH224.4) SPECIAL RULES

(SH224.41) MAP: Use a floating map, but track the location of the moon. Kzinti units (including fighters) can disengage in any direction. Klingon units can only disengage by acceleration in direction E and cannot disengage by any other means. Non-ship Klingon units cannot disengage (unless aboard a ship). Any unit disengaging in an unauthorized direction or by a disallowed method is considered destroyed.

(SH224.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH224.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH224.431).

(SH224.422) If using EW fighters, one of the Z-YBM is an EW variant. If not, it will be a standard Z-YBM fighter. None of the Kzinti fighters may be configured as an EWF, even if playing with such (this represents their operational situation). All the Klingon fighters are mega-fighters (J16.0). The six Kzinti TAAS fighters are part of a single squadron and the CVS is their formal (J4.461) carrier.

(SH224.423) There are no PFs in this scenario.

(SH224.43) COMMANDER'S OPTION ITEMS

(SH224.431) Each Klingon ship, the Kzinti AFF and ground bases 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. The CVS and MAC have previously expended all their general Commander's Option Items and have no points remaining. See (S3.2) for details and exceptions.

(SH224.432) All drones are "fast," i.e., speed-32.

Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose, but the Kzinti CVS and MAC only receive an extra 5% of their BPV for special drones (these are their only allowed Commander's Option Items).

(SH224.433) Prime Teams (G32.0) are not available in this scenario.

(SH224.44) REFITS are as noted in (SH224.2) except that all units have received their applicable Y175 refit.

(SH224.45) KZINTI DAMAGE: The Kzinti carrier group is at the rally point awaiting repairs after being seriously damaged in combat. The group's original AFF was actually destroyed in combat and the one at the rally point is a replacement. This rule reflects the damage to the surviving units.

(SH224.451) CVS: Damage is applied to the CVS in the following order.

Destroy phasers #5, #6, and #12 through #16 (seven total).

Score 45 internals in a single volley, ignoring (D4.321), phaser directionality.

Destroy all remaining shuttle boxes.

Apply five volleys of three points each [again ignoring (D4.321), phaser directionality]. This represents the damage from a chain reaction that engulfed the shuttle bay.

Reduce the ship to a maximum of four warp boxes (owner's choice). If the ship has fewer than four warp boxes, it does not regain any. Also, destroy all remaining damage control boxes except for the last '2' box (and the indestructible '0' box). They were used for EDR.

Repair one admin shuttle boxes and three fighter shuttle boxes. The player then selects any six additional boxes to repair. This step represents the use of a combination of CDR and EDR.

The CVS has used all available CDR repairs. It has repaired all its shields and can still use (D9.2) with its remaining damage control box (and is why that box has not yet been used for EDR). The ship could use the last damage control box for EDR if desired (and if the ship still has at least one lab available), but this would prevent any further shield repairs.

The CVS has also suffered significant crew casualties that have not been replaced. Six deck crews are missing (the remaining six are replacements for those immolated in the chain reaction). Six boarding parties have been killed and not replaced. A total of 14 crew units (including the missing boarding parties and deck crews) are still missing.

(SH224.452) MAC: Damage is applied to the MAC in the following order.

Score 36 internals in a single volley, ignoring (D4.321), phaser directionality.

Destroy three additional drone or ADD racks (owner's choice) and the highest damage control box.

The owner repairs four boxes (representing the use of CDR). This must include any destroyed shuttle boxes.

The MAC has used all available CDR repairs. It has repaired all its shield damage. It can use EDR as desired during the scenario.

The MAC has lost a total of five crew units, including two boarding parties.

Both the MAC and CVS have been in extended combat and have expended many of their drones and munitions. To reflect this, all undestroyed racks (including ones that were destroyed and repaired) are fully loaded as normal (but see the reduced Commander's Option Item points available for special drones). But each ship only has one type-IF reload drone per undestroyed drone rack. Each undestroyed ADD or G-rack on the MAC has four ADD rounds as a reload (this is in addition to the type-IF for each G-rack). Additional drones and/or ADD rounds could be transferred to the two ships during the scenario. The AFF is not affected by this rule and has a full set of reloads for its racks. See (SH224.46) for fighter stores on the ships.

(SH224.46) KZINTI TAAS SQUADRON: The six TAAS fighters are formed into a single squadron, with the CVS as their carrier.

Each fighter is fully armed, but its ready rack is empty. Its potential Commander's Option Items are calculated based on the ship it starts on, and these points are not pooled across the fighters.

The CVS only has 25% of the normal fighter stores and extra drones for the fighters. The actual drones are based on the fighters on the ship, not the entire squadron.

Repairing additional fighter boxes on the CVS does not increase the number of fighters it has available. It may have up to three advanced admin shuttles, if it has the shuttle bay space for them (note that it will automatically have one shuttle).

(SH224.47) KZINTI GMG: The military garrison is actually being used as a supply depot and not as a barracks. Reduce the boarding parties to two (but do not change the number of crew units, these are repair specialists). Replace the three GAS with one SVS and one A-HTS. The cargo space is being used for repair supplies which are not useful during the scenario.

(SH224.48) KZINTI REINFORCEMENTS: The Kzinti force will attempt to call for overwhelming reinforcements.

At the end of each turn (Phase 8C), each Kzinti ship and the GWS rolls one die and keeps a separate running total. If any unit's total reaches (or exceeds) its target, the

reinforcements have been called and will arrive at the end of the second subsequent turn. The target for the GWS is 13; it is 28 for the ships. For example, if the GWS' total reaches 15 at the end of Turn #4, the reinforcements will arrive at the end of Turn #6.

Once they have been summoned, the reinforcements will arrive regardless of the state of the summoning unit (even if it has been destroyed or disengaged).

A ship that has disengaged (by any means) cannot continue to roll. A ship (or base) that is destroyed stops rolling.

Regardless of any rolls, the reinforcements will arrive at the end of Turn #18.

All Klingon units still on the map when the reinforcements arrive are immediately and automatically destroyed.

(SH224.5) VICTORY CONDITIONS: The Klingons score five victory points if the CVS is destroyed (four if it escapes by sub-light disengagement; the Kzintis do not have any BCH sized warp drives readily available). They score one victory point each for destroying the MAC, AFF or GMG. Any captured Kzinti units are destroyed at the end of the scenario (the Klingons are too far behind the lines to keep the units). The Klingons score five victory points if all Kzinti units are destroyed and two victory points if only Kzinti shuttles (including fighters) survive. In both cases, any unit that disengages after Turn #2 is counted as surviving, but those disengaging on Turn #2 or earlier are ignored (they failed to gain sufficient information on the Klingon ships). The Klingons lose one victory point if reinforcements are summoned by a Kzinti unit. The Klingons lose seven victory points if the DWV is destroyed, four victory points if it takes over 30 internals, or two victory points if it takes any internal damage. They also lose five victory points if the AD5 is destroyed, or two if it takes internal damage. They lose one victory point if the AF5 is destroyed.

The Klingons win if they score at least six victory points (and win a decisive victory if they score 12 or more victory points). The scenario is a draw if they score four or five victory points. The Kzintis win if the Klingons score three or fewer victory points (and win decisively if the Klingons have a negative score).

(SH224.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH224.61) Play out the engagement that actually occurred: Klingons: D5V (12xZY-B), AD5, AF5. The Kzinti forces are as above, but had received intelligence information that no enemy units were in the sector and were performing routine maintenance and preparations for major repairs. The GWS and CVS (and fighters aboard) are surprised (D18.0). The MAC (and fighters) is at WS-0. The GMG, FGB-S and AFF are at WS-1.

(SH224.62) If playing without Module J2, replace the Z-YBM with Z-YB, all advanced shuttles with the standard versions, the SVS with a standard admin shuttle and the LFS with LAS. Add two casual G1 to the Klingon force (Klingon player's choice of ship to have the mech links).

(SH224.63) Replace the Klingon force with a PF based force of DWP, F5WK and a standard G1 flotilla (with leader and scout). Also delay the first roll for reinforcements until the end of Turn #2 (this reflects the additional jamming applied by the DWP during the approach).

(SH224.64) Change the intelligence failure to a Romulan error of a Federation attack. Replace the Klingon force with a Federation force of NCV (12xF18-B+M), NAC, and FRA. Replace the Kzinti ships with a Romulan Hawk force of NHB (3xG-III), SP-M (2xG-FSF) and SEE (G-FSF). Replace the three LFS with three Trib-F. Modify the damage to the NHB by destroying only phasers #4 through #6. On the SPM, instead of destroying three drone racks, destroy the plasma-S torpedo and one plasma-D rack (if the plasma-S torpedo was already destroyed, destroy a second plasma-D rack).

(SH224.65) Players could bid for sides by secretly indicating how little damage they would inflict on the Kzinti ships [measured in boxes of damage in (SH224.451)]. The player with the lower bid would then take the Klingons. The damage to the MAC would be reduced (or increased) proportionally.

(SH224.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH224.71) Increase or decrease the damage to the CVS and/or MAC. Changes of five points are minor, but changes of ten or more can be significant.

(SH224.72) Allow each Kzinti unit to roll once for reinforcements (SH224.48) before Turn #1; or delay the first roll until Turn #2.

(SH224.73) Give some (or all) of the Kzinti fighters their mega refit. Or remove the mega refit from some or all of the Klingon fighters.

(SH224.74) Change the Kzinti AFF to a DWA or FKA.

(SH224.75) Add additional Kzinti ground bases, or remove the FGB-S.

(SH224.76) Change the Klingon the DWV to a C7V or D5V.

(SH224.8) TACTICS

KZINTI: Run. Just run. But keep an eye out for a chance to hurt the Klingons.

KLINGONS: Do not let them get away. Destroy the mobile units first, the GMG is not going anywhere, and you can easily pick it off after the enemy ships and fighters are taken care of.

HISTORICAL OUTCOME: After almost a year of negative intelligence reports on a new DWV class by the KFI, SFI, or GIA, they all assumed the first report had been a mistake. In the meantime, all three agencies had wasted significant intelligence and planning assets evaluating/verifying the possibility. These wasted resources may help explain the KFI "BLUE FLEET[1] report fiasco.

The DWV report was traced back to the same intelligence agent (or perhaps team) who had supplied the rally point with an incorrect report of no enemy activity in the sector-allowing them to initiate various maintenance activities (and start the CVS repairs)--see (SH224.61). It is assumed that the report making the Klingons look stronger was an attempt to cover up the previous mistake (no one would believe that a D5V group could completely eliminate the rally point). It has instead been suggested that the individual was a Klingon (or even WYN) double agent and the DWV was a deliberate piece of mis-information. This speculation is supported by the fact he disappeared (MIA) before he could be interrogated and executed.

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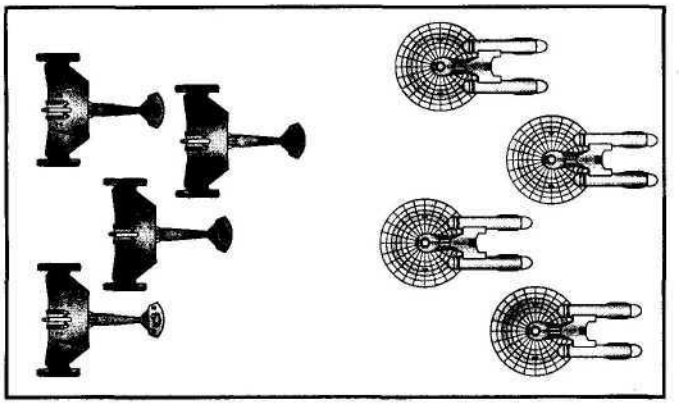
(SH225.0) OUT OF THE NEFUD



(Y180) *by T.E. Lawrence, Oxford*

The Nefud is an extremely hazardous area of space to cross. Only cruisers and larger ships had enough power and shields to make the crossing without being crippled or destroyed. Consequently, it was a poor area through which to run offensive operations as logistics depended heavily on freighters. This caused operations to be run around the Nefud rather than through it.

By Y180, the Klingons had been forced back to their original frontier fortifications. The Federation's Star Fleet, knowing about the Nefud, did not strongly post their side of it, but did choose to use the Nefud as a screen behind which to build up logistical support for operations around it.

Learning of the build up through spies (and of a slightly less impossible route through the Nefud from Orion pirates), the Klingons gathered a task force to cross the Nefud and launch a strike. The problem was that the Deep Space Fleet's resources were also stretched, so only one bombardment cruiser was available for the task. Intelligence indicated that the defenses at the Federation site were adequate to deal with the drones of a single bombardment cruiser.

Supporting the bombardment drones with ships damaged by crossing the Nefud was too great a risk. Sending a PFT through the Nefud, using its shields to protect its children, would provide a force able to support the drone strikes by knocking down defending drones and distracting direct-fire defenses. However, the PFs would be spotted by their engine power emanations and allow the Federation defenders time to prepare, perhaps canceling the gain of their support.

It was at this juncture that the Galactic Research Unit came forward with a handful of captured Kzinti interceptors it had been studying. The Kzintis had begun operating Interceptors in large numbers in Y179, and several had fallen into Klingon hands for study (some were captured in close fighting, and a few others had been purchased outright from Orion and WYN "contractors"). It happened that the Kzintis had a task force operating in the near area, and the Federation had become accustomed to the sight of Kzinti Interceptors on their scanners. The Klingons reasoned that if a flotilla of Kzinti interceptors were detected, the Federation might not react to their presence until it was too late.

Unfortunately, the crews that would man the Kzinti Interceptors were highly trained, and the Empire could not afford, at this late date in the war, to simply sacrifice them. They would have to be recovered, perhaps under fire, although any Federation reaction to the raid was likely to be minimal. Still, the risk led the DSF to assign two additional cruisers to the force in a supporting role.

In the event, a Federation cruiser squadron reacted quickly to the raid, arriving on the scene before the Interceptors, and drove in on the Klingon cruisers.

(SH225.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SH225.2) INITIAL SET UP

FEDERATION: NCC *London,* NCL+ *Aliyah,* NCL+ *Asawari,* NSC+ *Calypso,* enter anywhere along the 42xx map edge on Turn #1, heading E or F, speed max, WS—III.

KLINGON: DWL *Rabbleslayer,* D5WK *Soul Demon,* DWP *Rlpslasher,* DWD *Iron Deluge,* all within ten hexes, but no closer than five hexes of the 01xx edge of the map, heading A, B, C, or D, speed 10, WS-II. See (SH225.45) and (SH225.46).

INTERCEPTORS: Six Kzinti Interceptors operated by Klingon crews enter the map on Turn #4, heading B or C, speed max, WS-III. See (SH225.47).

(SH225.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, have disengaged, or until the end of Turn #10.

(SH225.4) SPECIAL RULES

(SH225.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Federation units can only disengage in directions A, B, C, or D. The Klingon units can only disengage In directions E or F. Units which disengage in unauthorized directions are considered destroyed.

(SH225.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH225.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH225.431).

(SH225.422) 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.

(SH225.423) The six Interceptors are a standard flotilla including one scout.

(SH225.43) COMMANDER'S OPTION ITEMS

(SH225.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Standard Victory Conditions (S2.2) as victory points for the enemy.

(SH225.432) All drones are "fast," i.e., speed-32.

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

(SH225.433) If players wish to use the optional rules for Prime Teams (G32.0), the Federation NCC and the Klingon DWL each normally carry one such team.

(SH225.44) REFITS: All ships equipped with drone racks have the Y175 refit if available for it. The Federation NCLs both have the plus and AWR refits.

(SH225.45) KLINGON SHIPS: The Klingon ships have made passage through the Nefud region of space and have sustained damage to their shields. For each Klingon ship roll two dice for each shield, sum the total of the two dice and score that many damage points to the indicated shield. Note that the shields were actually weakened much more than these die rolls indicate, but that some time has been spent (waiting for the raid to return) repairing them. It is possible (although unlikely) that a given ship will see all six of its shields reduced by 12 points each, it is also possible, though unlikely that a given ship will have all six of its shields reduced by only two boxes.

(SH225.46) DRONE BOMBARDMENT: The DWD launched its full supply of drones on the bombardment mission (all of them type-IIIXX). It had no drones remaining aboard once this strike was completed. Prior to the arrival of the Federation force, the DWP transferred enough drones from its stockpile to reload the drone racks on the DWD, but not to provide any reloads. There are only six spaces of "special" drones, but these six spaces can be of any legal type. All remaining drone spaces are type-IF or type-IVF at the Klingon player's option.

(SH225.47) INTERCEPTORS: The Interceptors are returning from a strike on a Federation logistics site.

(SH225.471) They expended most of their drones. To determine the remaining drones the Klingon player rolls 12 dice. For each die that rolls a "1", the Interceptors have one space of drones. The Klingon player can allocate these spaces of drones to the Interceptors as he sees fit, even combining them to create one or more type-IV drones. Up to two spaces can be special drones (or a special type-IV drone) of any legal type.

(SH225.472) The Interceptors have been running their engines at maximum power in order to perform the raid and return in the shortest possible time. Even though the actual length of the raid was considerably shorter than the Interceptors are normally capable of, the high stress and relatively poor maintenance (parts have to be hand fabricated since access to the Kzinti factories is, rather limited). The Interceptors have an ERT (K6.111) of 30 when they enter the map.

(SH225.48) KLINGON POST SCENARIO EFFECTS: The Klingons must return back through the Nefud. For each disengaging Klingon ship, roll four dice for each shield and score the indicated number of damage points. Any damage which does not hit a shield box is scored as internal damage normally. Each damage point scored as an internal by the Nefud counts, for purposes of crew casualties, as three damage points, e.g., if the Nefud scores ten points of internal damage on a ship, the ship loses three crew units. Round fractions of 0.33 down and fractions of 0.67 up. Nefud damage CAN kill the last two crew units on a ship in an exception to (G9.22). A Legendary Doctor, if present, can reduce the loss to two crew units per ten points of internal damage, but cannot cure any crew units killed by the Nefud.

(SH225.49) KLINGON DISENGAGEMENT: The Klingons must disengage into the Nefud before the end of Turn #10. Any Klingon ship which fails to do so before the end of Turn #10 is destroyed by arriving Federation forces.

(SH225.5) VICTORY CONDITIONS: The Federation uses the Standard Victory Conditions (S2.20), except that they receive no points for damaging or destroying the Interceptors. The Federation receives full points for any Klingon ship that is destroyed, post scenario, by its passage back through the Nefud. Ships crippled or damaged by the Nefud provide no points.

The Klingons win by rescuing the Interceptor crews and disengaging through the Nefud. The crews can be rescued either by docking the Interceptors, or by transporting the crews off of the Interceptors (this includes transporting the crew off of their survival pod if they survive the destruction of their Interceptor). The Interceptors are not capable of surviving the Nefud, even for a single turn, and any Interceptor entering the Nefud not docked to the PF tender is destroyed. The Klingons start with a Victory Level of Astounding, and are reduced one level for each ship lost, and each Interceptor crew that is not rescued. They gain one level of victory for each Federation ship destroyed, and two levels of victory for each Federation ship captured. To count as captured the captured ship must survive passage through the Nefud (SH225.48), otherwise it counts as destroyed.

(SH225.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH225.61) Replace the Federation with a Kzinti force of an MCC, 2xCM and an MSC.

(SH225.62) Too further complicate matters, add an ion storm with five-point gravity waves emanating out of the Nefud.

(SH225.63) For a smaller and faster battle, use only the Federation NCC and NSC against the Klingon DWD, DWP, and Interceptors.

(SH225.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH225.71) Change the D5WL to an D5WK.

(SH225.72) Replace the Federation NCC with a CC+.

(SH225.73) Delete some or all of he refits from some or all of the ships on one side.

(SH225.8) TACTICS

FEDERATION: Going for the Interceptors will keep the Klingons from winning, but if you take the time and spend the firepower to do that, you will lose the battle as you gain nothing by killing the Interceptors. You are going to have to be careful on the EW front as the Klingons have the same number of special sensors as you, but they are divided between two platforms which means they have a lot more power to put into them. Fortunately it also means that they have a greater chance of blinding them. Be careful with your operations as losing one of your own ships can cancel any benefit you gain from killing one of the Klingon ships.

KLINGONS: Take stock of your shields and plan your fight carefully. Jam the Federation ships as much as you can and keep your own EW up as you cannot afford to be smacked by too many overloaded photons, you need them to miss. Killing the Federation ships would be nice (and capturing them even nicer), but all you need to do to win the scenario is recover the Interceptor crews and leave. Try to avoid being seduced into attacking except where in it benefits your recovery efforts.

(SH225.X) DESIGNER'S NOTES: If four ships come out of the Nefud, no one will detect them because no one believes it is possible, and they can inflict damage on the enemy before he knows we are there.—*Kommodore Kergan*

I started with a favorite line of mine from my days in the desert. *{"If forty men come out of the Nefud...")* By bringing a small force through the Nefud desert, I was able to convince the tribes living in that area to attack and capture Aqaba. The rest is history, as each man knows it.

In this case, designing the rules for the Nefud maelstrom was easy enough; I simply defined their effects rather than their method. This balanced a battle between four NCLs and four NCAs, by giving the NCAs some prior shield damage.

But what to do once inside the Federation? There were surely no local tribes to inspire into rebellion, so an off-map drone bombardment seemed logical. Needing a reason to keep the Klingon ships in the area, the use of a PF flotilla expected to return seemed the most logical solution. Since it would be tedious to pick up the PFs, they became expendable and obsolete interceptors. I am thankful to Mr Petrick for the suggestion to use the captured Kzinti ones.—*T.EL*

HISTORICAL OUTCOME: The Klingons sustained heavy damage, but managed to recover four of the six Interceptor crews before withdrawing into the Nefud. Unfortunately, the D5WK *Soul Demon* did not survive the return passage.

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ANNEX #3 MASTER SHIP CHART

See Page 47.

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

TUG CLASS	0 PODS	1 POD	2 PODS	3 PODS
Klingon DWG	1 B	1 B	1 C	-
Hydran MTG	1 C	1.5 D	-	-
Lyran NSR	1 C	1 C	1.5 D	2.0 E

Klingon DWG with a CVA pod has "2 pod weights;" it cannot carry two pods.

Lyran 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 #7: DATA ON SHIPS

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. To previously published lists, Module R10 adds the following:

GRAVITY: Orion BHV and BHP.

AERODYNAMIC: The following ships can use the Aerodynamic Landing System: Orion BHV and BHP.

ENGINE: Orion BHV and BHP.

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

ANNEX #7G: CARRIER INFORMATION

Race	cv	Ftrs	Admin	Bays	Store	DC
Fed	NCV	12	4	1	200	12
	NRV	6	2	1	250	6
	NDS	12+6H	2	1(+1M)	250	24
	NHV	6H	2	1(+1M)	200	12
Klingon	DWV	12	2	1	150	12
	DWU	12	3	1	300	12
Romulan	FHB	16	4	3	100¥	16
	RGB	16	4	3	100¥	16
	KWV	12	2	1	150¥	12
Kzinti	NCV	12	4	1	150	12
	NRV	4	2	1	125	4
	NDC	12	2	1	300	12
Gorn	MSV	4	2	2	50¥	4
	MDS	12	3	1	250¥	12
	CMV	12	2	1	150¥	12
Orion	BHV	12	2	1	150*	12
Hydran	IRC	2	2	2	0	2
	IRF	2	4	2	0	2
	MKI	6	4	2	0	6
	MKV	18	4	2	0	18
	MSR	4	8	2	0	4
	MRV	8	4	2	0	8
	DCS	12	2	2	0	12
	MTG	4	4	2	0	4
	MTV	16	4	4	0	16
	MKE	8	4	2	0	8
	VED	6H	2	2	0	12
Lyran	NRV	6	4	3	200	6
	NRVA	12	7	3	200	12
	NDS	12	4	2	200	12
LDR	NCV	12	4	2	200	12
Selt	NVS	12	6	3	200	12

¥ These are type-D torpedoes.

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

+M indicates mechlinks for heavy fighters carried outside the normal bay, all are counted as a single bay.

The "H" in the Fighters column indicates heavy fighters.

ANNEX #7N: DRONE RELOADS

RULE	SHIP	TYPE	STORAGE
R2.109	Fed NDC	DB	200
R2.110A	Fed NRV	SR	250
R2.115	Fed NAE	FE	100
R3.119	Klingon DWD	DB	200
R5.87	Kzinti NCD	DB	250
R5.88A	Kzinti NRV	SR	225
R11.75	Lyran NRV	SR	200
R11.75	Lyran NRVA	SR	200

FE = Federation Escort; see (R2.R5). This is the half of the cargo storage that is not used to store the spare fighters. Warp booster packs, chaff pods, and other items would count against this storage. The Aegis variant of this ship has the same storage.

ANNEX #7R SHIPS ABLE TO PINWHEEL

NOT ELIGIBLE (C14.213): CAN, CPN.

ANNEX #7S SHIPS SUBJECT TO SHOCK (D23.0)

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
R3.127	Klingon MDW	Mauler	17
R4.113	Romulan FHP	**Mauler**	21
R11.78	Lyran NMC	Mauler	17

ANNEX #10 TACTICAL INTELLIGENCE HULL TYPE CLASSIFICATIONS

FEDERATION OF PLANETS SHIPS

NCA.....NCC, NCV*, NFC, NDC, NSR*, NAL, NHS, NAE.
NCV*.....NCV, NHV, NDS.
NSR*.....NSR.NRV.

KLINGON EMPIRE SHIPS

D5W.....DWL, DWV*, FDW, DWD, EDW, DWP, DWJ, DWS, DWN, DWA, MDW§, DWG*, DDW, ADW; Romulan KWR, KWS.
DWV*.....DWV, DWU, Romulan KWV.
DWG*.....DWG; distinguished from other D5W variants when pod is noted.

ROMULAN STAR EMPIRE SHIPS

FH.....FHB§, FHE§, FHC, RGB§, RGE§, RGC, FHP§.
See Also.....Klingon D5W, DWV.

KZINTI HEGEMONY SHIPS

NCA.....NCC, NCV, NCF, NCD, NSR, NRV, NPF, NDC§, NEC, NSC, NCG.

GORN CONFEDERATION SHIPS

DND.....DND.
CM*.....CMF, MSR, MSV, CMP, CMG, MDS, CMV, MSC.

THOLIAN HOLDFAST SHIPS

CAN*.....CAN§, CPN§.

ORION MERCHANT'S ASSOCIATION SHIPS

BRH.....BHV, BHP§.

HYDRAN KINGDOM SHIPS

NCA*.....IRC, MKI, MKV, IRF, MSR, MRV, MKF, DCS, MTG, MKE, VED.
Pallets.....on Llama (MTG) detected at level D.

ANDROMEDAN INVADERS' SHIPS

CQR.....CQR§.

LYRAN STAR EMPIRE SHIPS

NCA.....NCC, NCF, NSR, NPF§, NDS§, NMC§.
Pods.....on NSR detected at level D.
LDR ships.....Distinguished from Lyran ships at Level "I" when their phaser-Gs are discernable (assuming that they have phaser-Gs) or when other changes are noted.

INTERSTELLAR CONCORDIUM SHIPS

NCA.....NCA§, NCS§.

LYRAN DEMOCRATIC REPUBLIC SHIPS

NCA.....NCC, NCV§.

SELTORIAN TRIBUNAL SHIPS

NCA.....NCA, NVS.

TACTICAL INTELLIGENCE NOTES

* 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.

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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 Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
UNITED FEDERATION OF PLANETS														
NCC	42	10	170	5-6	1.00	2	3	D	2.106	175	8	20	9	
NCV	46	10	155	5-6	1.00	2+4	3	D	2.107	175	8	19	8	V, D%
NCF	40	10	163	5-6	1.00	2	3	D	2.108	175	8	21	8	
NDC	40	10	154	5-6	1.00	2	3	D	2.109	175	8	18	8	DB
NSR	42	12	149/120	5-6	1.00	2	3	D	2.110	175	8	16	8	•
NRV	41	6	159/130	5-6	1.00	1+2	3	D	2.110A	175	8	16	8	•, V
NDS	42	10	157/115	5-6	1.00	2+2+1	3	D	2.111	177	8	14	8	•, V, H, D%
NAL	40	10	140	5-6	1.00	2	3	D	2.112	175	8	19	8	UNV
NHV	42	10	150/130	5-6	1.00	2+1	3	D	2.113	177	8	18	8	•, V, H, D%
NHS	36	10	167/131	5-6	1.00	2	3	D	2.114	177	8	17	8	•
NAE	42	10	160	5-6	1.00	1+4	3	D	2.115	177	8	17	8	E, A, UNV
KLINGON EMPIRE														
DWL	48	14	160	5-6	1.00	1	3	B	3.116	175	7	21	9	
DWV	49	10	155/143	5-6	1.00	1+2	3	B	3.117	175	7	18	8	V, D%
FDW	45	12	169	5-6	1.00	1	3	B	3.118	175	7	22	8	
DWD	45	12	152	5-6	1.00	1	3	B	3.119	175	7	20	8	•, DB
EDW	40	14	169/149	5-6	1.00	1	3	B	3.120	188	7	18	8	•, Y2
DWP	49	10	165/140	5-6	1.00	1	3	B	3.121	179	7	18	8	•, P, Y2
DWU	45	12	161/111	5-6	1.00	1+2	3	B	3.122	179	7	16	8	•, V, P, D%
DWJ	45	12	154/135	5-6	1.00	1	3	B	3.123	175	7	21	7	
DWS	45	10	160/140	5-6	1.00	1	3	B	3.124	175	7	19	8	•
DWN	45	12	165/150	5-6	1.00	1	3	B	3.125	175	7	20	8	
DWA	45	12	158	5-6	1.00	1	3	B	3.126	175	7	20	8	
MDW	45	10	159	5-6	1.00	1	3	B	3.127	175	7	27	8	s, +
DWG	49	38	150/135	5-6	*	1	3	B*	3.128	175	7-8	17	8	T,TG
DDW	45	12	167	5-6	1.00	1	3	B	3.129	175	7	20	8	

Note that all D5Ws, and most D5W variants (exception being the DWU) have a special form of limited aegis. See ship descriptions and (D13.4).

ROMULAN STAR EMPIRE														
NEW SERIES ("HAWK") SHIPS BUILD DURING THE GENERAL WAR														
FH-B	42	10	174/159	5-6	1.00	1+2	3	C	4.107	174	8	17	8	V
FH-E	42	8	172	5-6	1.00	1	3	C	4.108	182	8	17	8	P,•
FH-C	44	12	179/163	5-6	1.00	1	3	C	4.109	171	8	17	8	•
RG-B	42	10	174/159	5-6	1.00	1+2	3	C	4.110	174	8	17	8	V
RG-E	42	8	172	5-6	1.00	1	3	C	4.111	182	8	17	8	P, •
RG-C	44	12	179/163	5-6	1.00	1	3	C	4.112	173	8	17	8	•
FH-P	44	8	180	5-6	1.00	1	3	C	4.113	172	8	24	8	s, +
K-SERIES ("KESTREL") SHIPS PURCHASED FROM THE KLINGONS														
KWR	41	12	161	5-6	1.00	1	3	B	4.114	175	7	19	8	L
KWS	41	10	171/151	5-6	1.00	1	3	B	4.115	175	7	18	8	•, L
KWV	49	12	149/139	5-6	1.00	1+2	3	B	4.116	176	7	18	8	V, L. UNV
KZINTI HEGEMONY														
NCC	43	20	145	5-6	1.00	2	3	C	5.84	175	7	22	9	
NCV	41	16	132	5-6	1.00	2+2	3	C	5.85	175	7	19	8	V, D%
NCF	40	18	144	5-6	1.00	2	3	C	5.86	175	7	23	8	
NCD	40	18	127	5-6	1.00	2	3	C	5.87	175	7	19	8	•, DB
NSR	40	9	134/114	5-6	1.00	4	3	C	5.88	188	7	17	8	•, Y2
NRV	40	9	142/122	5-6	1.00	2+2	3	C	5.88A	188	7	17	8	•, V, Y2
NPF	41	16	130	5-6	1.00	2	3	C	5.89	179	7	17	8	P,•
NDC	40	18	135/105	5-6	1.00	2+2	3	C	5.90	179	7	18	9	P, V, •, D%
NEC	40	18	132	5-6	1.00	2	3	C	5.91	175	7	21	8	E,A
NSC	39	16	140/120	5-6	1.00	2	3	C	5.92	175	7	20	8	•
NCG	48	44	130/115	5-6	1.00	2	3	C	5.93	175	7	17	8	T
GORN CONFEDERATION														
CMF	42	14	170	5-6	1.00	2	3	D	6.71	173	8	20	8	
MSR	42	14	168/148	5-6	1.00	2	3	D	6.72	175	8	17	8	•, UNV
MSV	42	14	176/156	5-6	1.00	1+1	3	D	6.72A	175	8	17	8	v,•
CMP	42	12	176/156	5-6	1.00	1	3	D	6.73	182	8	18	8	•, P
CMG	48	34	165/146	5-6	1.00	2	3	D	6.74	175	8	17	8	T
MDS	46	8	170/130	5-6	1.00	2+2	3	D	6.75	182	8	17	8	•, P,V
CMV	42	12	166/151	5-6	1.00	2+2	3	D	6.76	175	8	18	8	V
MSC	40	12	180/150	5-6	1.00	2	3	D	6.77	175	8	18	8	•
DND	61	28	200	3-6	1.50	2	2	E	6.78	172	12	27	10	CJ-UNV

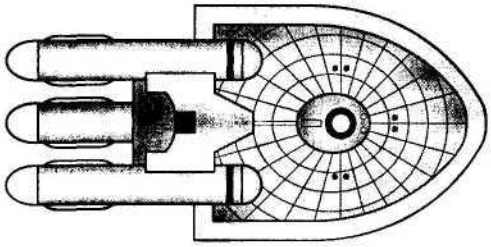
Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
THOLIAN HOLDFAST														
CAN	34	10	140	4-6	1.00	1	3	C	7.50	180	6	18	8	
CPN	34	10	140	4-6	1.00	1	3	C	7.51	180	6	18	8	
ORION MERCHANTS' ASSOCIATION														
BHV	34	10	150	5-6	1.00	1+2	3	B	8.45	175	7	27	8	V, D%
BHP	30	10	155	5-6	1.00	2	3	B	8.46	180	7	27	8	P
HYDRAN KINGDOM														
IRC	40	18	150	5-6	1.00	2+1	3	C	9.93	176	9	20	9	V
MKI	40	18	138	5-6	1.00	2+3	3	C	9.94	176	9	19	9	V
MKV	40	10	118/108	5-6	1.00	1+3	3	C	9.95	176	9	16	8	V
IRF	36	14	148	5-6	1.00	2+1	3	C	9.96	176	9	22	8	V
MSR	33	12	125/95	5-6	1.00	2+1	3	C	9.97	176	9	16	8	•, V, UNV
MRV	33	12	133/103	5-6	1.00	2+1	3	C	9.97A	176	9	16	8	•, V, UNV
MKP	40	10	124/119	5-6	1.00	2	3	C	9.98	180	9	16	8	•, P, UNV
DCS	40	8	150/110	5-6	1.00	1+3	3	C	9.99	180	9	15	8	•, V, P
MTG	22	6	129/89	4-6	*	2+1	3	*	9.100	176	9	16	8	V,TG
MKE	35	12	123	5-6	1.00	2+2	3	C	9.101	176	9	18	8	V, E, A, UNV
VED	35	12	130/115	5-6	1.00	1+1	3	C	9.102	177	9	16	8	•, V, H
ANDROMEDAN INVADERS														
CQR	22	10	255	6	1.00	-	3	C	10.60	175	18	30	8	CJ
LYRAN STAR EMPIRE														
NCC	43	20	165	5-6	1.00	1	3	c	11.73	175	8	21	9	UNV
NCF	40	12	168	5-6	1.00	1	3	c	11.74	175	8	21	8	
NSR	34	8	151/128	3-6	*	1	3	*	11.75	175	8	19	8	•, TG, UNV
NPF	42	10	166/136	5-6	1.00	1	3	c	11.76	178	9	19	8	•, P
NDS	43	20	154/105	5-6	1.00	2+4	3	c	11.77	178	9	17	9	•, V, P, D%, UNV
NMC	42	10	173	5-6	1.00	1	3	c	11.78	175	8	27	8	S,+
INTERSTELLAR CONCORDIUM														
NCA	46	14	185	5-6	1.00	2	3	D	13.67	189	8	22	8	
NCS	46	14	195	5-6	1.00	2	3	D	13.68	189	8	22	8	
LYRAN DEMOCRATIC REPUBLIC														
NCC	43	20	169	5-6	1.00	1	3	C	14.40	177	8	21	9	
NCV	46	12	148/128	5-6	1.00	2+4	3	C	14.41	177	8	19	9	V
SELTORIAN TRIBUNAL														
NCA	50	20	142	4-6	1.00	1+1	3	D	15.31	185	8	18	8	
NVS	56	20	157	4-6	1.00	1+1+4	3	D	15.32	185	8	18	8	V

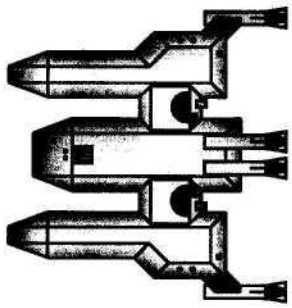
NOTE: Seltorian spare shuttles are listed as spare shuttle + spare GAS + spare fighter.

NOTE: Listing of spare shuttles is: Shuttles, Fighters, Heavy Fighters.
For ships that do not carry single space fighters, the listing is: Shuttles, Heavy Fighters.

R10 RULEBOOK

A complete copy of SFB Module R10 includes one 48-page rulebook (this book),
one 80-page SSD book, one sheet of 108 die-cut counters, and a color cover sheet.
None of the rules, systems, weapons, or ships included in this product are authorized for use in sanctioned tournaments.





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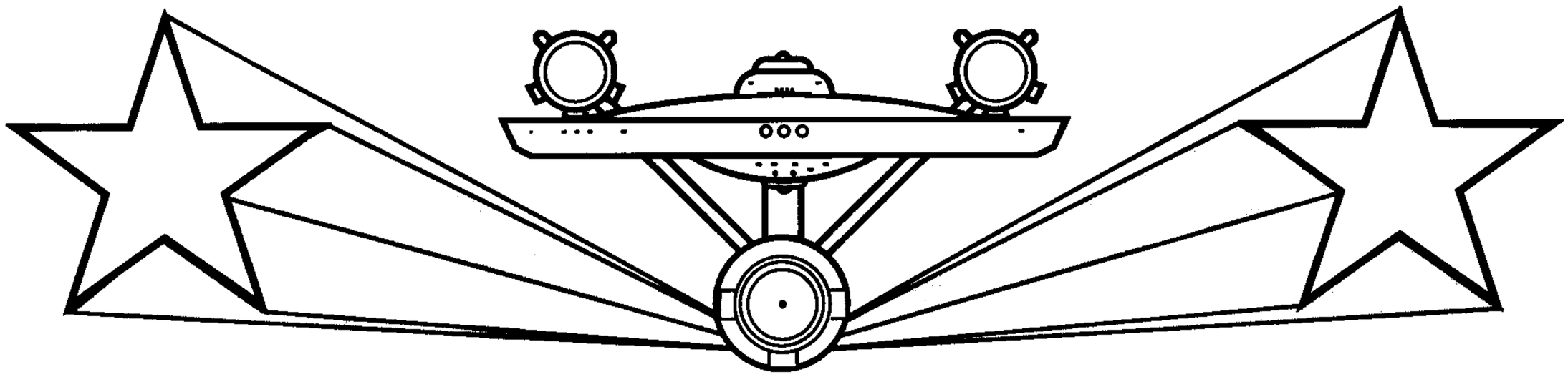
STAR FLEET BATTLES



☆ MODULE R10 — SSD BOOK ☆

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ANDROMEDAN CONQUEROR NEW HEAVY CRUISER

CREW UNITS [ ][ ][ ][*][ ][ ][ ][ ][10][20]

PROBES [ ][ ][ ][ ][5]

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

TRANSPORTER BOMBS [ ][ ][ ][ ] [D][D][D][D]

SHIP DATA TABLE

TYPE	=	CQR
POINT VALUE	=	255
BREAKDOWN	=	6
PA COST	=	6/10
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R10.60

CNTR [ ]

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TRACTOR-REPULSOR BEAM TABLE (HEAVY)

DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	20	20	18	12	8	3
2	20	20	15	9	5	2
3	20	18	12	6	3	1
4	20	15	9	3	2	0
5	18	12	6	2	1	0
6	15	9	3	1	0	0

TRACTOR-REPULSOR BEAM TABLE (LIGHT)

DIE 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

DISPLACEMENT DEVICE TABLE

RANGE	0	1-2	3-15	16-22	23-31	32-50
SUCCESS	-	1-5	1-4	1-3	1-2	1
FAILURE	1-6	6	5-6	4-6	3-6	2-6

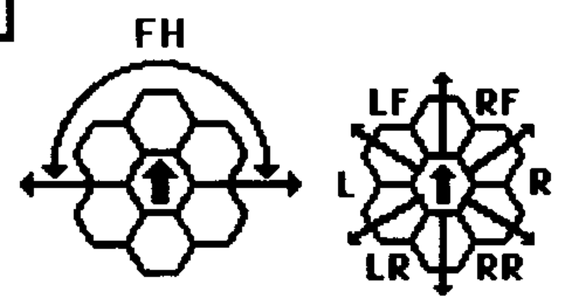
TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET [ ]	4	15-20
	5	21-27
BD [ ][ ]	6	28+

OPERATES AS ONE INTEGRATED UNIT. SECTIONS CANNOT SEPARATE BY ANY MEANS.

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

LS = LF + L + LR
RS = RF + R + RR

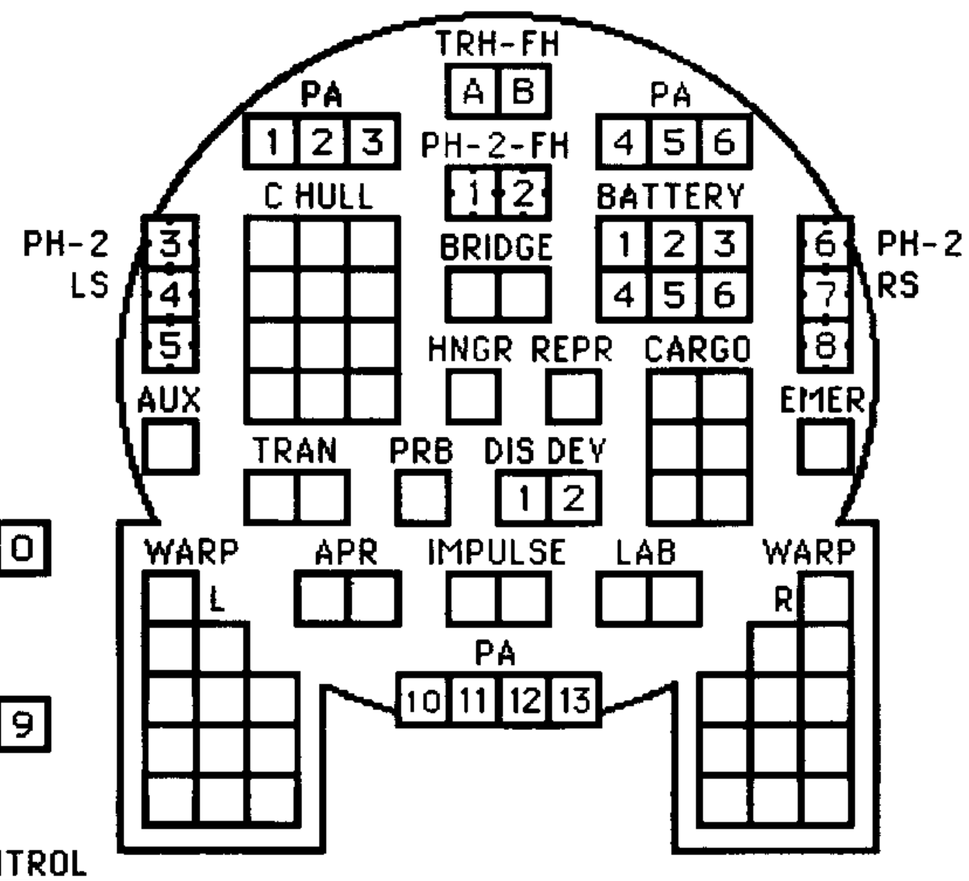


SENSOR [6][5][3][1][0]

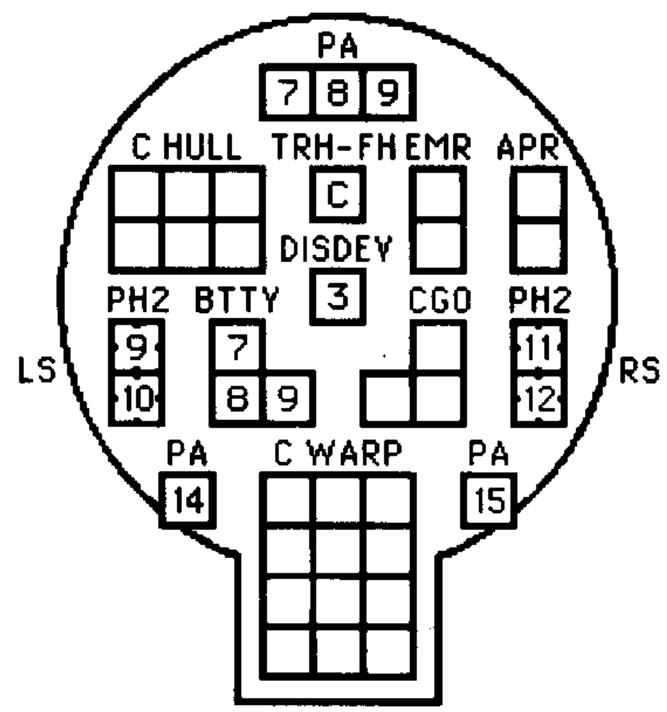
SCANNER [0][1][3][5][9]

DAMAGE CONTROL [4][2][2][2][0]

EXCESS DAMAGE [ ][ ][ ][ ][ ]



LOWER DECK



MOVEMENT COST = 1
HET COST = 5
EM COST = 6

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FEDERATION NEW HEAVY COMMAND CRUISER

CREW UNITS

			*					
								10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

BOARDING PARTIES: 10

TRANSPORTER BOMBS: D D D D

PROBES: 5

SHIP DATA TABLE

TYPE	=	NCC
POINT VALUE	=	170
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.106

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE	SPEED
D 1	2-4
2	5-8
3	9-12
HET 4	13-17
5	18-24
BD 6	25+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

ANTI-DRONE TABLE

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

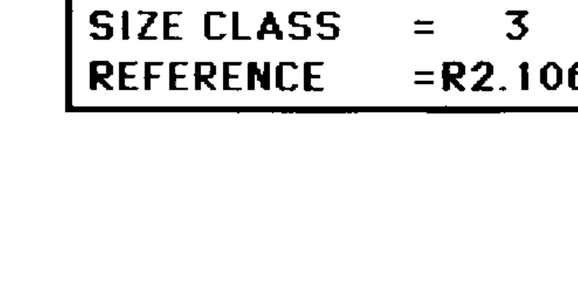
DRONE RACKS

1									G
2									G

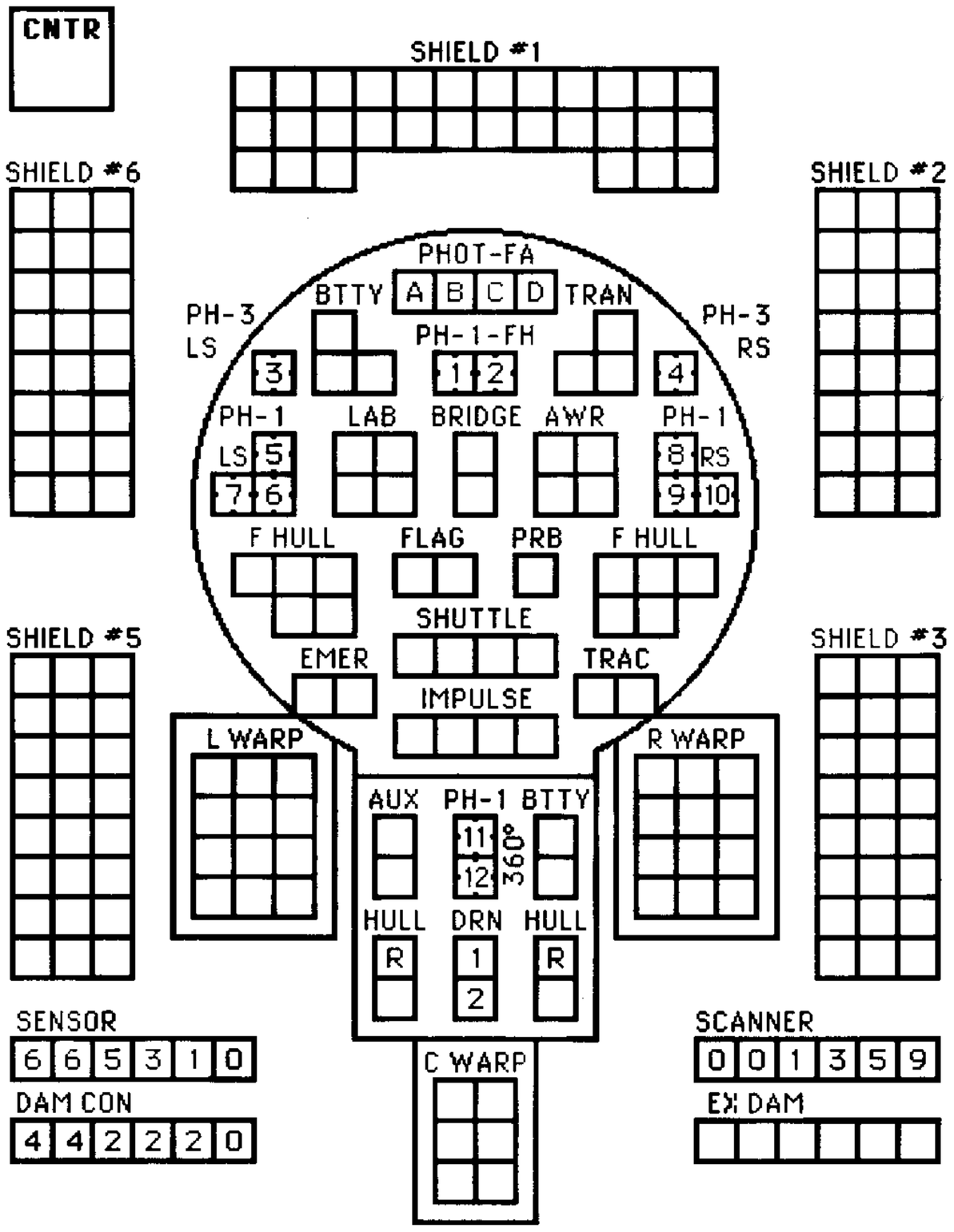
RACKS HAD THREE RELOADS.
ONE RELOAD IS ENTIRELY ADDs.

PHOTON TORPEDO TABLE

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



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR



MOVEMENT COST = 1
HET COST = 5
EM COST = 6

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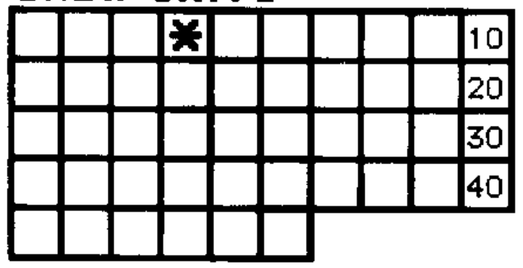
FEDERATION NEW ATTACK CARRIER

CREW UNITS



ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

BOARDING PARTIES

TRANSPORTER BOMBS

DECK CREWS

PROBES

SHIP DATA TABLE

TYPE	= NCV
POINT VALUE	= 155
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	=R2.107

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

TURN MODE	SPEED
D 1	2-4
2	5-8
3	9-12
HET 4	13-17
5	18-24
BD 6	25+

TYPE III DEFENSE PHASER

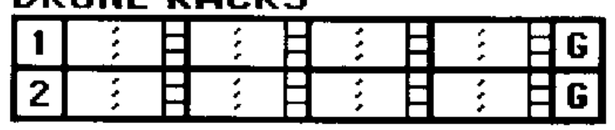
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

F-18C FIGHTERS
2XPH-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15
BPV = 12

ANTI-DRONE TABLE

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

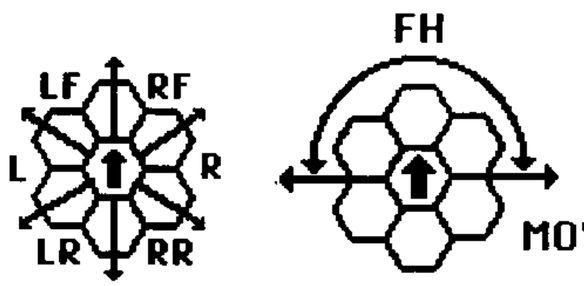
DRONE RACKS



RACKS HAD THREE RELOADS.
ONE RELOAD IS ENTIRELY ADDs.

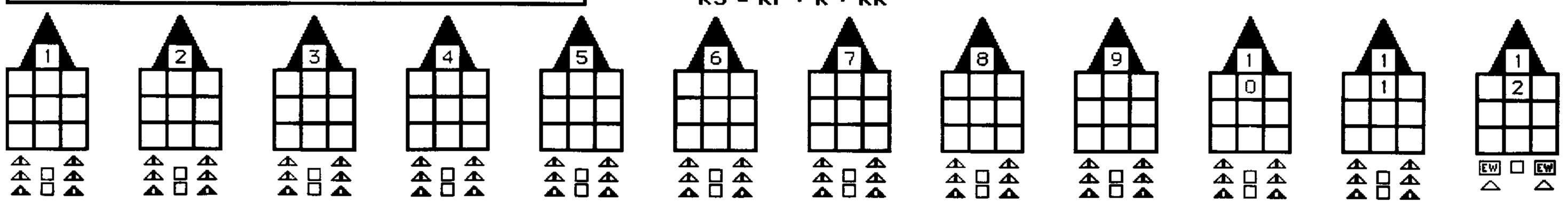
PHOTON TORPEDO TABLE

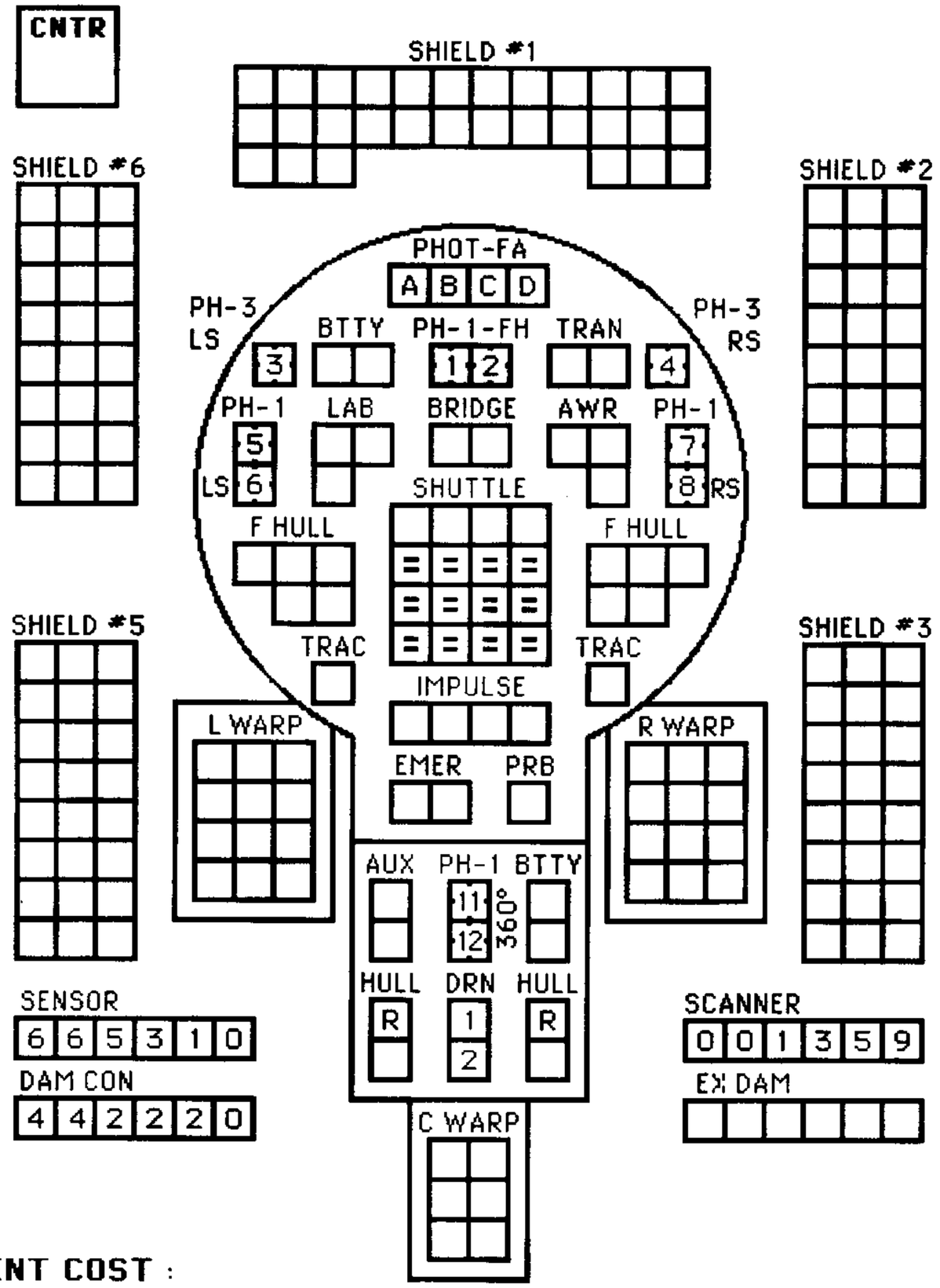
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE,STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DMGE,OVERLOAD	------VARIES------				NA	NA



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

MOVEMENT COST :
HET COST = 5
EM COST = 6





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FEDERATION NEW FAST CRUISER

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

									10

PROBES

				5

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	NCF
POINT VALUE	=	163
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.108

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE	SPEED
D 1	2-4
2	5-8
3	9-12
HET 4	13-17
5	18-24
BD 6	25+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

ANTI-DRONE TABLE

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

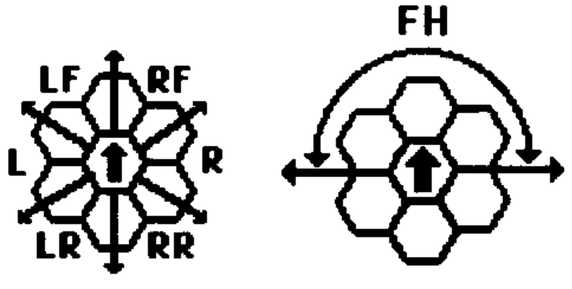
DRONE RACKS

1							G
2							G

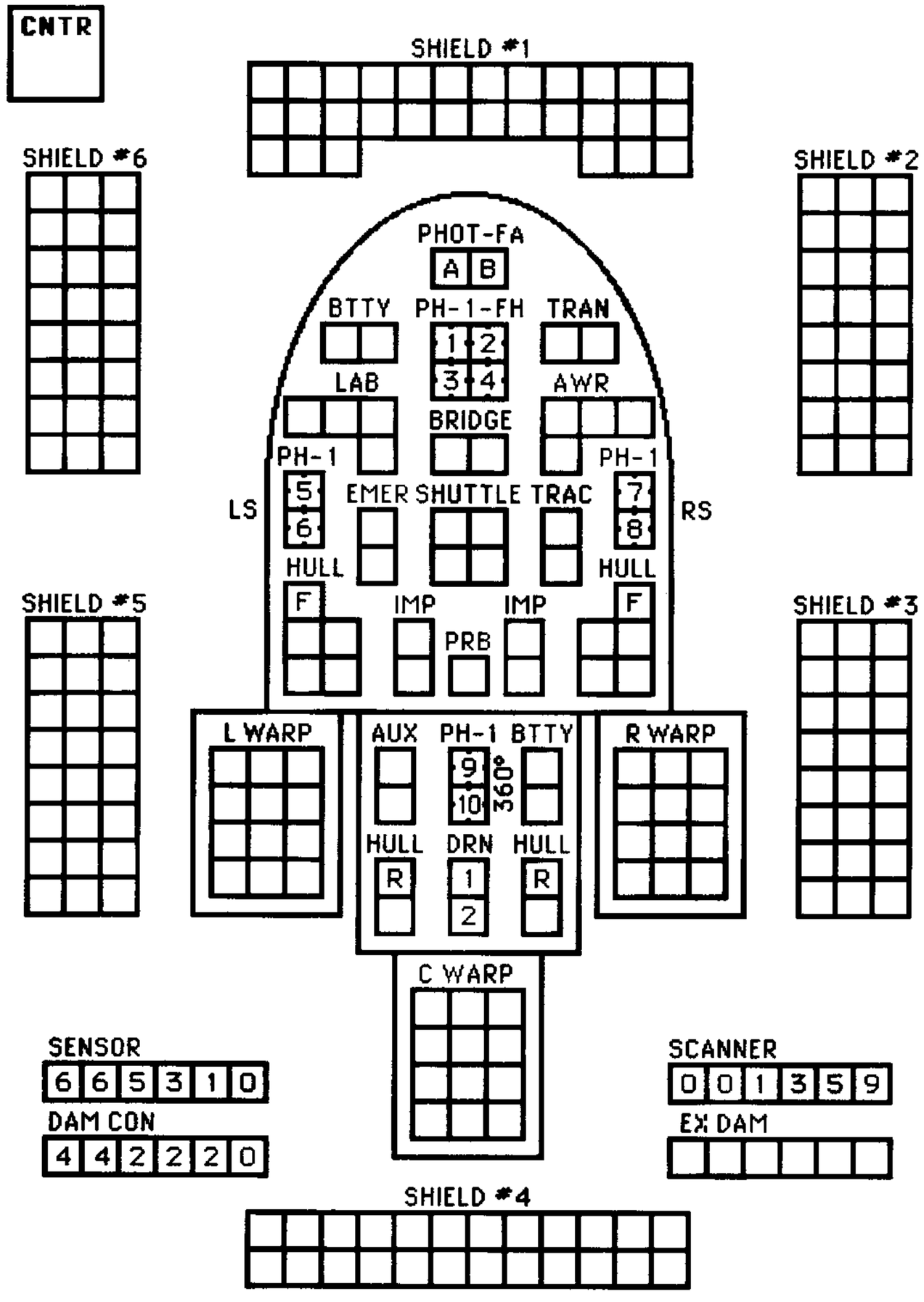
RACKS HAD THREE RELOADS.
ONE RELOAD IS ENTIRELY ADDs.

PHOTON TORPEDO TABLE

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



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR



MOVEMENT COST = 1
HET COST = 5
EM COST = 6

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FEDERATION NEW HEAVY DRONE CRUISER

CREW UNITS

			*					
								10
								20
								30
								40

BOARDING PARTIES

									10

PROBES

				5

ADMINISTRATIVE SHUTTLES

	HIT POINTS						NOTES

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	NDC
POINT VALUE	=	154
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.109

TYPE I OFFENSIVE PHASER TABLE

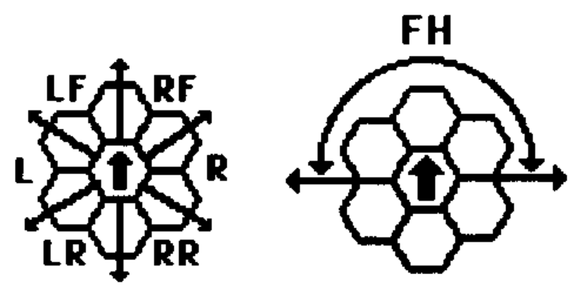
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

ANTI-DRONE TABLE

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



LS = LF + L + LR
RS = RF + R + RR

TURN	MODE	SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+

DRONE RACKS

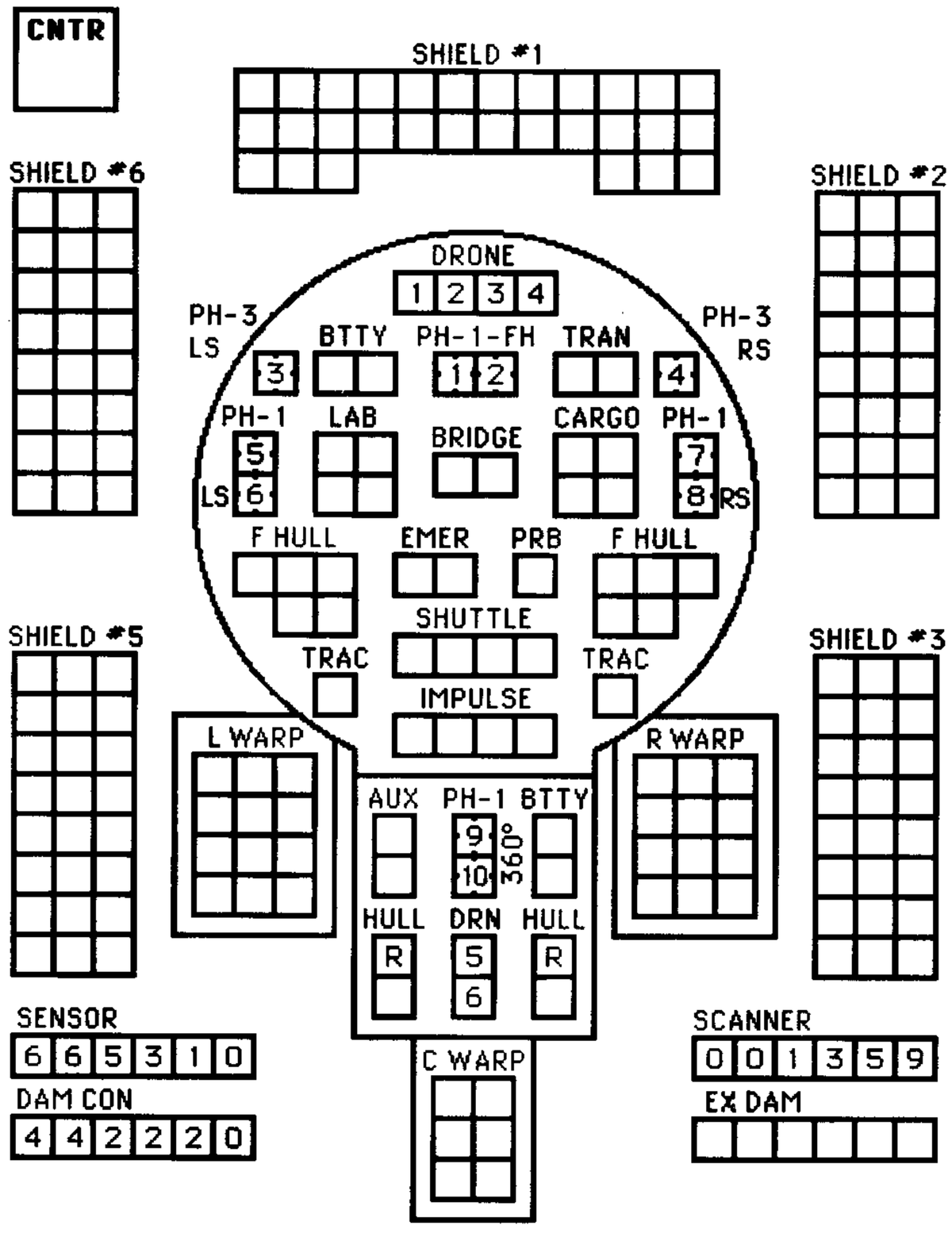
1								B
2								B
3								B
4								B

TYPE-B RACKS ALWAYS HAD DOUBLE RELOADS.

5	⋮	⋮	⋮	⋮	⋮	⋮	G
6	⋮	⋮	⋮	⋮	⋮	⋮	G

TYPE-G RACKS ALWAYS HAD THREE RELOADS. ONE RELOAD IS ENTIRELY ADDs.
THE ABOVE DATA IS IN ADDITION TO DRONES STORED IN THE CARGO BOXES.

THIS SHIP HAS THE ABILITY TO CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.



MOVEMENT COST = 1
HET COST = 5
EM COST = 6

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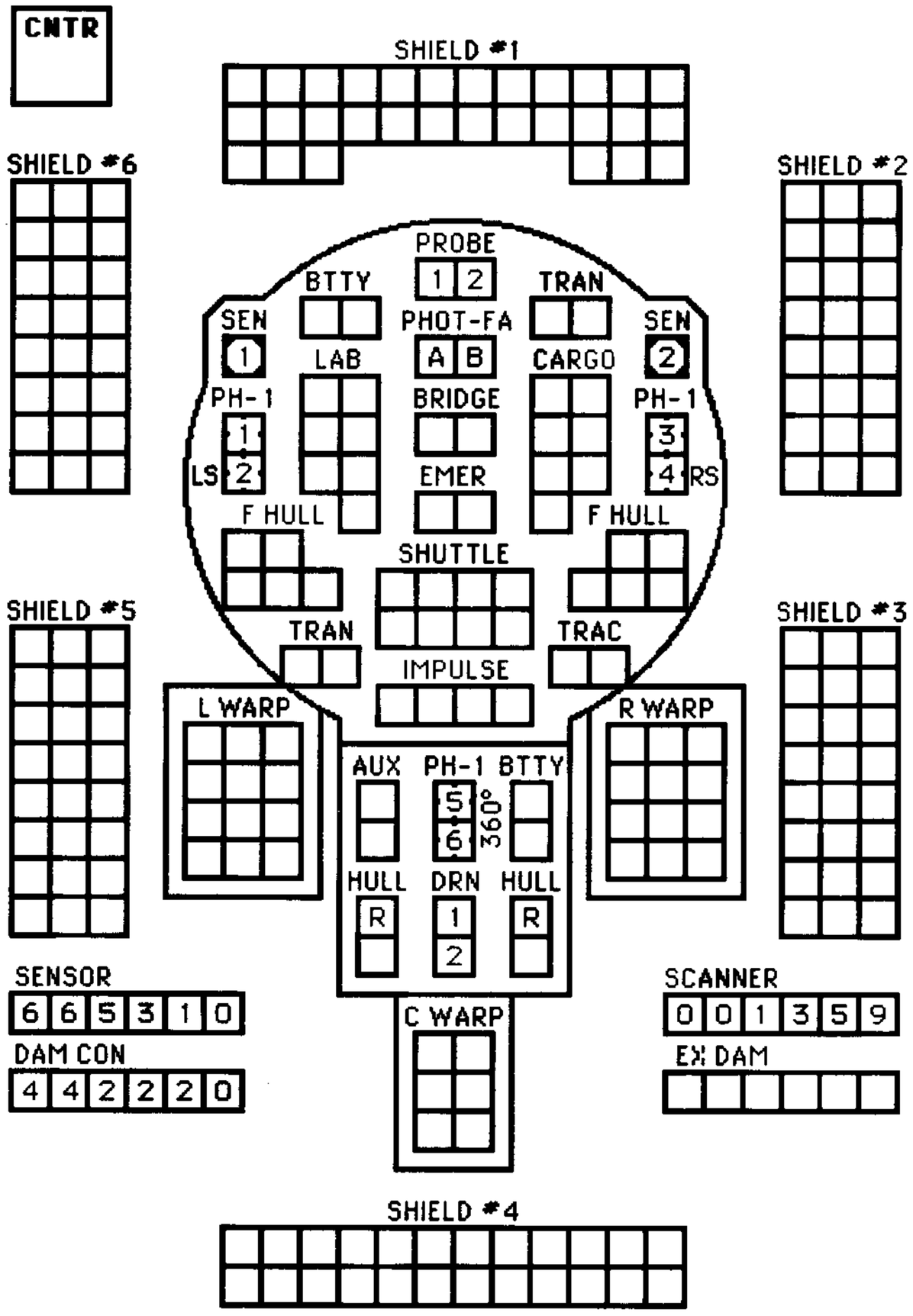
FEDERATION NEW SURVEY CRUISER



MOVEMENT COST = 1
HET COST = 5
EM COST = 6

CREW UNITS

			*					10
								20
								30
								40

BOARDING PARTIES

								10

PROBES

1									10
2									10

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	= NSR
POINT VALUE	=149/120
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.110

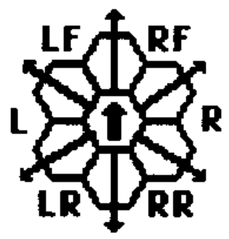
TRANSPORTER BOMBS

				D	D	D	D

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

PHOTON TORPEDO TABLE

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



TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

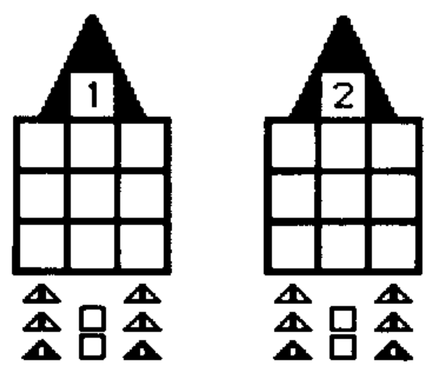
SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

WARTIME FIGHTER DEPLOYMENT

(REPLACE 2 ADMIN)



F-18C FIGHTERS
2XPH-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15
BPV = 12

DECK CREWS

	2

ANTI-DRONE TABLE

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

DRONE RACKS

1							G
2							G

THREE RELOADS (ONE IS ENTIRELY ADDs).

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FEDERATION NEW DIVISION CONTROL SHIP

CREW UNITS

			*						10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS [ ][ ][ ][ ] [D][D][D][D]

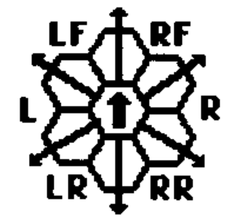
BOARDING PARTIES [ ][ ][ ][ ][ ][ ][ ][ ] 10

PROBES [ ][ ][ ][ ][5]

DECK CREWS

									10
									20

LS = LF + L + LR
RS = RF + R + RR



SHIP DATA TABLE

TYPE	=	NDS
POINT VALUE	=	157/115
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.111

CNTR

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

TURN MODE	SPEED
D 1	2-4
2	5-8
3	9-12
HET 4	13-17
5	18-24
BD 6	25+

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

THIS SHIP CAN USE (R2.R5) TO FILL ITS CARGO BOXES.

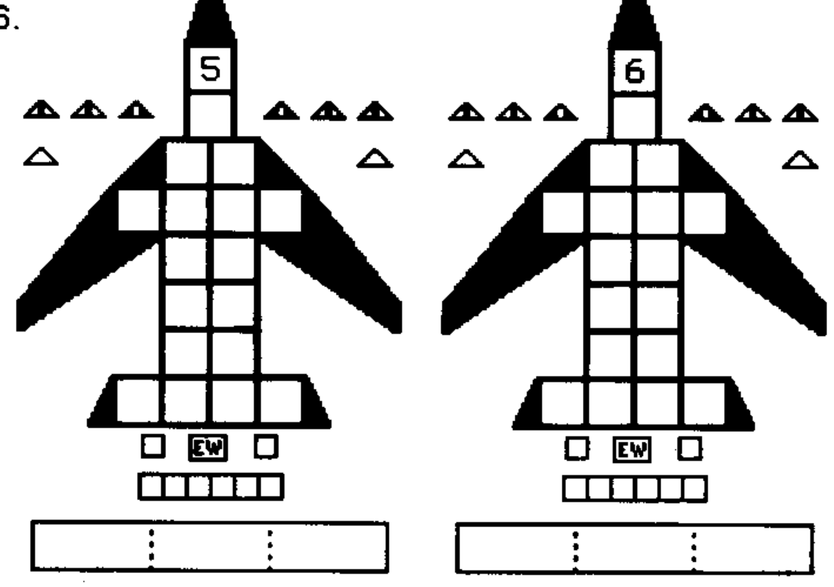
ANTI-DRONE TABLE

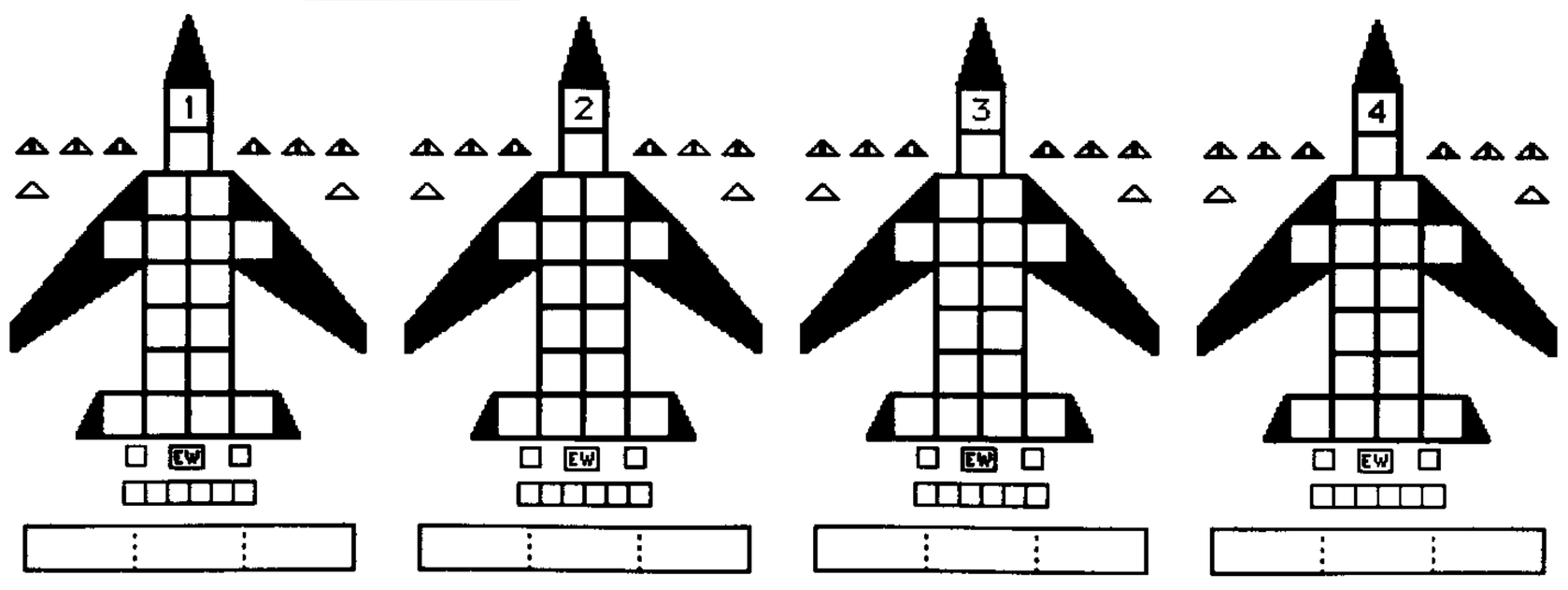
RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-

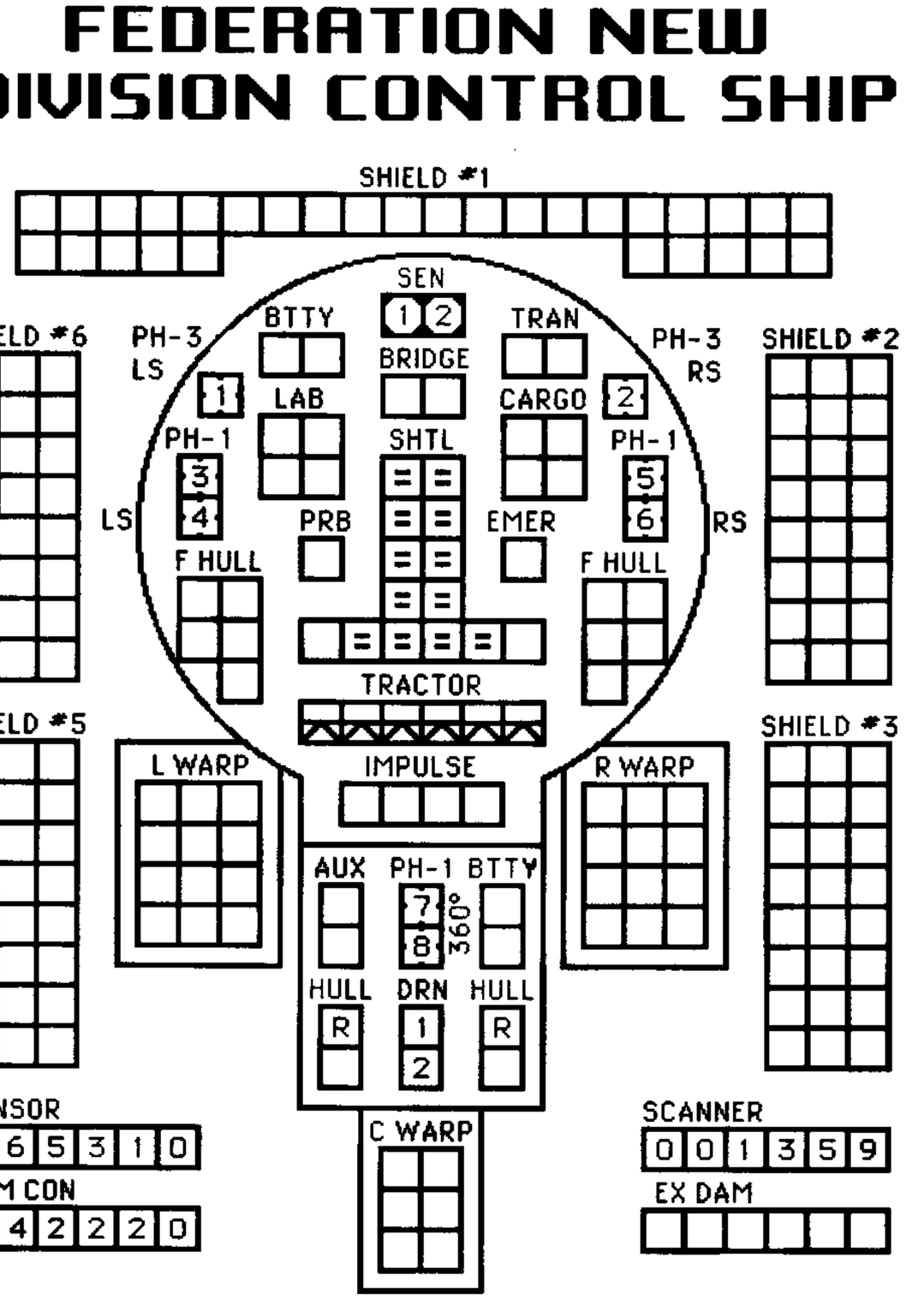
TYPE III DEFENSE PHASER

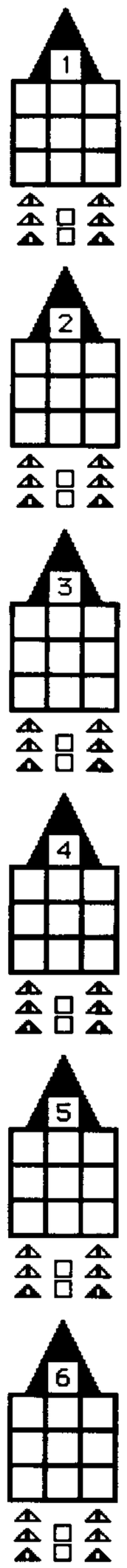
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

F-111 FIGHTERS
1xPH-G-FX
1xPH-2-FA
1xPH-3-RA
DFR = 0
CRIPPLED = 12
SPEED = 15
BPV = 19









TYPE II PHASER (FTR)

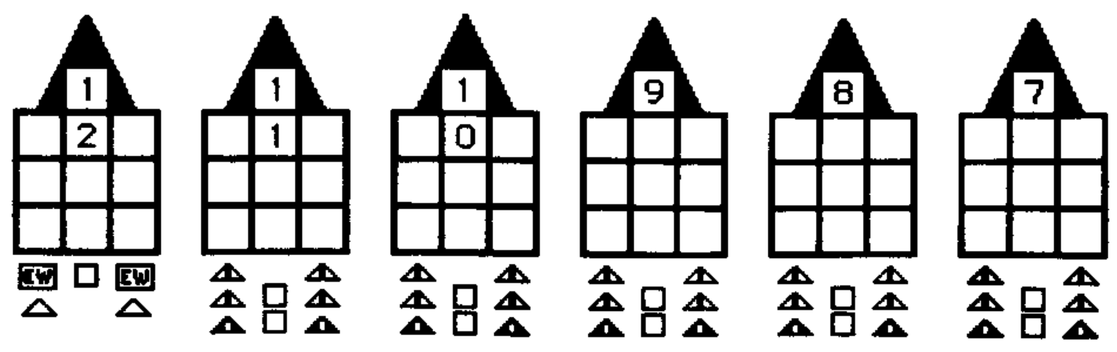
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	6	5	5	4	3	2
2	6	5	4	4	2	1
3	6	4	4	4	1	1
4	5	4	4	3	1	0
5	5	4	3	3	0	0
6	5	3	3	3	0	0

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

DRONE RACKS

1	:	:	:	:	:	:	G	
2	:	:	:	:	:	:	G	

RACKS HAD THREE RELOADS.
ONE RELOAD IS ENTIRELY ADDs.



F-18C FIGHTERS
2XPH-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15
BPV = 12

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FEDERATION NEW PLASMA CRUISER

CNTR

CREW UNITS

			*						
									10
									20
									30
									40

BOARDING PARTIES

									10

PROBES

				5

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	NAL
POINT VALUE	=	140
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.112

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PHOTON TORPEDO TABLE

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

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
BOLT	1-4	1-3	1-2		

TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+

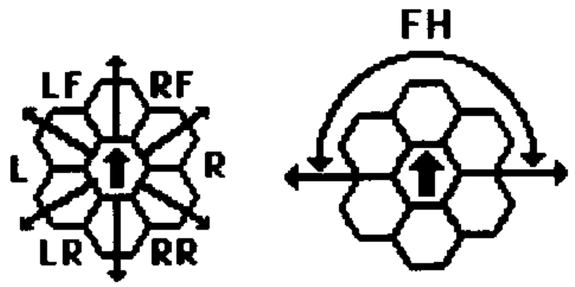
ANTI-DRONE TABLE

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

DRONE RACKS

1	:	:	:	:	:	:	G
2	:	:	:	:	:	:	G

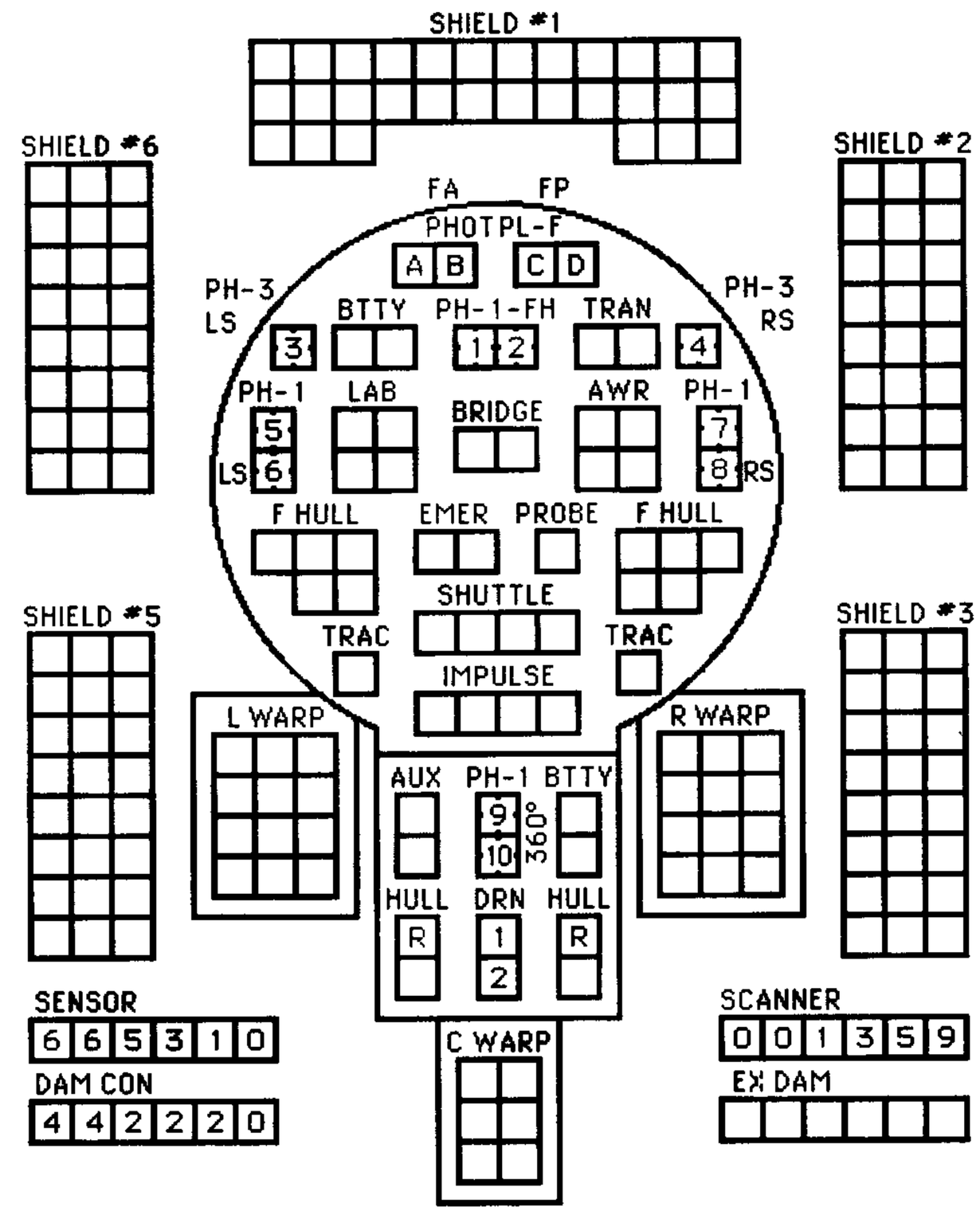
RACKS HAD THREE RELOADS.
ONE RELOAD IS ENTIRELY ADDs.



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

PSEUDO-PLASMA TORPEDOES

C F D F



MOVEMENT COST = 1
HET COST = 5
EM COST = 6

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FEDERATION NEW HEAVY FIGHTER CARRIER

CREW UNITS

		*							10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

				D	D	D	D

BOARDING PARTIES

									10

DECK CREWS

									10

THIS SHIP CAN USE (R2.R5) TO FILL ITS CARGO BOXES.

PROBES

			5

SHIP DATA TABLE

TYPE	=	NHV
POINT VALUE	=	150/130
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.113

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

TYPE II PHASER (FTR)

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	6	5	5	4	3	2
2	6	5	4	4	2	1
3	6	4	4	4	1	1
4	5	4	4	3	1	0
5	5	4	3	3	0	0
6	5	3	3	3	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PHOTON TORPEDO TABLE

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

ANTI-DRONE TABLE

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

DRONE RACKS

1								G
2								G

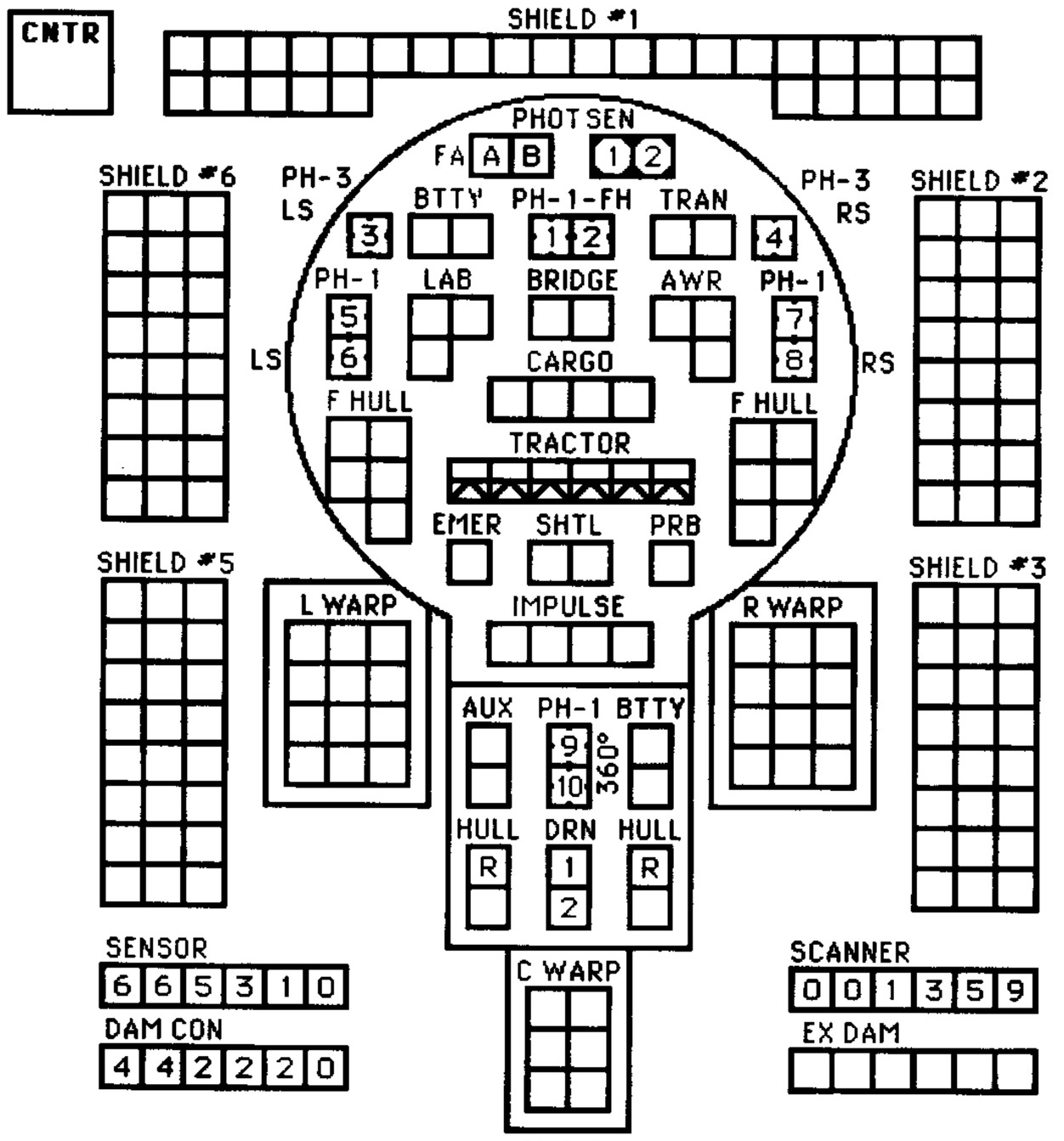
RACKS HAD THREE RELOADS.
ONE RELOAD IS ENTIRELY ADDs.

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

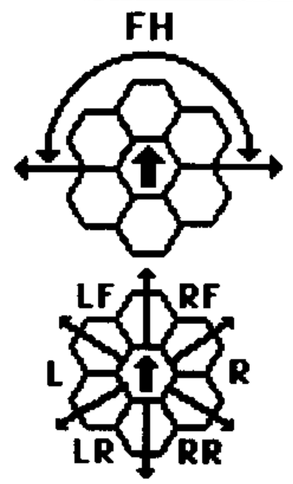
TURN MODE	SPEED
D 1	2-4
2	5-8
HET 3	9-12
4	13-17
BD 5	18-24
6	25+

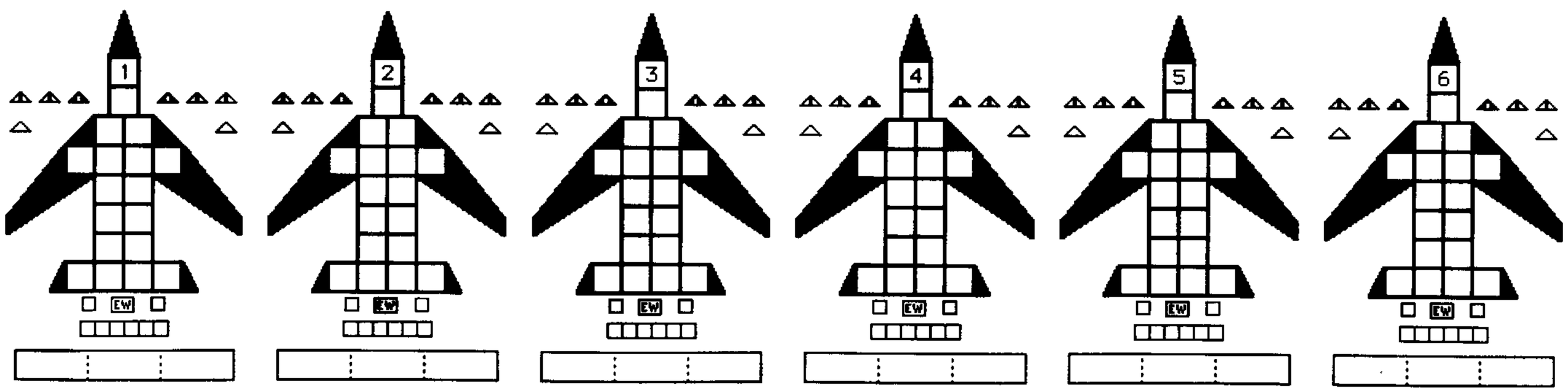
SPECIAL SENSORS DESTROYED ON "TORPEDO" DAMAGE POINTS.



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

MOVEMENT COST = 1
HET COST = 5
EM COST = 6





F-111 FIGHTER DATA
1xPH-G-FX
1xPH-2-FA
1xPH-3-RA
DOGFIGHT RATING = 0
CRIPPLED RATING = 12
SPEED = 15
BPV = 19

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FEDERATION NEW HEAVY SCOUT CRUISER

CREW UNITS

			*						10
									20
									30

BOARDING PARTIES

									10

PROBES

				5

TRANSPORTER BOMBS

				D	D	D	D	

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

DRONE RACKS

1	:	:	:	:	:	:	G
2	:	:	:	:	:	:	G

RACKS HAD THREE RELOADS.
ONE RELOAD IS ENTIRELY ADDs.

SHIP DATA TABLE

TYPE	= NHS
POINT VALUE	=167/131
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.114

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SCOUT FUNCTIONS SUMMARY

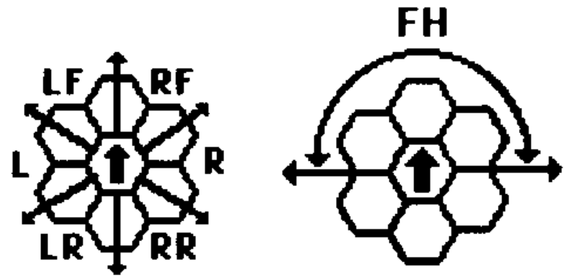
21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS #1-#4 ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.
SPECIAL SENSORS #5-#8 ARE DESTROYED ON "PHASER" DAMAGE POINTS.

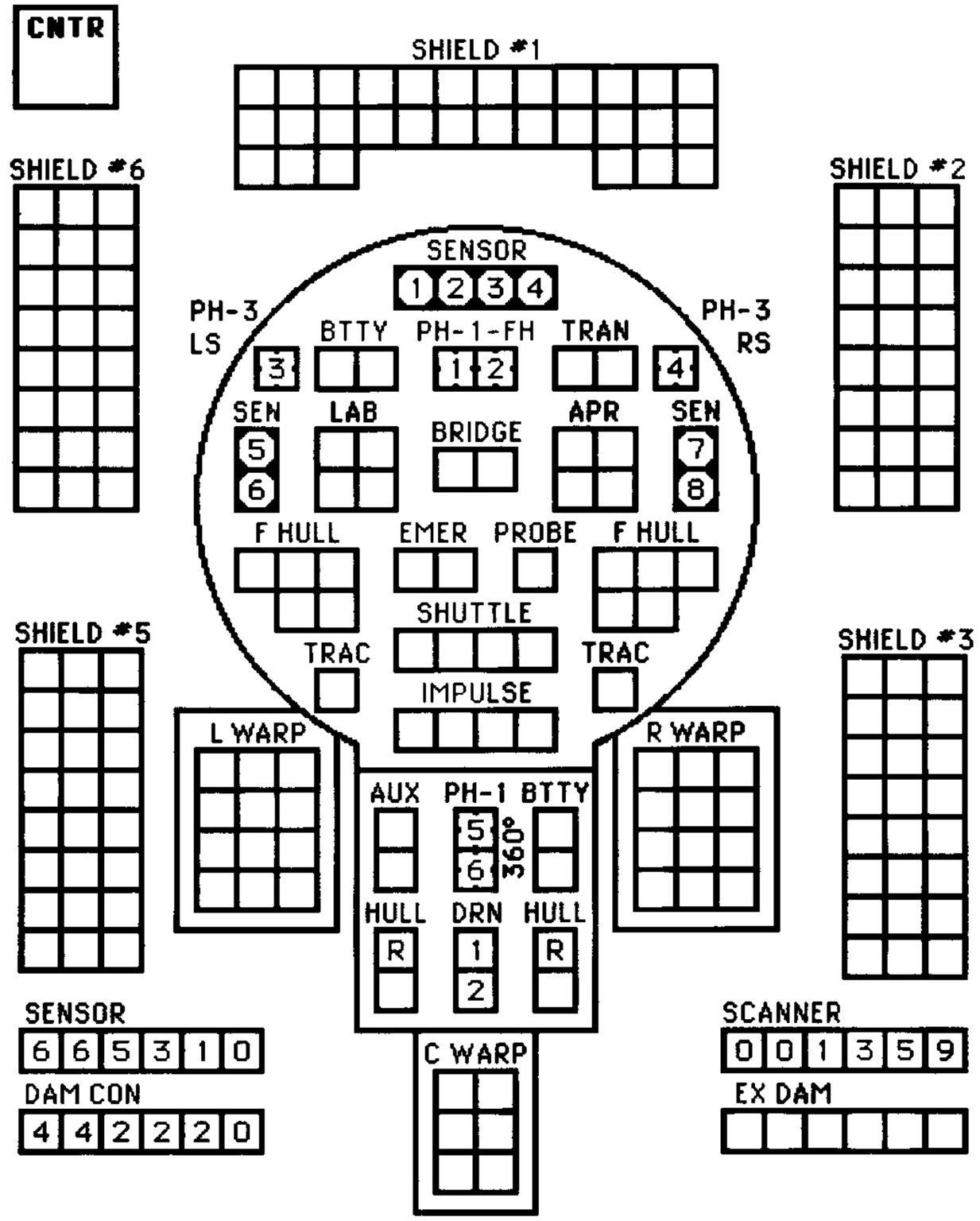
TURN MODE	SPEED
D 1	2-4
2	5-8
3	9-12
HET 4	13-17
5	18-24
BD 6	25+

ANTI-DRONE TABLE

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



LS = LF + L + LR
RS = RF + R + RR



MOVEMENT COST = 1
HET COST = 5
EM COST = 6

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FEDERATION NEW HEAVY ESCORT CRUISER

CREW UNITS

			*						10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

DECK CREWS

	2

PROBES

					5

SHIP DATA TABLE

TYPE	=	NAE
POINT VALUE	=	160
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.115

INCLUDES FULL AEGIS

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

TURN MODE	SPEED
D 1	2-4
2	5-8
3	9-12
HET 4	13-17
5	18-24
BD 6	25+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

AS A CARRIER ESCORT, THIS SHIP HAS DECK CREWS AND READY RACKS TO SERVICE THE FIGHTERS FROM THE CARRIER. IT HAS NO FIGHTERS OF ITS OWN.

SEE (R2.R5) FOR STORAGE DATA.

ANTI-DRONE TABLE

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

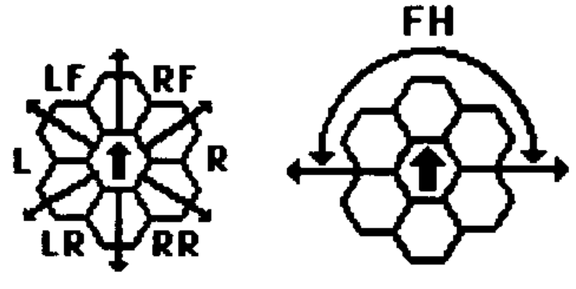
DRONE RACKS

1						G
2						G
3						G
4						G

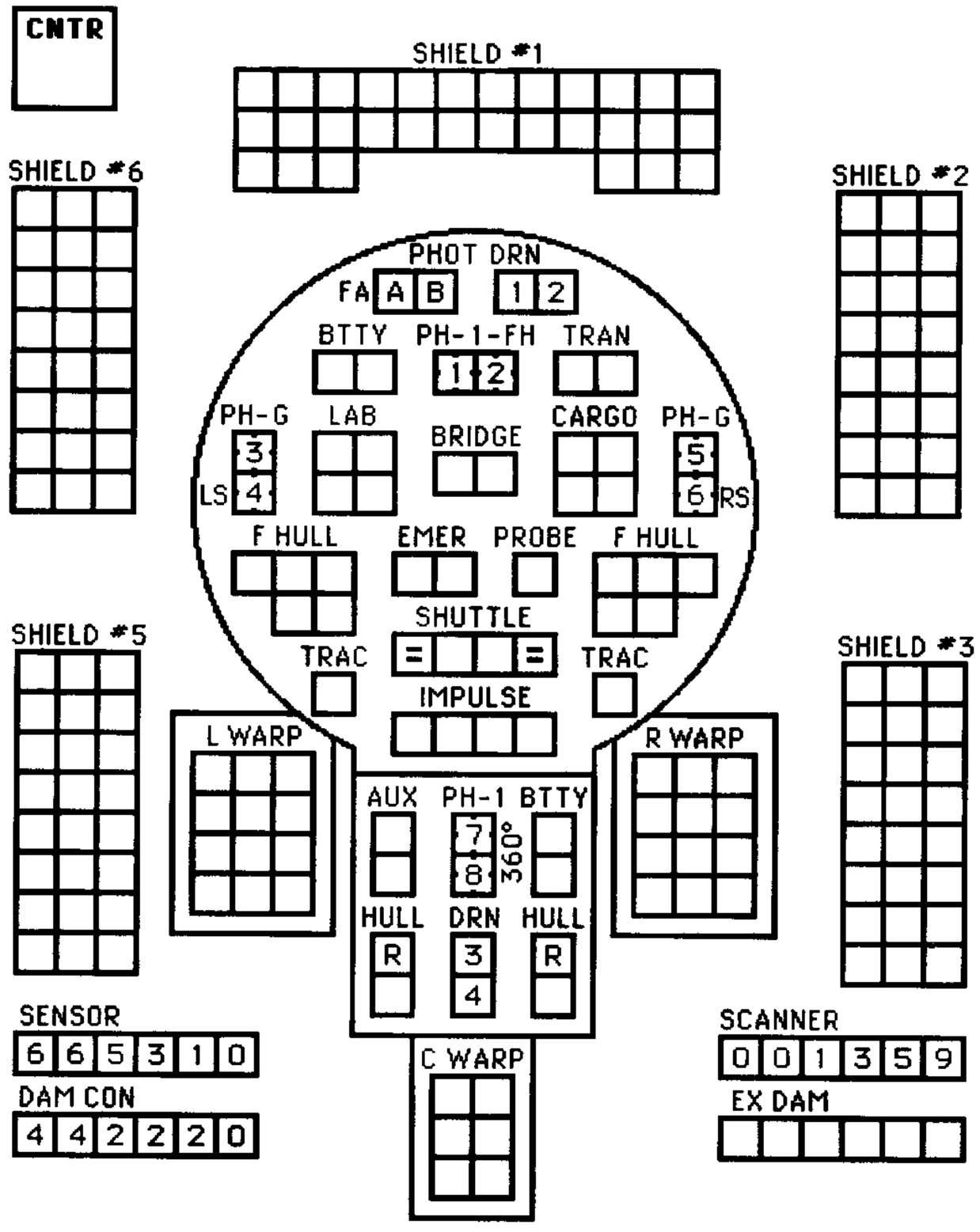
RACKS HAVE THREE RELOADS. ONE RELOAD IS ENTIRELY ADDs.

PHOTON TORPEDO TABLE

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



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR



MOVEMENT COST = 1
HET COST = 5
EM COST = 6

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KLINGON DWL NEW COMMAND CRUISER

CREW UNITS

			*					
								10
								20
								30
								40

BOARDING PARTIES

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	DWL
POINT VALUE	=	160
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.116

1 UIM STANDARD

CNTR

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

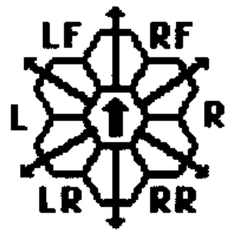
HIT & RUN
UIM
DERFACS

TURN MODE	SPEED
1	2-5
2	6-10
3	11-15
4	16-21
5	22-28
6	29+

B
HET
BD

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0



FX = L + LF + RF + R

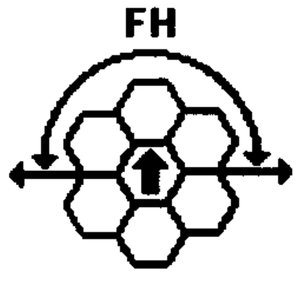
TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DRONE RACKS

1									B
2									B

THIS SHIP HAS DOUBLE RELOADS.



ANTI-DRONE TABLE

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

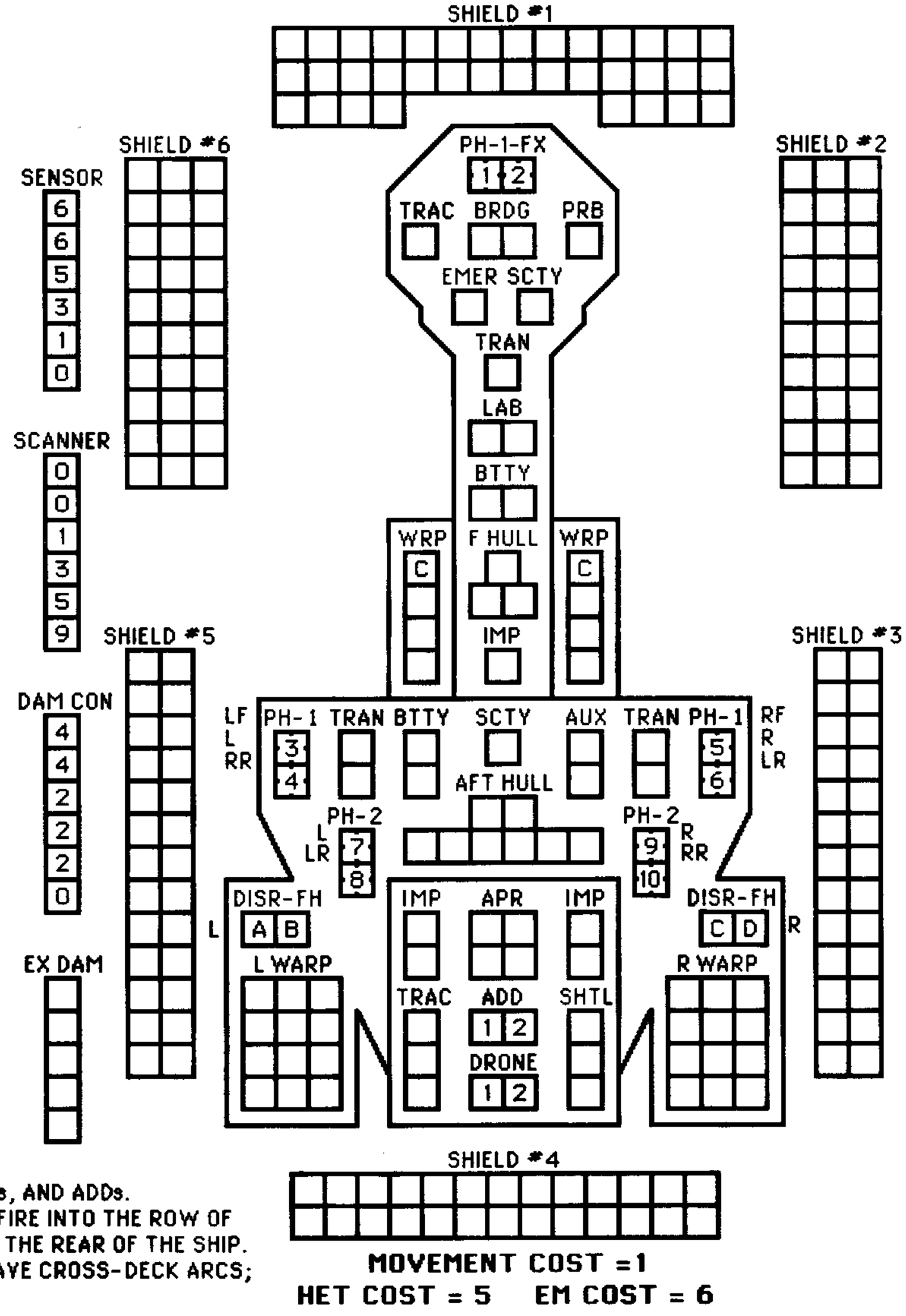
DISRUPTOR TABLE

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

ANTI-DRONES

1									
2									

ADDs ALWAYS HAD 12 ROUNDS.
LIMITED AEGIS CONTROLS PH-2s, AND ADDs.
THE FORWARD PHASER-1s CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY TO THE REAR OF THE SHIP. SEE (D2.33). WING PHASERS HAVE CROSS-DECK ARCS; SEE (D2.32).



MOVEMENT COST = 1
HET COST = 5 EM COST = 6

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KLINGON DWV NEW STRIKE CARRIER

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

									10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

				D	D	D	D

DECK CREWS

										10

SHIP DATA TABLE

TYPE	=	DWV
POINT VALUE	=	155/143
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.117

1 UIM STANDARD

CNTR

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

HIT & RUN

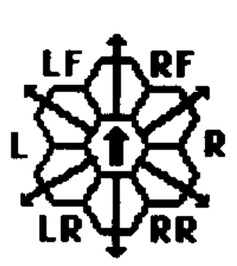
UIM ☐

DERFACS ☐

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET ☐	4	16-21
	5	22-28
BD ☐☐	6	29+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



FX = L + LF + RF + R

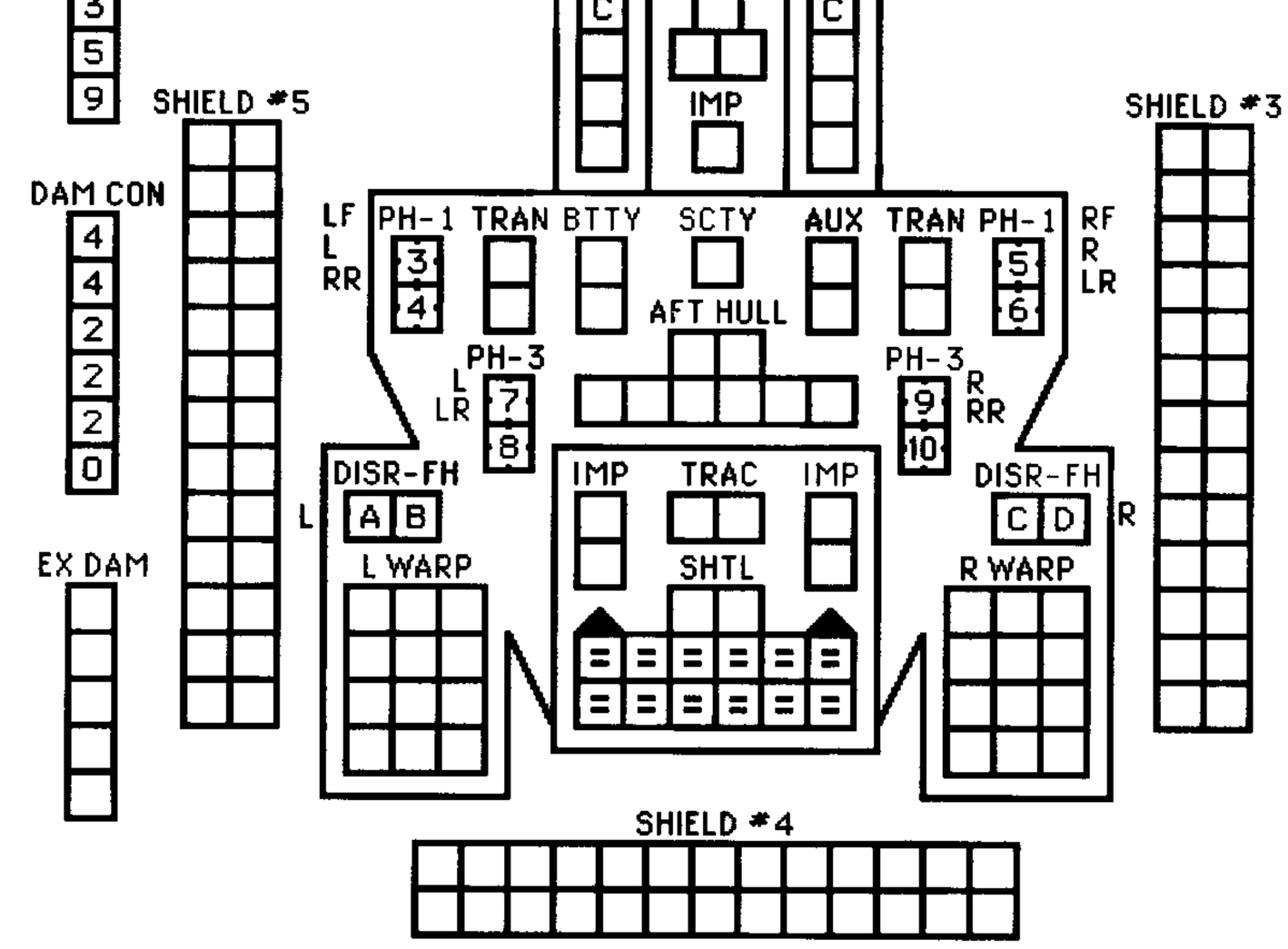
DISRUPTOR TABLE

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

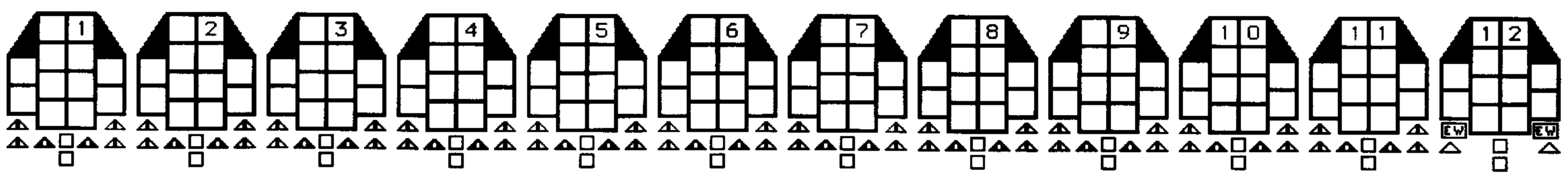
LIMITED AEGIS CONTROLS THE PHASER-3s.
THE FORWARD PHASER-1s CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY TO THE REAR OF THE SHIP. SEE (D2.33). WING PHASERS HAVE CROSS-DECK ARCS; SEE (D2.32).
THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

MOVEMENT COST = 1

HET COST = 5 EM COST = 6



Z-YC FIGHTERS
2xPh-3 -FA
DFR = 4
CRIPPLED = 8
SPEED = 15
BPV = 12



KLINGON NEW FAST CRUISER

CREW UNITS

10 20 30 40

BOARDING PARTIES

10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D D D D

PROBES

5

SHIP DATA TABLE		
TYPE	=	FDW
POINT VALUE	=	169
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.118
MECH LINKS	=	+2
1 UIM STANDARD		

CNTR

SHIELD #1

SHIELD #6

SHIELD #2

SENSOR 6 6 5 3 1 0

PH-1-FX 1 2

TRAC BRDG PRB

EMER SCTY

TRAN

LAB

BTTY

DAM CON 4 4 2 2 2 0

SCANNER 0 0 1 3 5 9

EX DAM

WRP C F HULL WRP C IMP

SHIELD #5

SHIELD #3

LF L RR PH-1 3 4 TRAN BTTY SCTY AUX TRAN PH-1 5 6 RF R LR

AFT HULL

PH-2 L LR 7 PH-2 8 R RR

FH FH DISR A PH-1 L 11 L WARP

PH-3 9 L LR

IMP APR IMP TRAC ADD 1 2 SHTL DRONE 1 2

PH-3 10 R RR

FH FH PH-1 12 R DISR B R WARP

SHIELD #4

MOVEMENT COST = 1

HET COST = 5 EM COST = 6

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

HIT & RUN

UIM

DERFACS

TURN MODE	SPEED
1	2-5
2	6-10
3	11-15
4	16-21
5	22-28
6	29+

HET

BD

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

LF RF L R LR RR

FX = L + LF + RF + R

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

FH

DRONE RACKS

1 B

2 B

THIS SHIP HAS DOUBLE RELOADS.

ANTI-DRONE TABLE

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

ANTI-DRONES

1

2

DISRUPTOR TABLE

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

ADDs ALWAYS HAD 12 ROUNDS.
LIMITED AEGIS CONTROLS PH-3s, PH-2s, AND ADDs.
THE FORWARD PHASER-1s CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY TO THE REAR OF THE SHIP. SEE (D2.33). WING PHASERS HAVE CROSS-DECK ARCS; SEE (D2.32).

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KLINGON NEW DRONE CRUISER

CREW UNITS

			*					10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

[ ][ ][ ][ ] [D][D][D][D]

BOARDING PARTIES

[ ][ ][ ][ ][ ][ ][ ][ ][ ][10]
[ ][ ]

PROBES

[ ][ ][ ][ ][5]

SHIP DATA TABLE

TYPE	=	DWD
POINT VALUE	=	152
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.119

CNTR

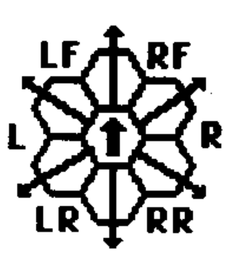
TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0



FX = L + LF + RF + R

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

ANTI-DRONE TABLE

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

ANTI-DRONES

1												
2												

ADDs ALWAYS HAD 12 ROUNDS.

DRONE RACKS

1								B
2								B
3								B
4								B
5								B
6								B

SHIP ALWAYS HAD THREE RELOADS.
RELOAD DATA HERE IS IN ADDITION TO DRONES STORED IN CARGO BOXES.

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

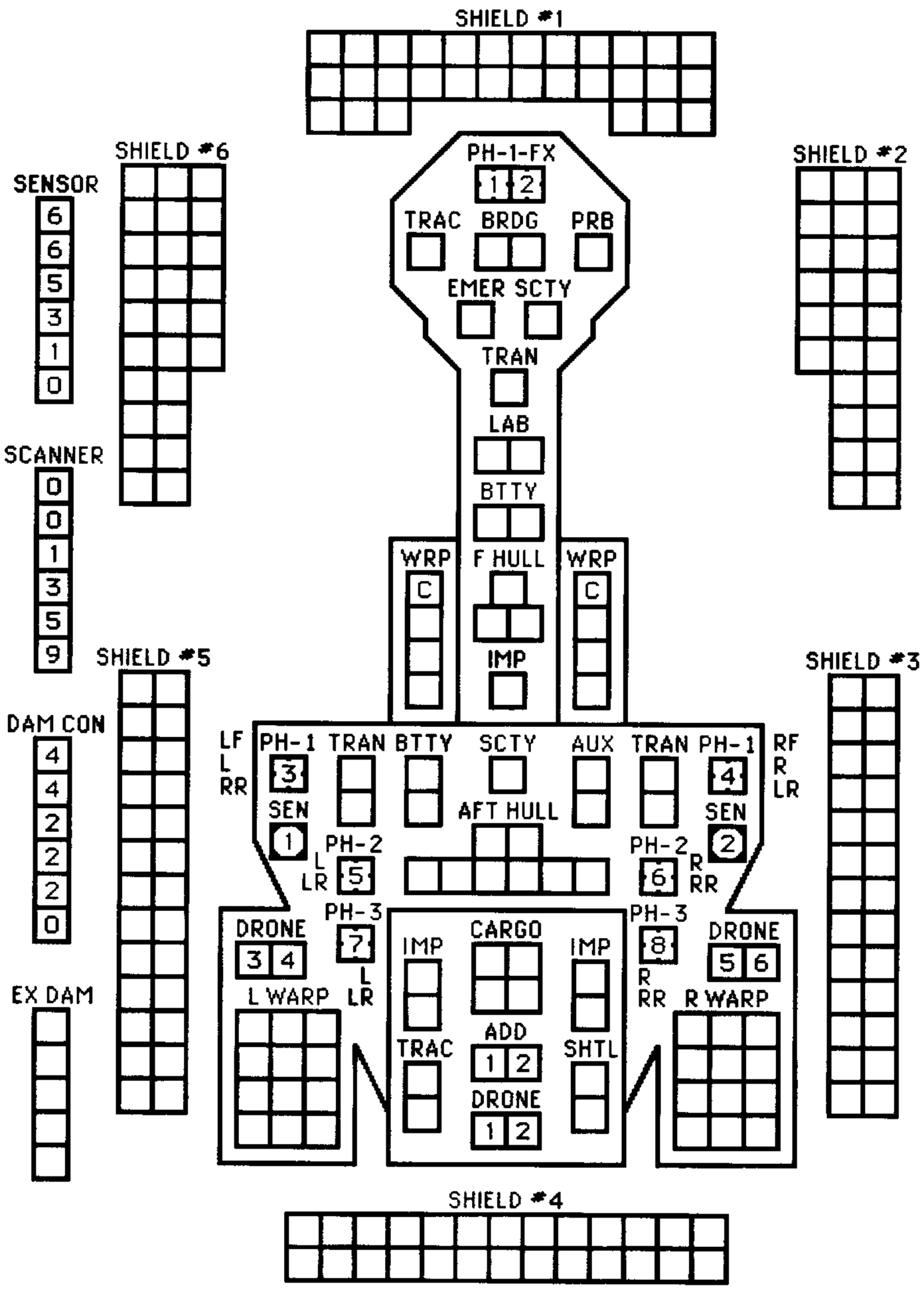
THIS SHIP HAS 200 SPACES OF EXTRA DRONES IN ITS CARGO BOXES (50/BOX).

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

LIMITED AEGIS CONTROLS PH-3s, PH-2s, AND ADDs. THE FORWARD PHASER-1s CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY TO THE REAR OF THE SHIP. SEE (D2.33). WING PHASERS HAVE CROSS-DECK ARCS; SEE (D2.32).



MOVEMENT COST = 1
HET COST = 5 EM COST = 6

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KLINGON EDW NEW SURVEY CRUISER

R3.120 KLINGON NEW SURVEY CRUISER

CREW UNITS

			*					10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

									10

SHIP DATA TABLE

TYPE	=	EDW
POINT VALUE	=	169/149
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.120

1 UIM STANDARD

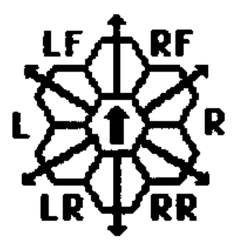
DISRUPTOR TABLE

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

TURN MODE		SPEED
B	1	2-5
	2	6-10
HET	3	11-15
	4	16-21
BD	5	22-28
	6	29+

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0



FX = L + LF + RF + R

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

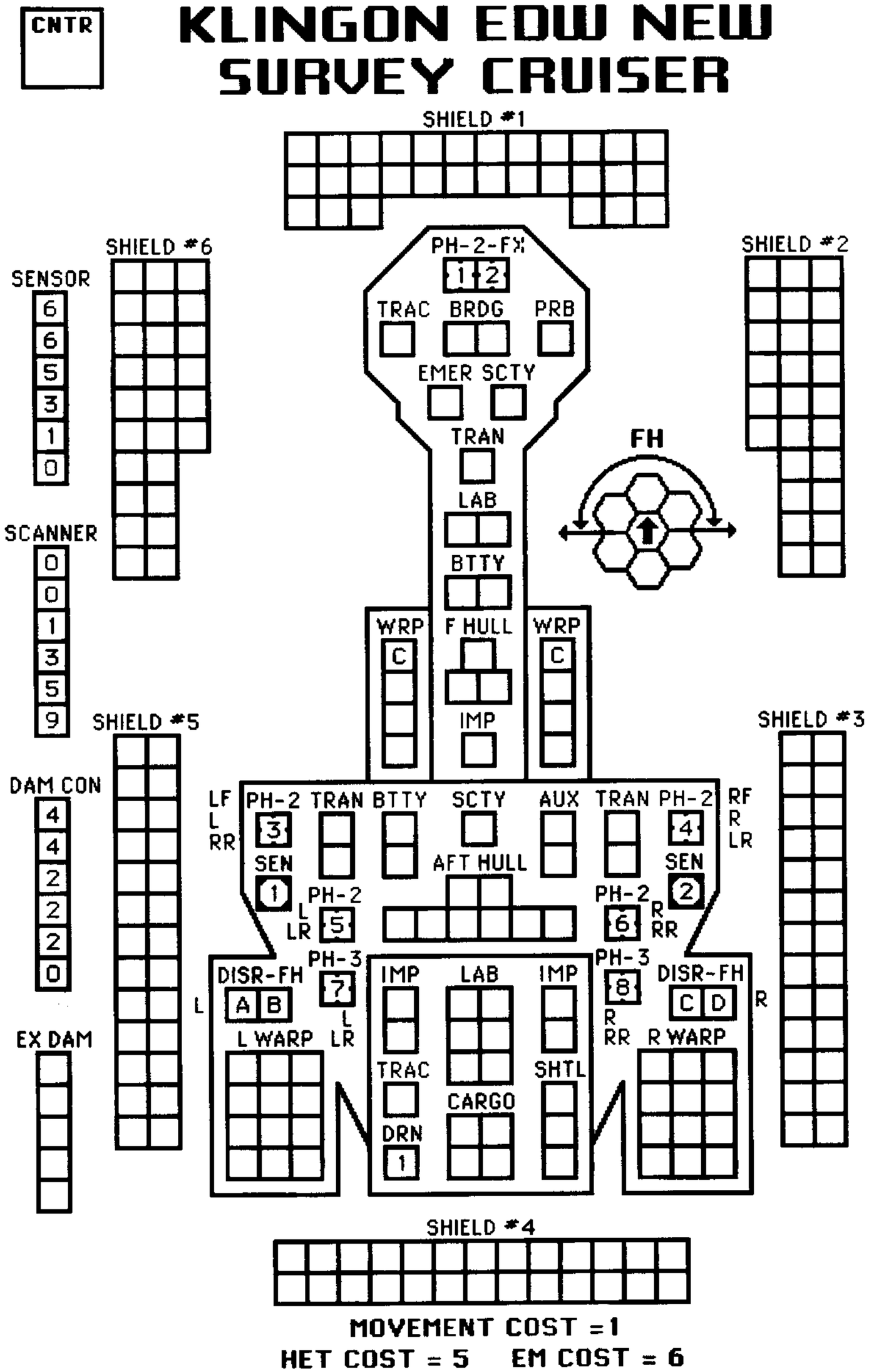
HIT & RUN
UIM ☐
DERFACS ☐

DRONE RACKS

1								B

THIS SHIP HAS DOUBLE RELOADS.

LIMITED AEGIS CONTROLS THE L+LR AND R+RR PHASERS ONLY.
THE FX PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY TO THE REAR OF THE SHIP. SEE (D2.33). THE WING PHASERS HAVE CROSS-DECK ARCS; SEE (D2.32).



MOVEMENT COST = 1
HET COST = 5 EM COST = 6

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KLINGON DWP NEW PF TENDER

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	DWP
POINT VALUE	=	165/140
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.121

1 UIM STANDARD

DISRUPTOR TABLE

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

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TYPE III DEFENSE PHASER

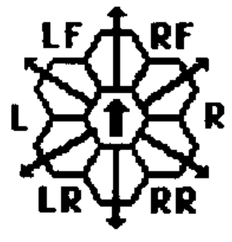
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

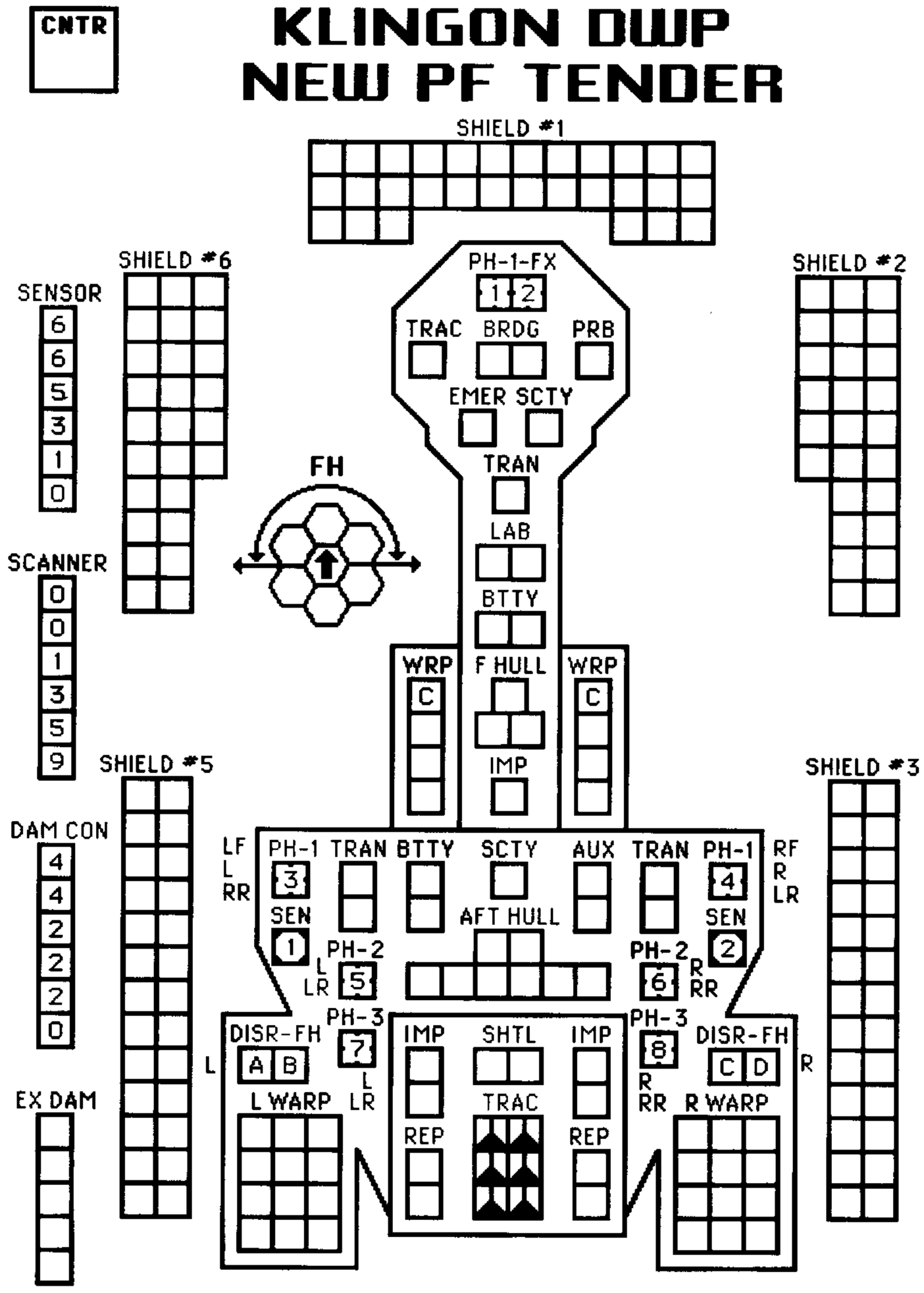
SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

HIT & RUN
UIM ☐
DERFACS ☐



FX = L + LF + RF + R

LIMITED AEGIS CONTROLS THE PH-3s AND PH-2s. THE FORWARD PHASER-1s CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY TO THE REAR OF THE SHIP. SEE (D2.33). WING PHASERS HAVE CROSS-DECK ARCS; SEE (D2.32).



MOVEMENT COST = 1
HET COST = 5 EM COST = 6

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KLINGON NEW DIVISION CONTROL SHIP

CREW UNITS

			*					10
								20
								30
								40

BOARDING PARTIES

								10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

				D	D	D	D

DECK CREWS

								10

SHIP DATA TABLE

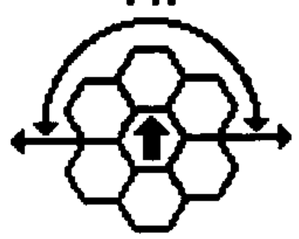
TYPE	=	DWU
POINT VALUE	=	161/111
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.122

CNTR

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

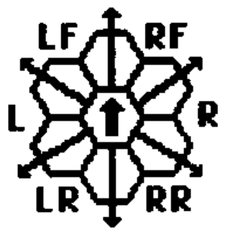
FH



TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0



FX = L + LF + RF + R

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

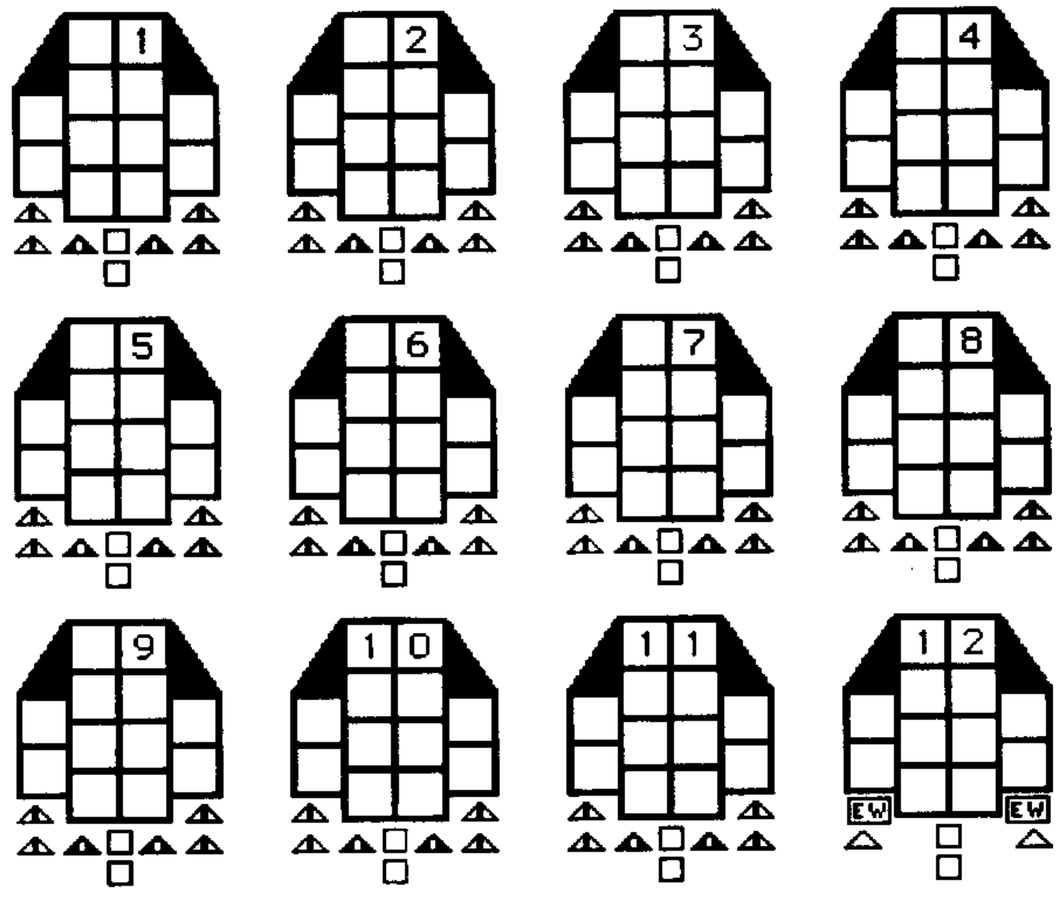
SCOUT FUNCTIONS SUMMARY

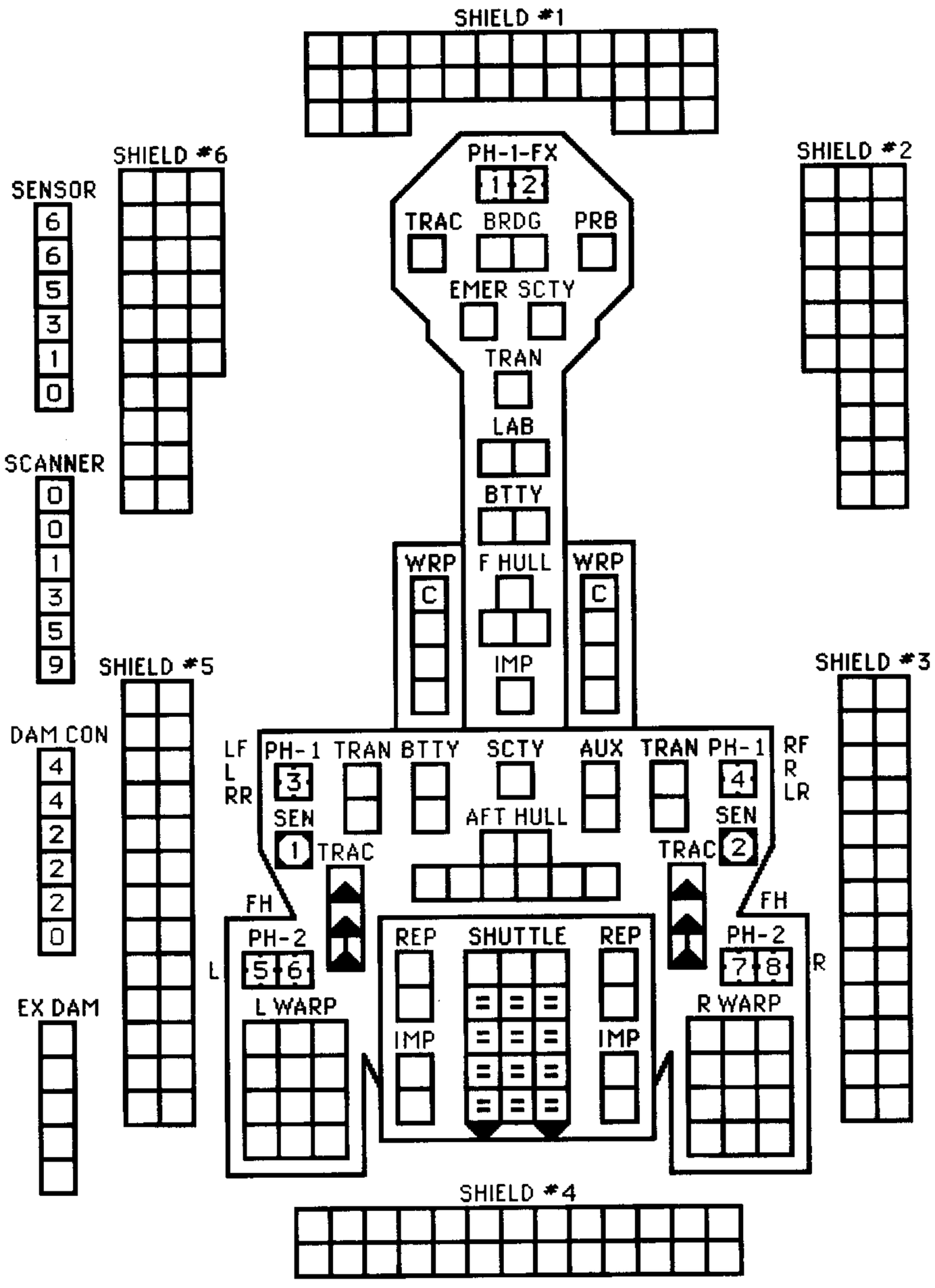
21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

Z-YC FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
BPV = 12





MOVEMENT COST = 1

HET COST = 5 EM COST = 6

THE FORWARD PHASER-1s CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY TO THE REAR OF THE SHIP. SEE (D2.33). WING PHASERS HAVE CROSS-DECK ARCS; SEE (D2.32).

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KLINGON NEW PENAL CRUISER

CREW UNITS

10 20 30 40

BOARDING PARTIES

10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS D D D D

PROBES 5

SHIP DATA TABLE

TYPE	=	DWJ
POINT VALUE	=	154/135
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.123

CNTR

TYPE I OFFENSIVE PHASER TABLE

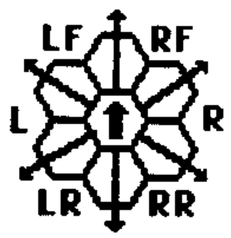
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

HIT & RUN DERFACS ☐

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET ☐	4	16-21
	5	22-28
BD ☐☐	6	29+

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0



FX = L + LF + RF + R

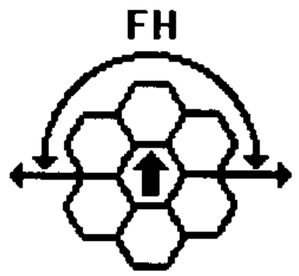
TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DRONE RACKS

1 B
2 B

THIS SHIP HAS DOUBLE RELOADS.



ANTI-DRONE TABLE

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

DISRUPTOR TABLE

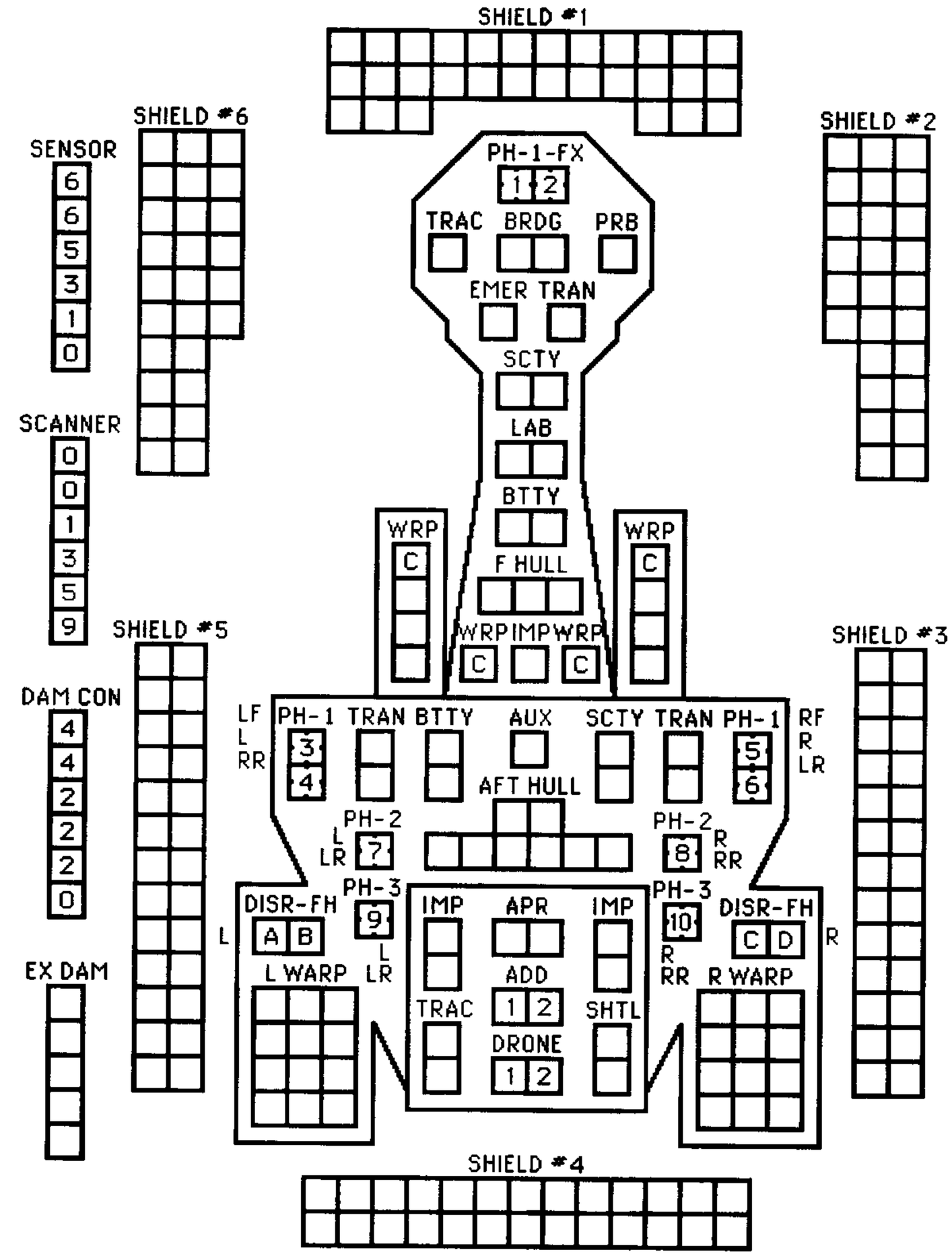
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

SEE (R3.R5) FOR SPECIAL RULES PERTAINING TO THIS SHIP.

ANTI-DRONES

1
2

ADDs ALWAYS HAD 12 ROUNDS.
LIMITED AEGIS CONTROLS PH-3s, PH-2s, AND ADDs.
THE FORWARD PHASER-1s CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY TO THE REAR OF THE SHIP. SEE (D2.33). WING PHASERS HAVE CROSS-DECK ARCS; SEE (D2.32).



MOVEMENT COST = 1
HET COST = 5 EM COST = 6

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KLINGON DWS NEW HEAVY SCOUT CRUISER

CNTR

CREW UNITS

		*							10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

				D	D	D	D

BOARDING PARTIES

									10

PROBES

				5

SHIP DATA TABLE

TYPE	=	DWS
POINT VALUE	=	160/140
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.124

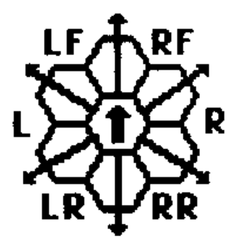
TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE		SPEED
B	1	2-5
	2	6-10
HET	3	11-15
	4	16-21
BD	5	22-28
	6	29+

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0



FX = L + LF + RF + R

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DRONE RACKS

1											B
2											B

THIS SHIP HAS DOUBLE RELOADS.

ANTI-DRONE TABLE

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

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

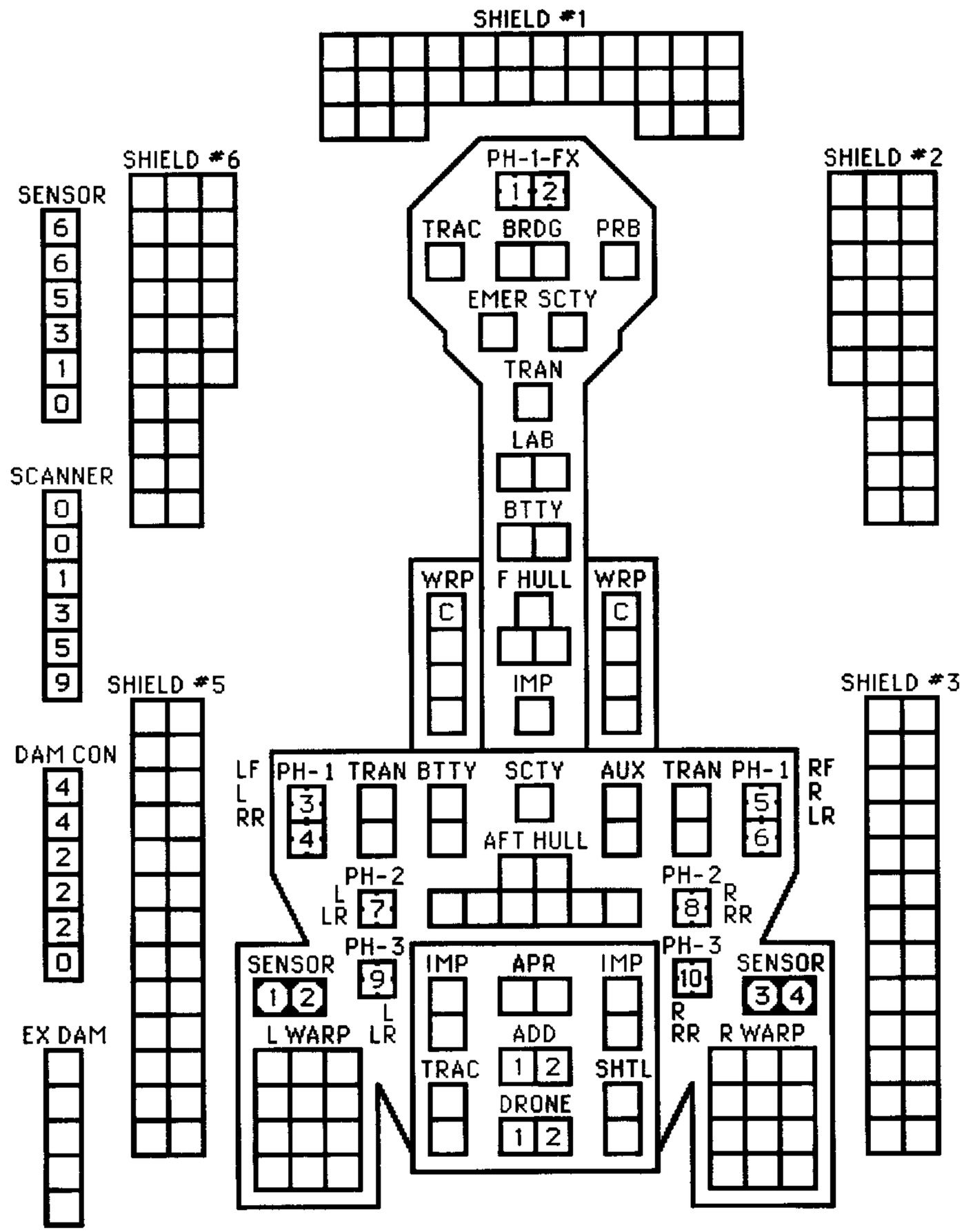
SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

ANTI-DRONES

1											
2											

ADDs ALWAYS HAD 12 ROUNDS.

LIMITED AEGIS CONTROLS PH-3s, PH-2s, AND ADDs. THE FORWARD PHASER-1s CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY TO THE REAR OF THE SHIP. SEE (D2.33). WING PHASERS HAVE CROSS-DECK ARCS; SEE (D2.32).



MOVEMENT COST = 1
HET COST = 5 EM COST = 6

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KLINGON NEW DIPLOMATIC CRUISER

CNTR

CREW UNITS

			*					
								10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

DECK CREW

1

SHIP DATA TABLE

TYPE	=	DWN
POINT VALUE	=	165/150
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.125

1 UIM STANDARD

NO MUTINY

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

HIT & RUN

UIM ☐

DERFACS ☐

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET ☐	4	16-21
	5	22-28
BD ☐☐	6	29+

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

Z-YC FIGHTER
2xPh-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
BPV = 12

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

ANTI-DRONE TABLE

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

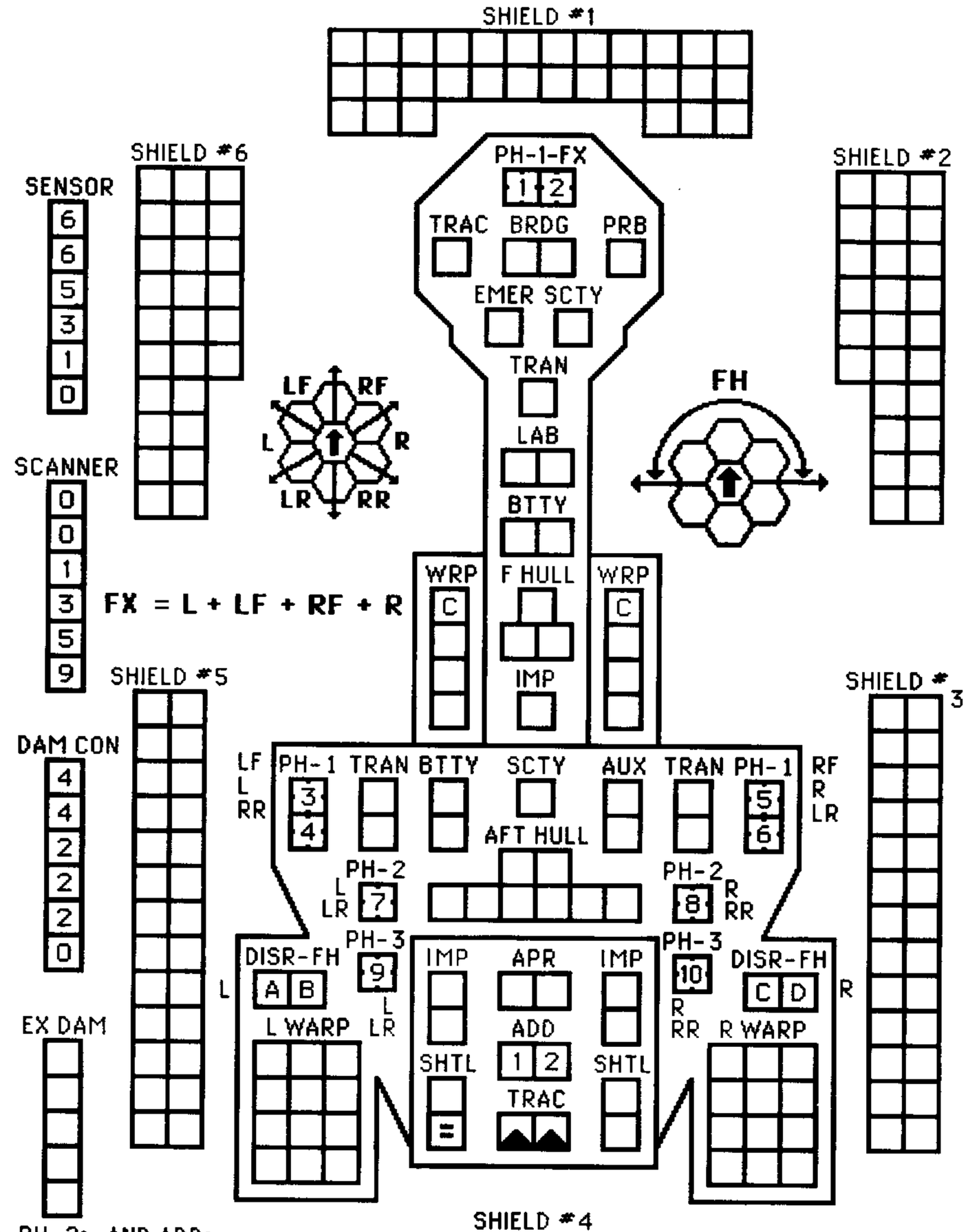
ANTI-DRONES

1																								
2																								

ADDs ALWAYS HAD 12 ROUNDS.

DISRUPTOR TABLE

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



LIMITED AEGIS CONTROLS PH-3s, PH-2s, AND ADDs.
THE FORWARD PHASER-1s CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY TO THE REAR OF THE SHIP. SEE (D2.33). WING PHASERS HAVE CROSS-DECK ARCS; SEE (D2.32).
THIS SHIP ALWAYS CARRIED ONE FIGHTER, BUT IT IS CONSIDERED TO BE A CASUAL CARRIER FOR PURPOSES OF (J4.62).

MOVEMENT COST = 1

HET COST = 5 EM COST = 6

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KLINGON DWA NEW STASIS CRUISER

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

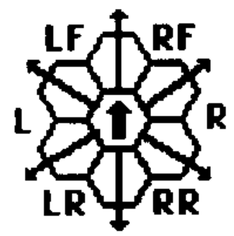
SHIP DATA TABLE

TYPE	=	DWA
POINT VALUE	=	158
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.126

CNTR

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0



FA = LF + RF

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

LIMITED AEGIS CONTROLS THE PHASER-3s, PHASER-2s, AND ADDs.

WING PHASER-1s HAVE CROSS-DECK ARCS; SEE (D2.32).

SEE (G16.52) FOR DAMAGE TO THE STASIS FIELD GENERATOR.

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DRONE RACKS

1								B
2								B
3								B
4								B
5								B
6								B

THIS SHIP HAS DOUBLE RELOADS.

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

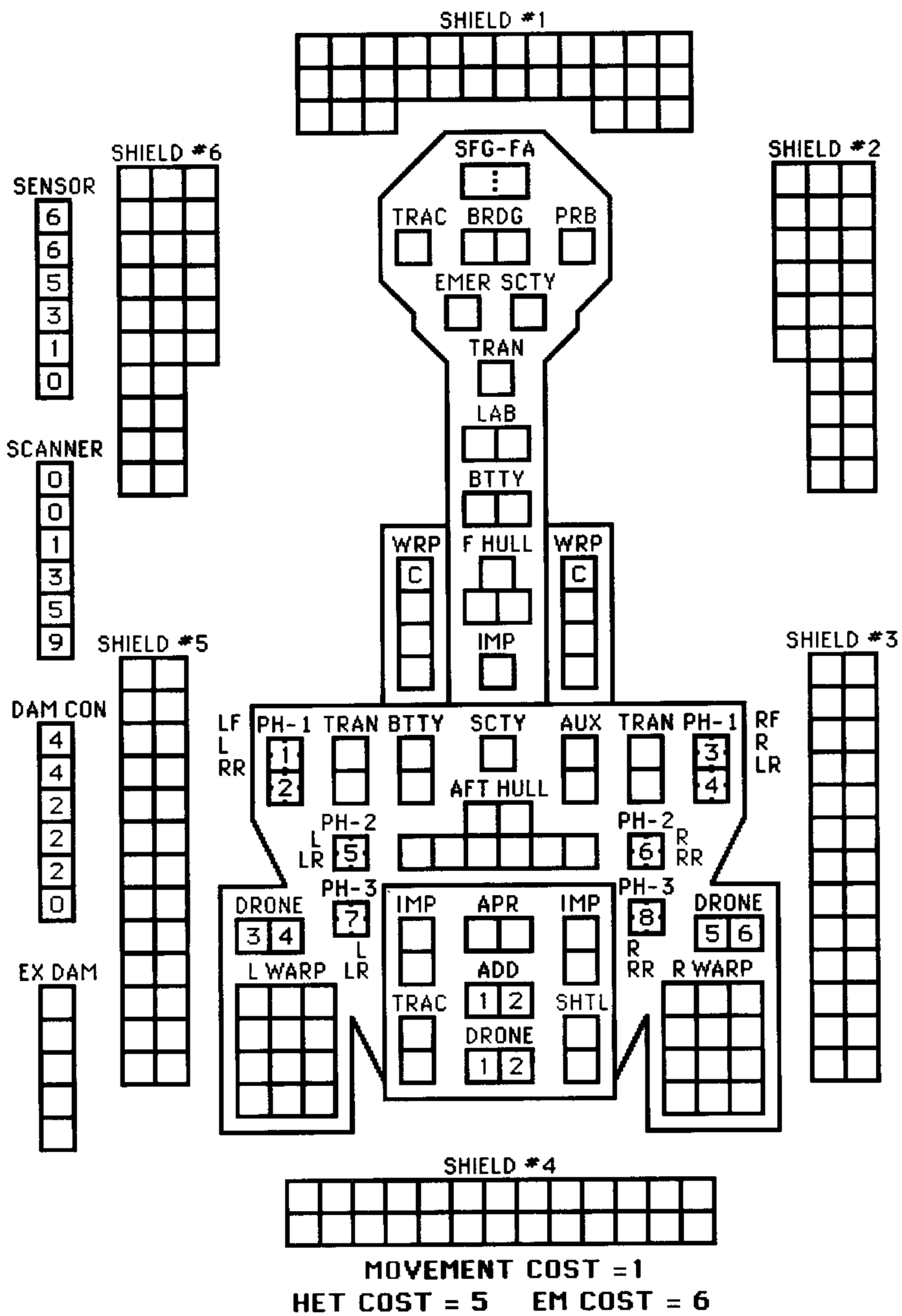
ANTI-DRONE TABLE

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

ANTI-DRONES

1																				
2																				

ADDs ALWAYS HAD 12 ROUNDS.



MOVEMENT COST = 1

HET COST = 5 EM COST = 6

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KLINGON MDW NEW MAULER

CREW UNITS

			*					
								10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

				D	D	D	D

BOARDING PARTIES

								10

PROBES

				5

SHIP DATA TABLE

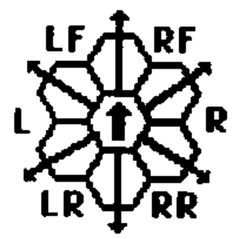
TYPE	=	MDW
POINT VALUE	=	159
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.127

CNTR

TYPE I OFFENSIVE PHASER TABLE

FX = L + LF + RF + R

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0



TURN MODE		SPEED
B	1	2-5
	2	6-10
HET	3	11-15
	4	16-21
BD	5	22-28
	6	29+

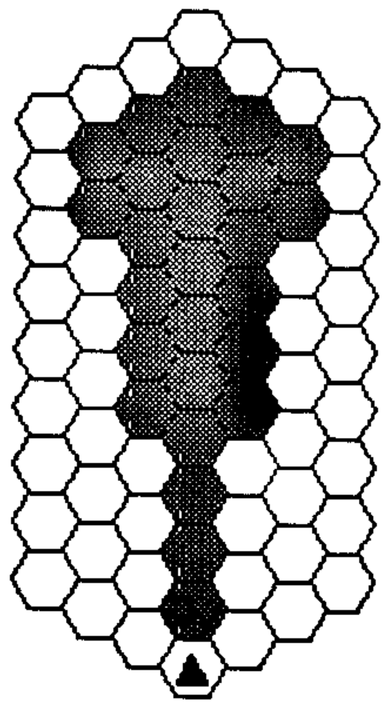
TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

ANTI-DRONES

1												
2												

ADDs ALWAYS HAD 12 ROUNDS.



MAULER FIRING ARC

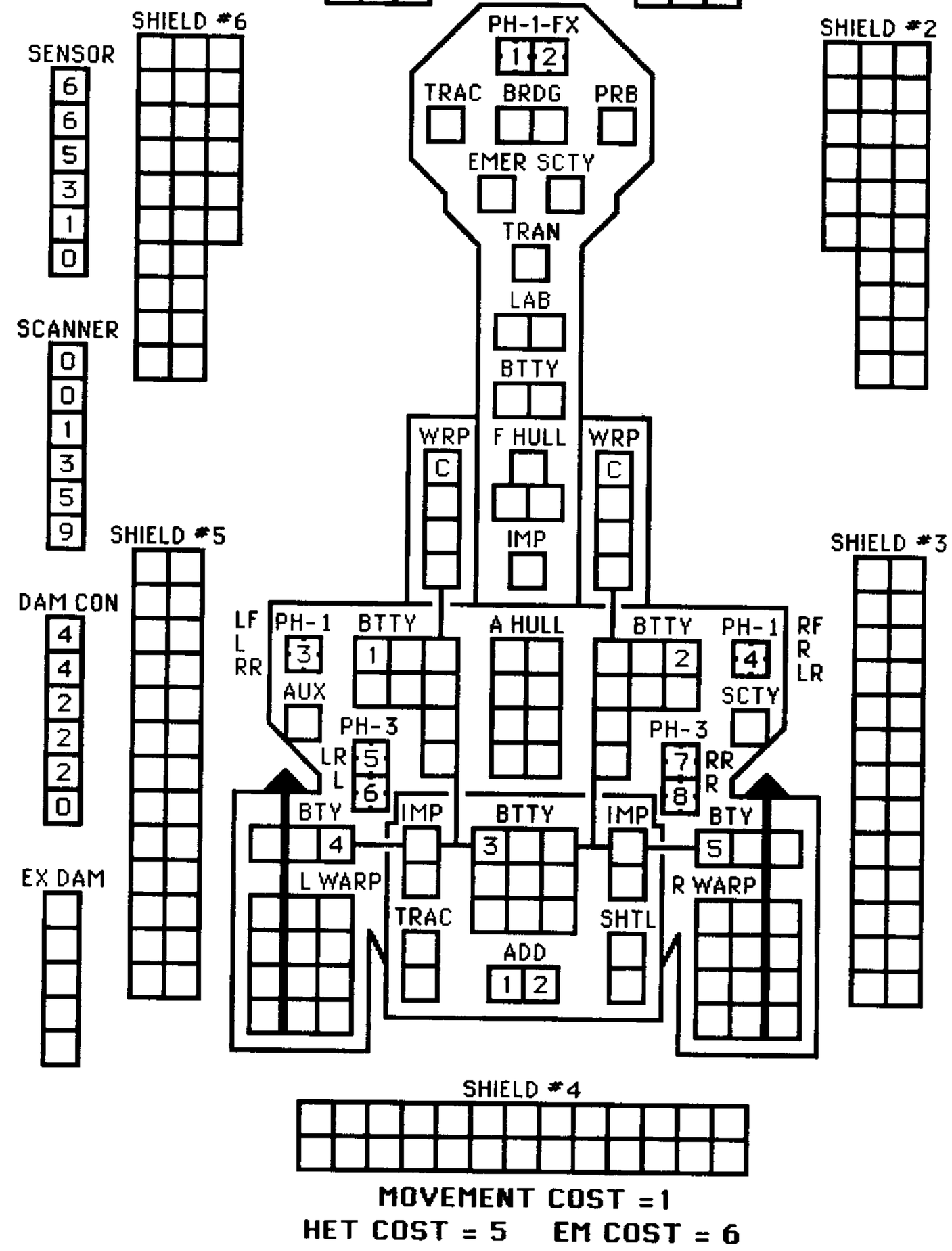
ANTI-DRONE TABLE

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

MAULER RANGE ADJUSTMENT CHART

RANGE	DAMAGE SCORED
0-1	Double the energy discharged
2-5	Equal to energy discharged
6-10	One-half of energy discharged

LIMITED AEGIS CONTROLS THE PHASER-3s AND ADDs.
THE FORWARD PHASER-1s CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY TO THE REAR OF THE SHIP. SEE (D2.33). WING PHASERS HAVE CROSS-DECK ARCS; SEE (D2.32).
ANY POWER SYSTEM CONNECTED TO THE MAULER CAN BE DESTROYED ON "ANY WEAPON" HITS.
SEE (D23.0) FOR SHOCK DAMAGE.
SEE (E8.27) FOR ALTERNATIVE FIRING ARCS.



MOVEMENT COST = 1
HET COST = 5 EM COST = 6

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KLINGON DWG NEW COMMANDO CRUISER

CREW UNITS

			*					
								10
								20
								30
								40

BOARDING PARTIES

								10
								20
								30

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES	
								GAS
							HTS	

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE		
TYPE	=	DW6
POINT VALUE	=	150/135
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.128

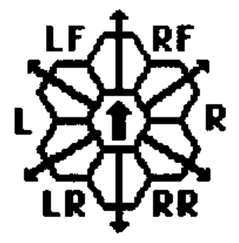
CNTR

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0



FX = L + LF + RF + R

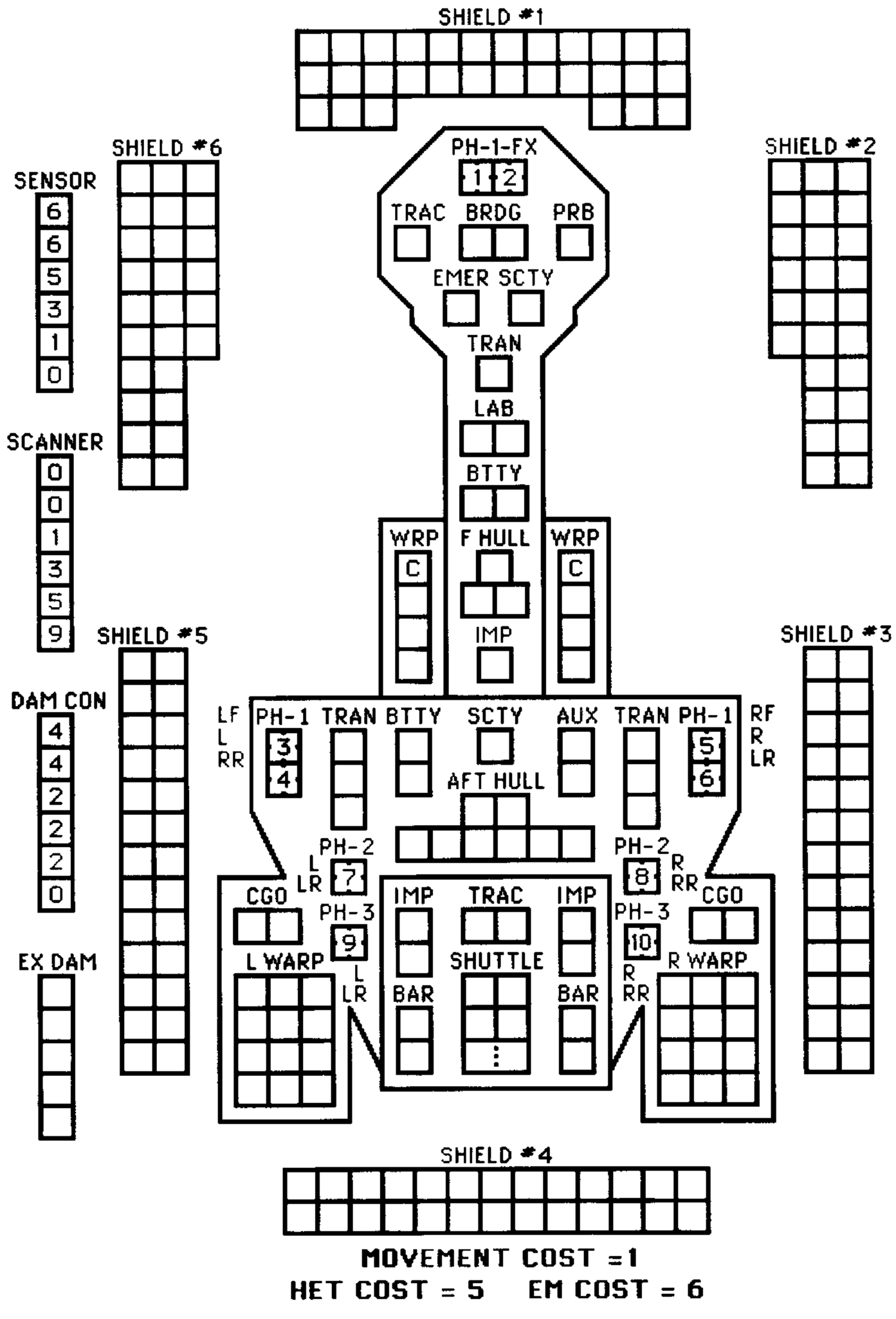
TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

0 OR 1 POD		
TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

2 POD WEIGHTS		
TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

CAN CARRY ONE POD.
A SINGLE WEIGHT POD DOES NOT AFFECT THE SHIP'S TURN MODE OR MOVEMENT COST.
A DOUBLE WEIGHT (CVA) POD DOES NOT AFFECT THE SHIP'S MOVEMENT COST, BUT DOES INCREASE THE SHIP'S TURN MODE TO "C".
LIMITED AEGIS CONTROLS PHASER-2s AND PHASER-3s.
THE FORWARD PHASER-1s CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY TO THE REAR OF THE SHIP IF A POD IS NOT ATTACHED; SEE (D2.33).
WING PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32). THE LR AND RR ARCS OF THESE PHASERS ARE BLOCKED IF A POD IS CARRIED.
BARRACKS ARE DESTROYED ON "FORWARD HULL" OR "AFT HULL" DAMAGE POINTS.



MOVEMENT COST = 1
HET COST = 5 EM COST = 6

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KLINGON DDW NEW DRONE HEAVY CRUISER

CNTR

CREW UNITS

10 20 30 40

BOARDING PARTIES

10

PROBES

5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THE SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

D D D D

SHIP DATA TABLE

TYPE	=	DDW
POINT VALUE	=	167
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.129

1 UIM STANDARD

TYPE I OFFENSIVE PHASER TABLE

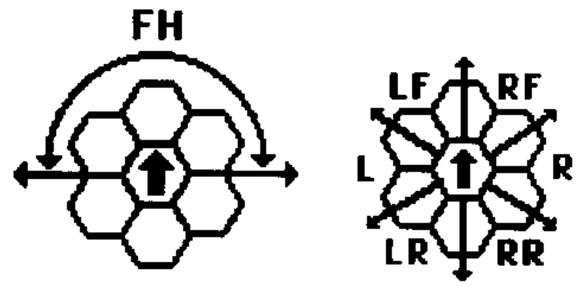
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO TWICE ITS SENSOR RATING.

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



FX = L + LF + RF + R

DRONE RACKS

1								B
2								B
3								B
4								B

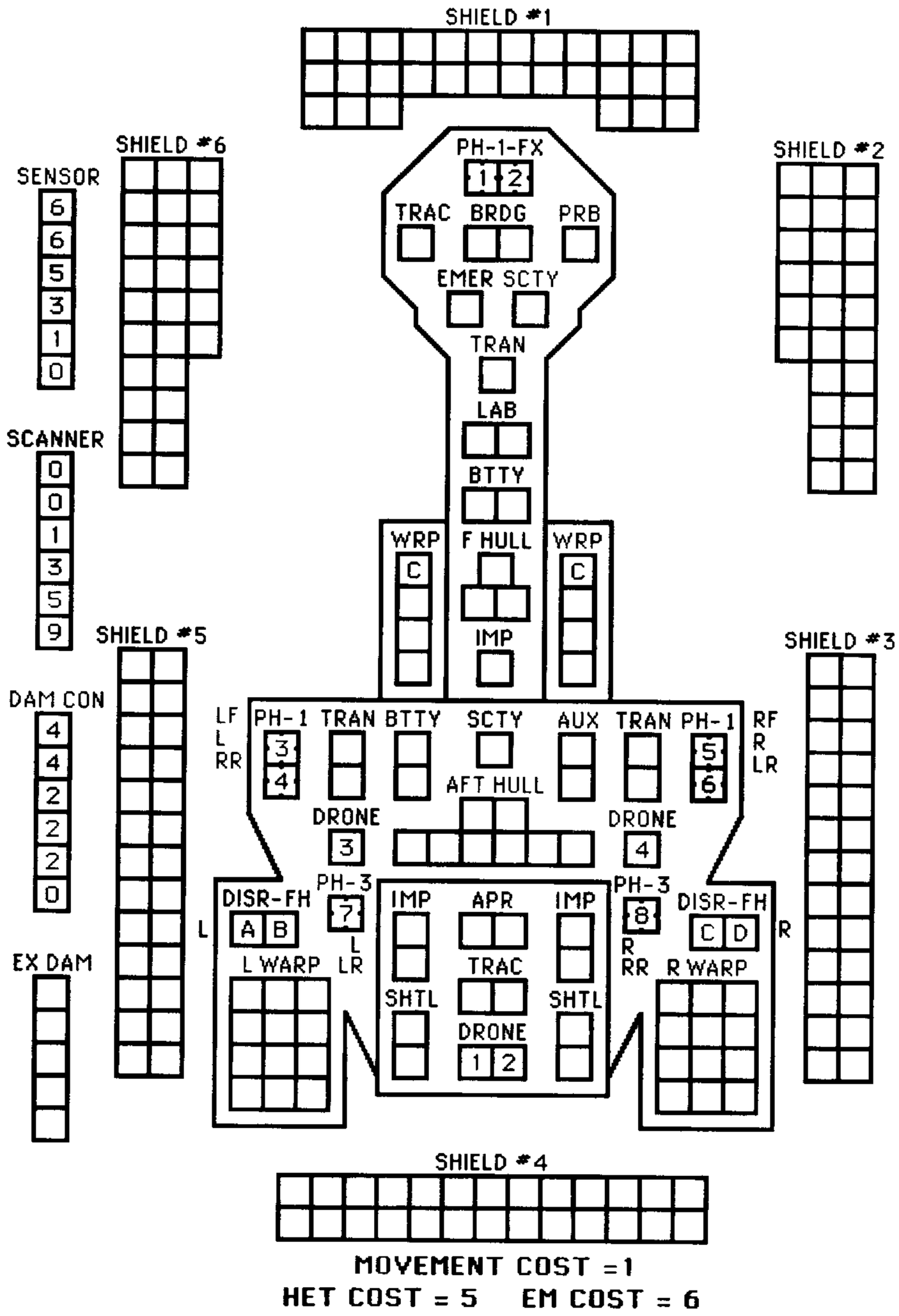
THIS SHIP HAS DOUBLE RELOADS.

LIMITED AEGIS CONTROLS PHASER-3s.
THE FORWARD PHASER-1s CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY TO THE REAR OF THE SHIP. SEE (D2.33). WING PHASERS HAVE CROSS-DECK ARCS; SEE (D2.32).

DISRUPTOR TABLE

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

HIT & RUN
UIM
DERFACS



MOVEMENT COST = 1
HET COST = 5 EM COST = 6

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ROMULAN FIREHAWK-B STRIKE CARRIER

CNTR

CREW UNITS

			*							10
										20
										30
										40

BOARDING PARTIES

										10

DECK CREWS

										10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THREE SHUTTLE BAYS, NO TRANSFERS.

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	FH-B
POINT VALUE	=	174/159
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	18/4
REFERENCE	=	R4.107

BPV INCLUDES CLOAK

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

HIT & RUN CLOAK

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SEE (M2.113) FOR A RESTRICTION ON LAYING T-BOMBS FROM FIGHTER BAYS.

LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR
FX = L + LF + RF + R
RX = L + LR + RR + R

PLASMA-K COMBAT TABLE

RANGE	0-5	6-7	8-9	10	11+
SIZE 5+	5	4	2	1	0
BOLT 5+	1-4	1-3	1-3	1-3	NA
SIZE 6-7	10	8	4	2	0

PSEUDO-PLASMA TORPEDOES

[A] S [B] S [C] F [D] F

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

SHIELD #1

DAM CON 4 4 2 2 2 0

EX DAM

SHIELD #6

SHIELD #2

FP

PH-1-FX

PH-3 [1] [2] PH-3

LS [3] BRIDGE [4] RS

LF RF L R LR RR

HULL EMER F APR

BATTERY

LP

RP

F HULL SHTL TRAC

A HULL LAB PRB PH-3 [5] L-RA TRAC

TRAN SHUTTLE IMP PH-1 [7] RX IMP

A HULL AUX LAB TRAC PH-3 [6] RA-R

F HULL SHTL TRAC

PL-F LP [C] L WARP

PL-F [D] RP R WARP

PL-S FP [A] C WARP

PL-S [B] FP C WARP

SHIELD #5

SHIELD #3

SHIELD #4

MOVEMENT COST = 1
HET COST = 5 EM COST = 6

GLADIATOR-D
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15
BPV = 12

GLADIATOR-III-K
1xPh-3-FA
DFR = 2
CRIPPLED = 8
SPEED = 15
BPV = 10

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ROMULAN FIREHAWK-E PF TENDER

CNTR

CREW UNITS

			*						10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

							8

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	FH-E
POINT VALUE	=	172
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	18/4
REFERENCE	=	R4.108

BPV INCLUDES CLOAK

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

HIT & RUN CLOAK ☐

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET ☐	4	15-20
	5	21-27
BD ☐☐	6	28+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

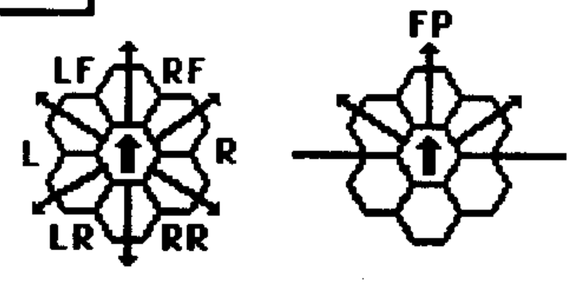
REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR
FX = L + LF + RF + R
RX = L + LR + RR + R

PSEUDO-PLASMA TORPEDOES

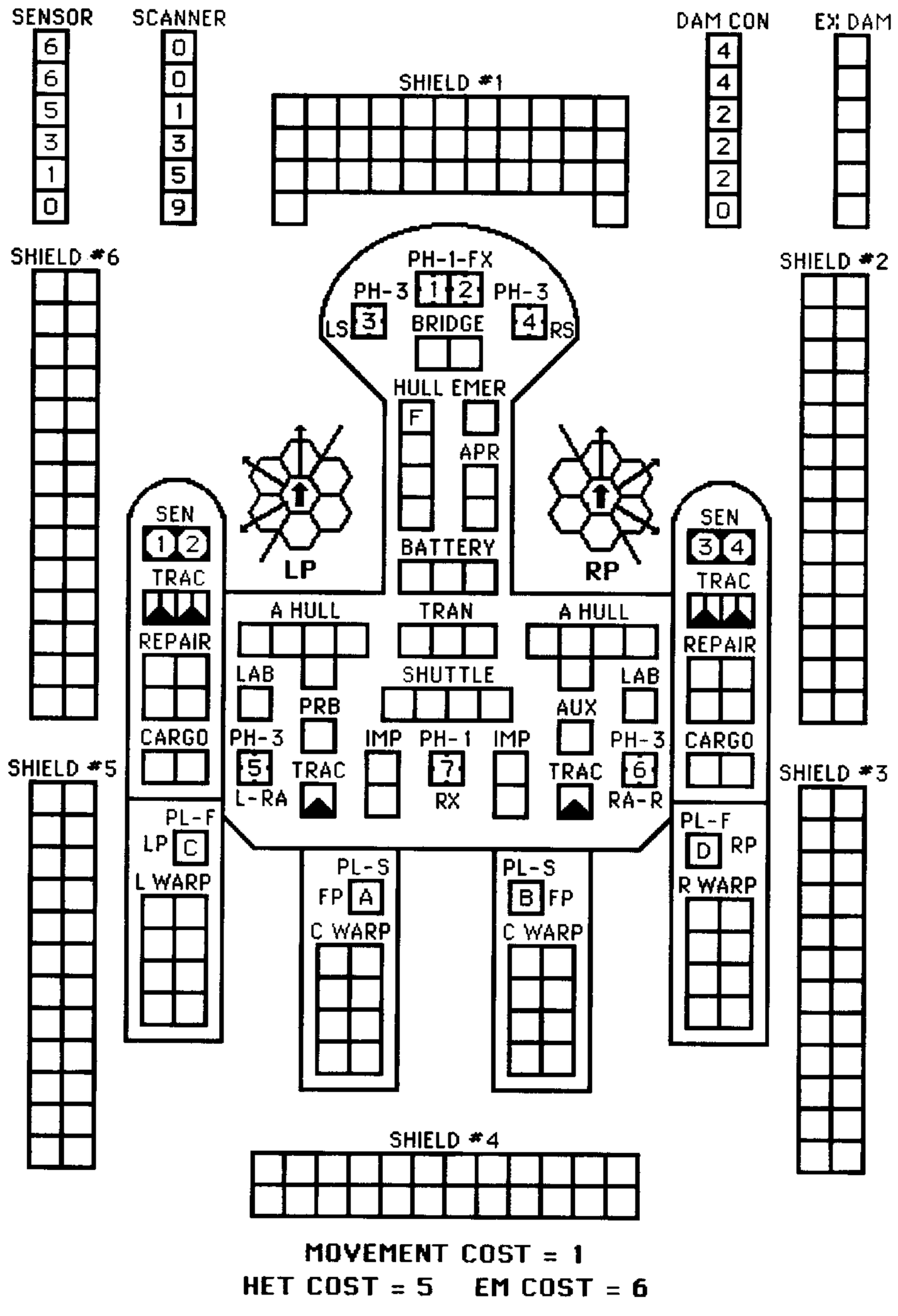
[A] S [B] S [C] F [D] F

SPECIAL SENSORS ARE DESTROYED ON "PHASER HITS."



PLASMA TORPEDO WARHEAD STRENGTH TABLE

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



MOVEMENT COST = 1
HET COST = 5 EM COST = 6

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CREW UNITS

			*					
								10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	FH-C
POINT VALUE	=	179/163
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	18/4
REFERENCE	=	R4.109

BPV INCLUDES CLOAK

ROMULAN FIREHAWK-C HEAVY SCOUT

CNTR

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

SHIELD #1

DAM CON 4 4 2 2 2 0

EX DAM

SHIELD #6

SHIELD #2

PH-1-FX

PH-3 1 2 PH-3

LS 3 BRIDGE 4 RS

HULL EMER F APR

SENSOR 1 2 LAB TRAN TRAC CARGO

LP

BATTERY

RP

SENSOR 3 4 LAB TRAN TRAC CARGO

A HULL LAB PRB PH-3 5 L-RA TRAC

TRAN SHUTTLE IMP PH-1 7 RX IMP

A HULL AUX LAB TRAC PH-3 6 RA-R

PL-F LP C L WARP

PL-S FP A C WARP

PL-S B FP C WARP

PL-F D RP R WARP

SHIELD #5

SHIELD #3

SHIELD #4

MOVEMENT COST = 1

HET COST = 5 EM COST = 6

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

HIT & RUN CLOAK ☐

TURN MODE	SPEED
C 1	2-4
2	5-9
3	10-14
HET ☐ 4	15-20
5	21-27
BD ☐☐ 6	28+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SCOUT FUNCTIONS SUMMARY

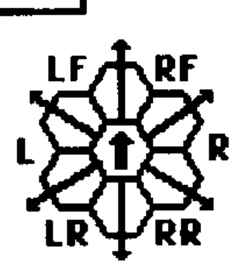
21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

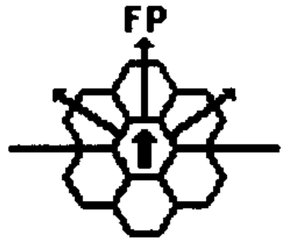
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR
FX = L + LF + RF + R
RX = L + LR + RR + R

PSEUDO-PLASMA TORPEDOES

A S B S C F D F

SPECIAL SENSORS ARE DESTROYED ON "PHASER HITS."





PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

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ROMULAN REGALHAWK-B STRIKE CARRIER

CREW UNITS 10 20 30 40

BOARDING PARTIES 10

DECK CREWS 10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THREE SHUTTLE BAYS, NO TRANSFERS.

TRANSPORTER BOMBS D D D D

PROBES 5

SHIP DATA TABLE

TYPE	= RG-B
POINT VALUE	= 174/159
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 18/4
REFERENCE	= R4.110

BPV INCLUDES CLOAK

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

HIT & RUN CLOAK ☐

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET ☐	4	15-20
	5	21-27
BD ☐☐	6	28+

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

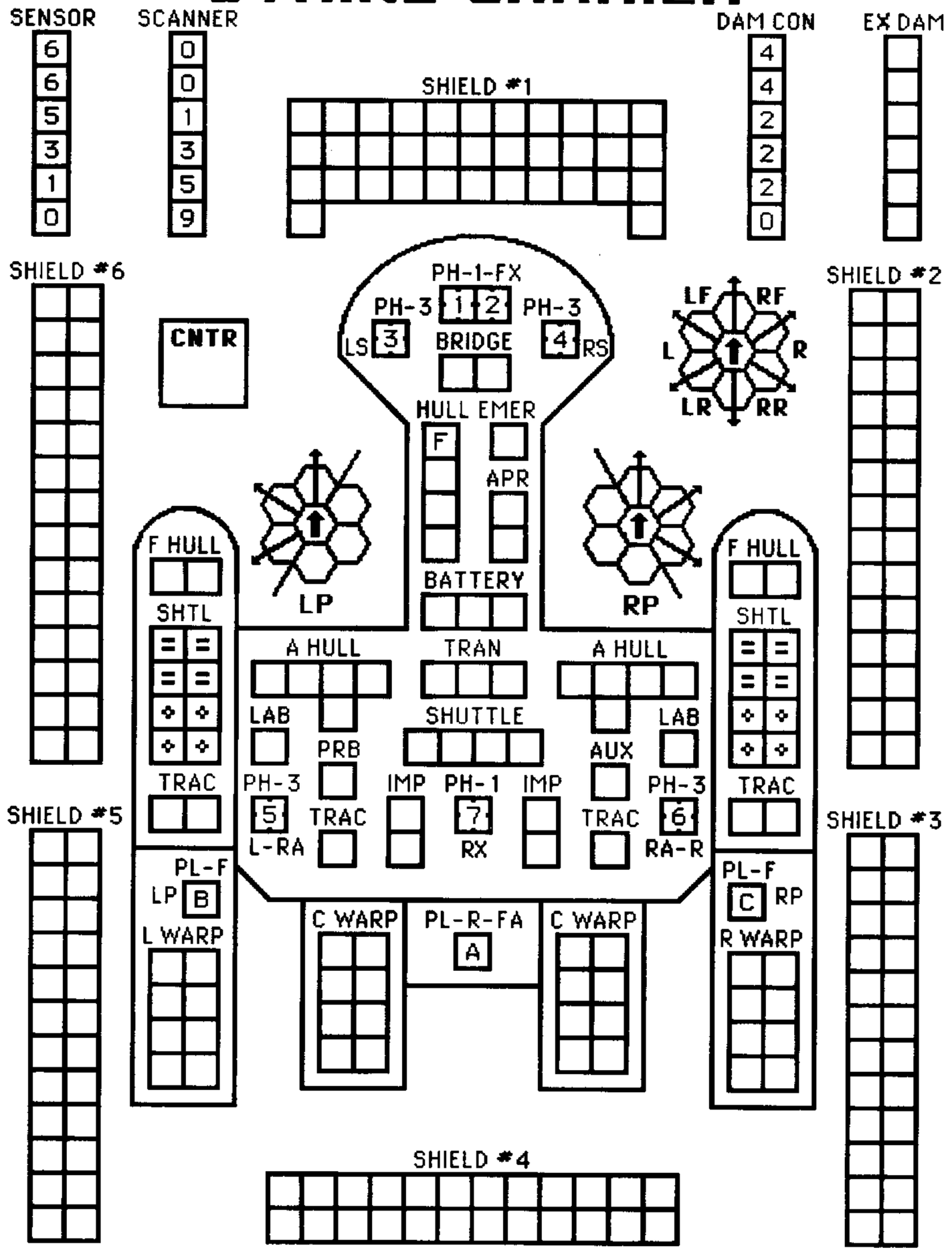
SEE (M2.113) FOR A RESTRICTION ON LAYING T-BOMBS FROM FIGHTER BAYS.

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR
FX = L + LF + RF + R
RX = L + LR + RR + R

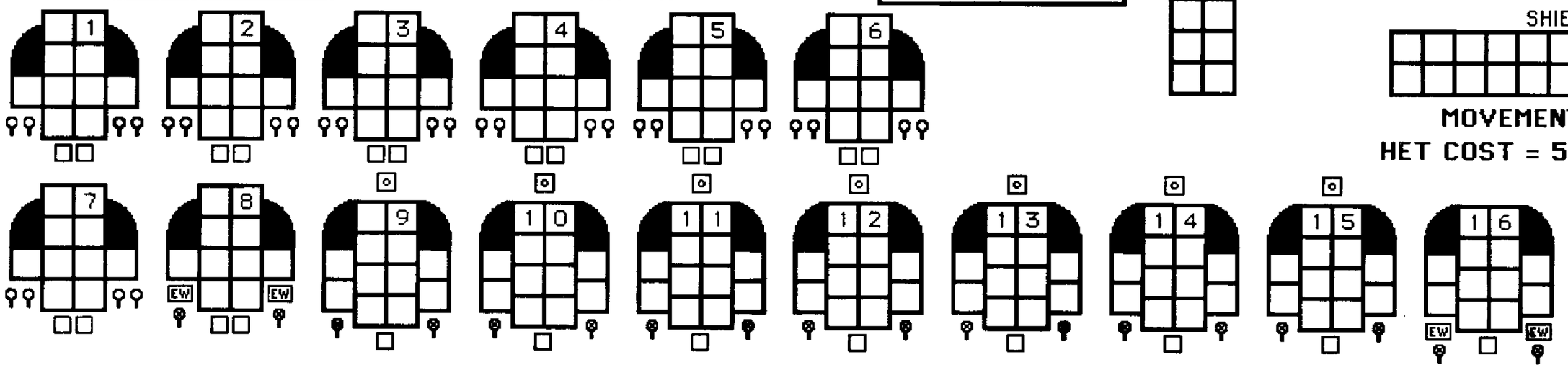
PLASMA-K COMBAT TABLE

RANGE	0-5	6-7	8-9	10	11+
SIZE 5+	5	4	2	1	0
BOLT 5+	1-4	1-3	1-3	1-3	NA
SIZE 6-7	10	8	4	2	0

PSEUDO-PLASMA TORPEDOES
A R B F C F



MOVEMENT COST = 1
HET COST = 5 EM COST = 6



GLADIATOR-III-K
1xPh-3-FA
DFR = 2
CRIPPLED = 8
SPEED = 15
BPV = 10

GLADIATOR-D
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15
BPV = 12

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ROMULAN REGALHAWK-E PF TENDER

CREW UNITS

			*						10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

							8

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	RG-E
POINT VALUE	=	172
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	18/4
REFERENCE	=	R4.111

BPV INCLUDES CLOAK

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

HIT & RUN CLOAK ☐

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET ☐	4	15-20
	5	21-27
BD ☐☐	6	28+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

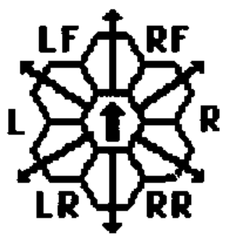
REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR
FX = L + LF + RF + R
RX = L + LR + RR + R

PSEUDO-PLASMA TORPEDOES

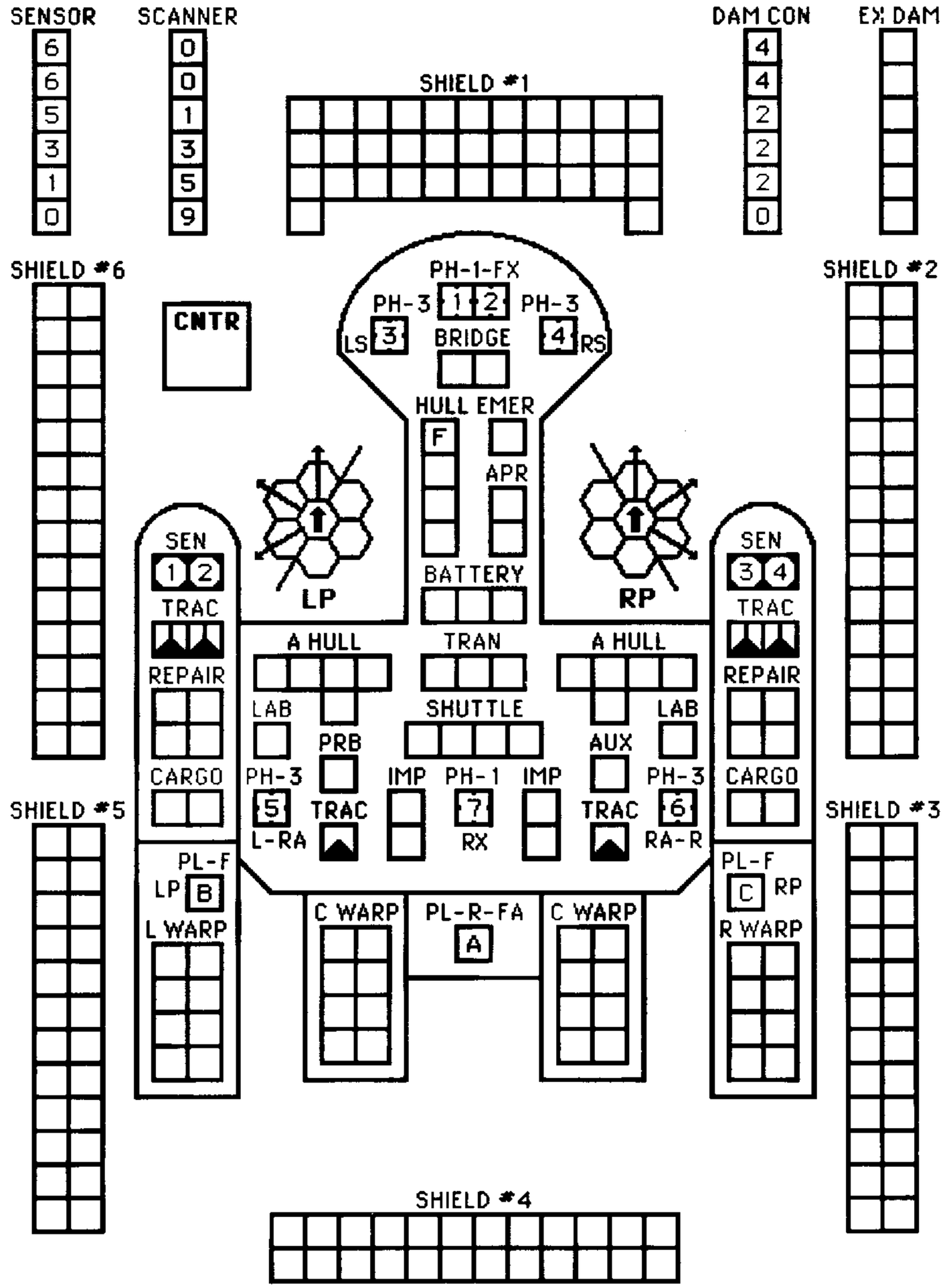
[A] R [B] F [C] F

SPECIAL SENSORS ARE DESTROYED ON "PHASER HITS."



PLASMA TORPEDO WARHEAD STRENGTH TABLE

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



MOVEMENT COST = 1
HET COST = 5 EM COST = 6

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ROMULAN REGALHAWK-C HEAVY SCOUT

CREW UNITS

			*						10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	RG-C
POINT VALUE	=	179/163
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	18/4
REFERENCE	=	R4.112

BPV INCLUDES CLOAK

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

HIT & RUN CLOAK ☐

TURN MODE	SPEED
C 1	2-4
2	5-9
3	10-14
HET 4	15-20
5	21-27
BD 6	28+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SCOUT FUNCTIONS SUMMARY

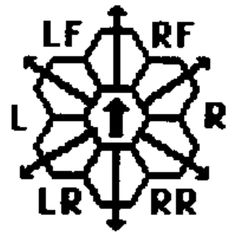
21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR
FX = L + LF + RF + R
RX = L + LR + RR + R

PSEUDO-PLASMA TORPEDOES

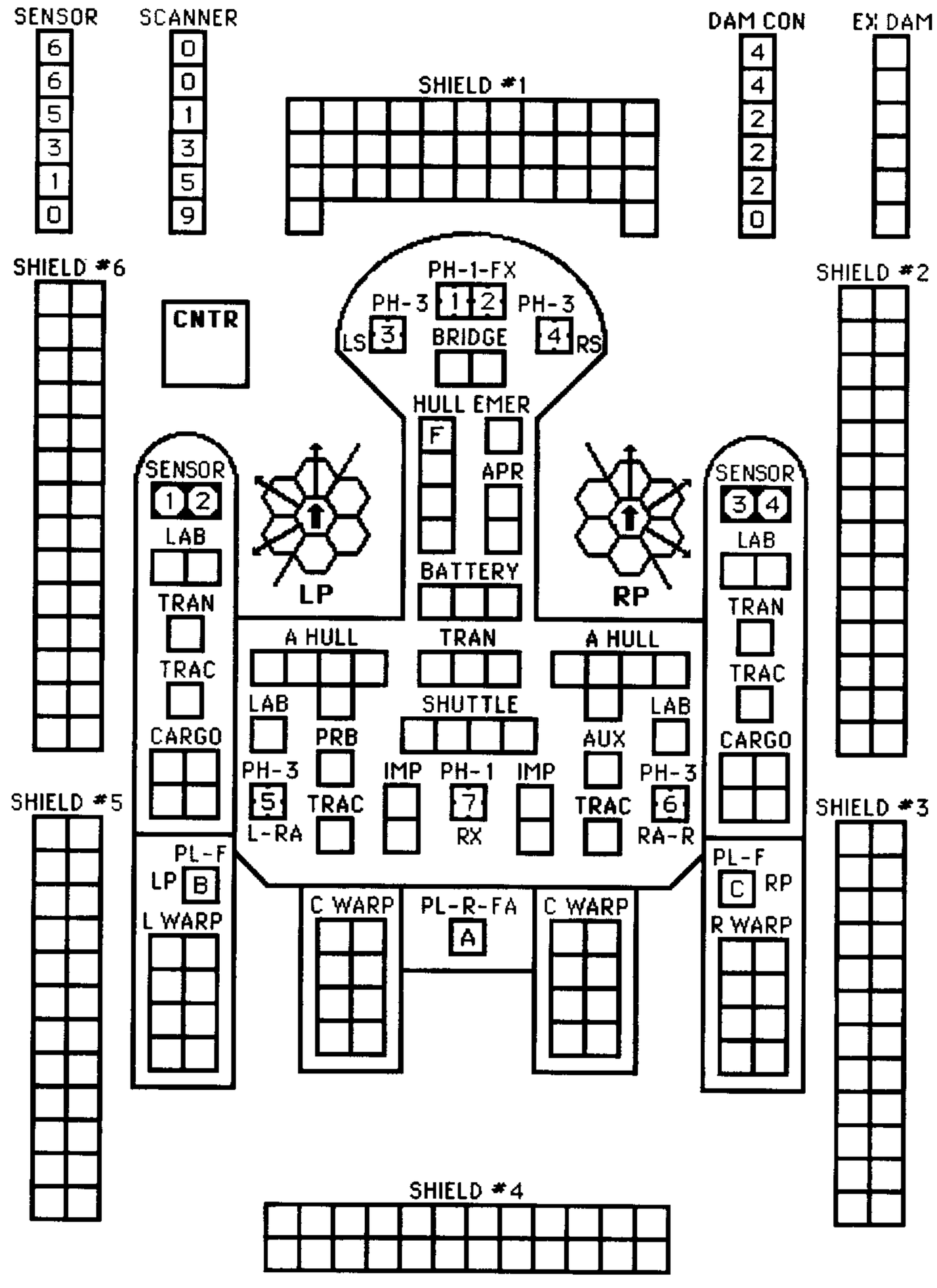
[A] R [B] F [C] F

SPECIAL SENSORS ARE DESTROYED ON "PHASER HITS."



PLASMA TORPEDO WARHEAD STRENGTH TABLE

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



MOVEMENT COST = 1
HET COST = 5 EM COST = 6

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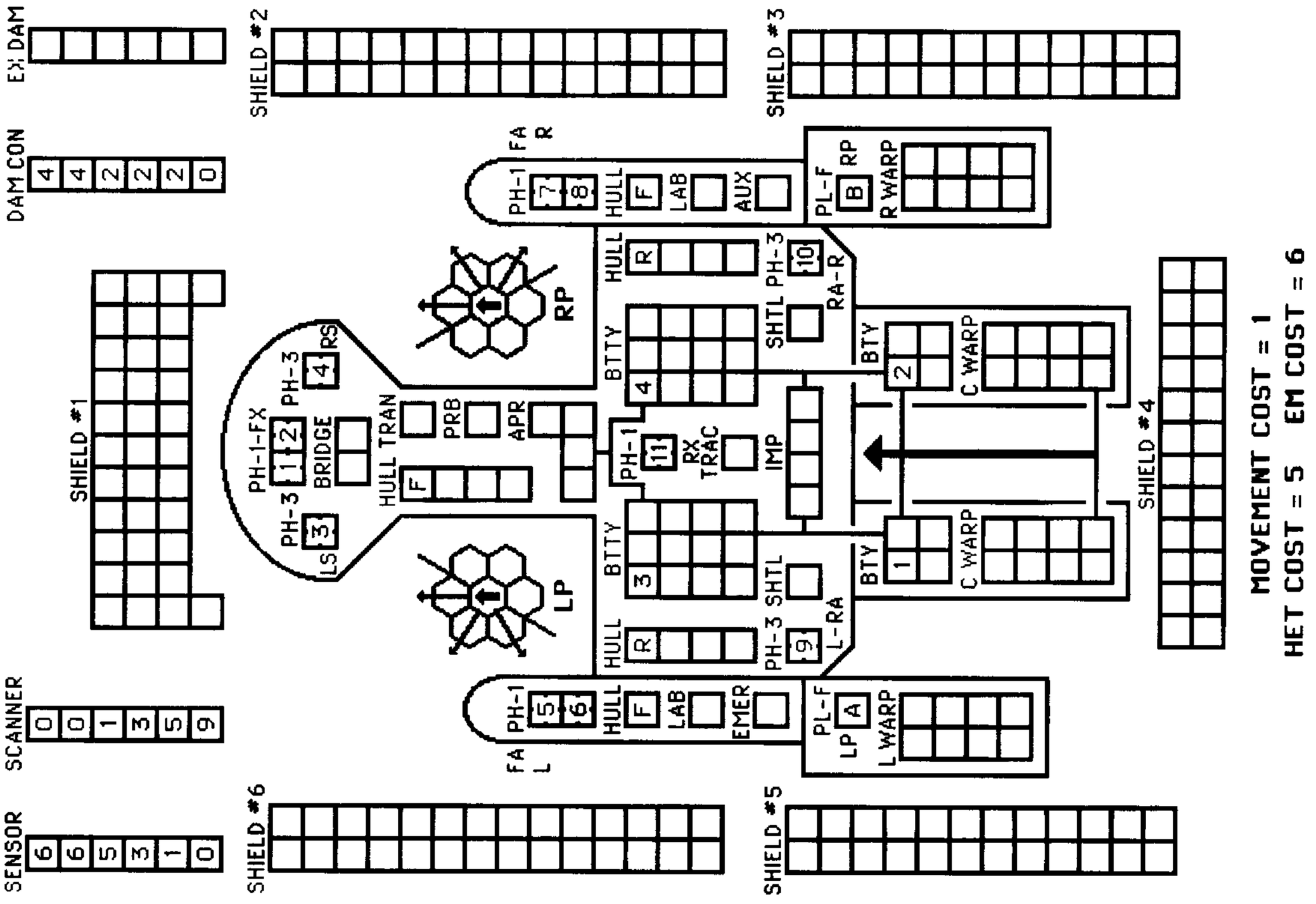
ROMULAN PEREGRINE NEW MAULER CRUISER



SHIP DATA TABLE	
TYPE	= FH-P
POINT VALUE	= 180
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 18/4
REFERENCE	= R4.113
BPV INCLUDES CLOAK	

TURN MODE	SPEED
C 1	2-4
2	5-9
3	10-14
HET 4	15-20
5	21-27
BD 6	28+

HIT & RUN
CLOAK

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL \ RANGE	0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL \ RANGE	0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR
FX = L + LF + RF + R
RX = L + LR + RR + R

PSEUDO-PLASMA TORPEDOES
A F B F

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
BOLT	1-4	1-3	1-2		

MAULER RANGE ADJUSTMENT CHART

RANGE	DAMAGE SCORED
0-1	Double the energy discharged
2-5	Equal to energy discharged
6-10	One-half of energy discharged

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
THIS SHIP HAS ONE SHUTTLE BAY.		

TRANSPORTER BOMBS
D D D D

ANY POWER SYSTEM CONNECTED TO THE MAULER CAN BE DESTROYED ON "ANY WEAPON" HITS.
SEE (D23.11) FOR SHOCK DAMAGE.
SEE (E8.27) FOR ALTERNATIVE FIRING ARCS.

CREW UNITS
10 20 30 40

BOARDING PARTIES 8

PROBES 5

ROMULAN KWR
NEW HEAVY CRUISER

CNTR

CREW UNITS

			*						10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	KWR
POINT VALUE	=	161
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	20/4
REFERENCE	=	R4.114

BPV INCLUDES CLOAK

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

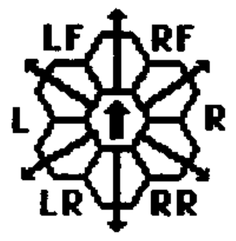
CLOAK

☐ H&R

TURN MODE	SPEED
B 1	2-5
2	6-10
3	11-15
HET 4	16-21
5	22-28
BD 6	29+

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0



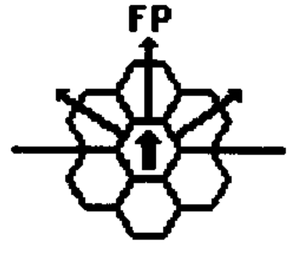
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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



PSEUDO-PLASMA TORPEDOES

A S B S C F

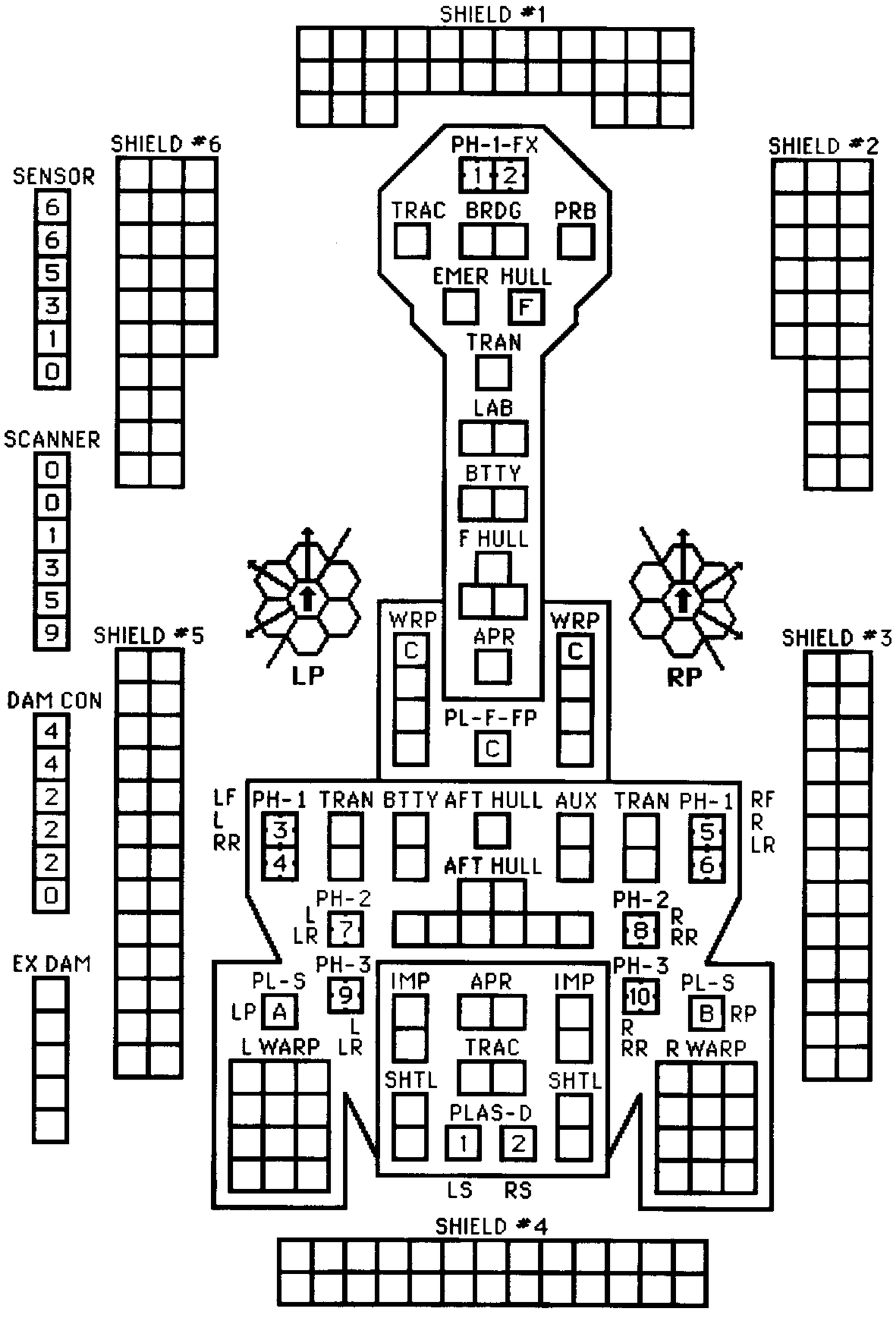
THE FORWARD PHASER-1s CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY TO THE REAR OF THE SHIP SEE (D2.33). WING PHASERS HAVE CROSS-DECK ARCS; SEE (D2.32).

MOVEMENT COST = 1
HET COST = 5 EM COST = 6

PLASMA-D RACKS

1						
2						

RACKS ALWAYS HAD TWO RELOADS.



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ROMULAN KWS
NEW SCOUT CRUISER

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

									10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	KWS
POINT VALUE	=	171/151
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	20/4
REFERENCE	=	R4.115

BPV INCLUDES CLOAK

CNTR

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

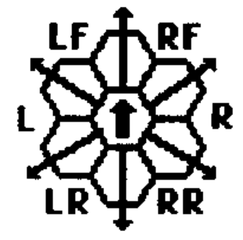
CLOAK

☐ H&R

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0



LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

TYPE III DEFENSE PHASER

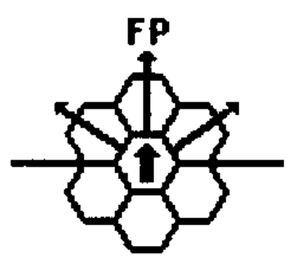
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

MOVEMENT COST = 1
HET COST = 5 EM COST = 6



PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		

PSEUDO-PLASMA TORPEDOES

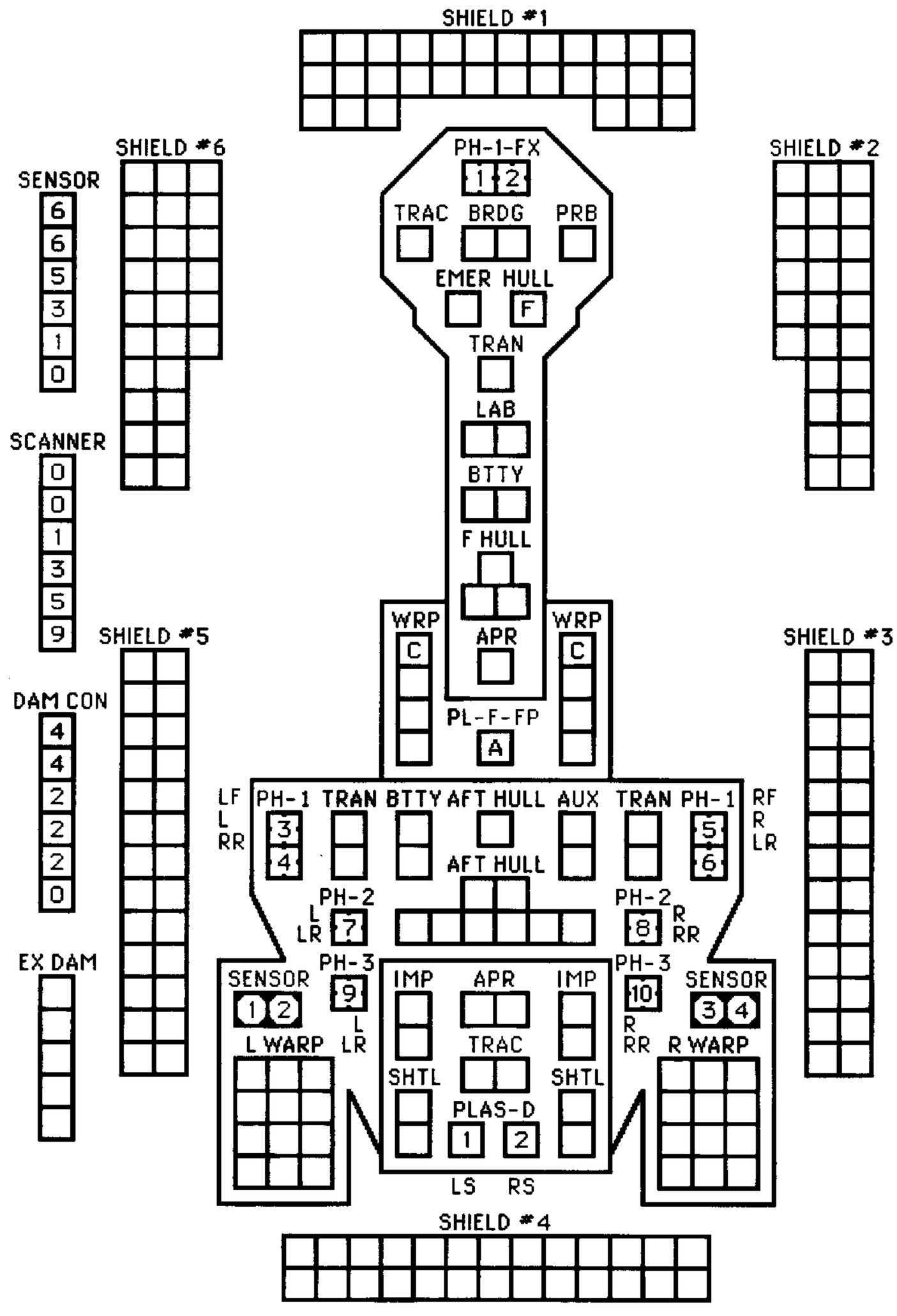
A	F

PLASMA-D RACKS

1						
2						

RACKS ALWAYS HAD TWO RELOADS.

THE FORWARD PHASER-1s CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY TO THE REAR OF THE SHIP. SEE (D2.33). WING PHASERS HAVE CROSS-DECK ARCS; SEE (D2.32).



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ROMULAN KWV STRIKE CARRIER

CREW UNITS

			*						10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

				D	D	D	D

BOARDING PARTIES

									10

PROBES

				5

DECK CREWS

									10

FX = L + LF + RF + R

SHIP DATA TABLE

TYPE	=	KWV
POINT VALUE	=	154/144
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	20/4
REFERENCE	=	R4.116

BPV INCLUDES CLOAK

CNTR

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE SPEED

B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

HIT & RUN CLOAK ☐

PSEUDO-PLASMA TORPEDOES

[A] S [B] S [C] F

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

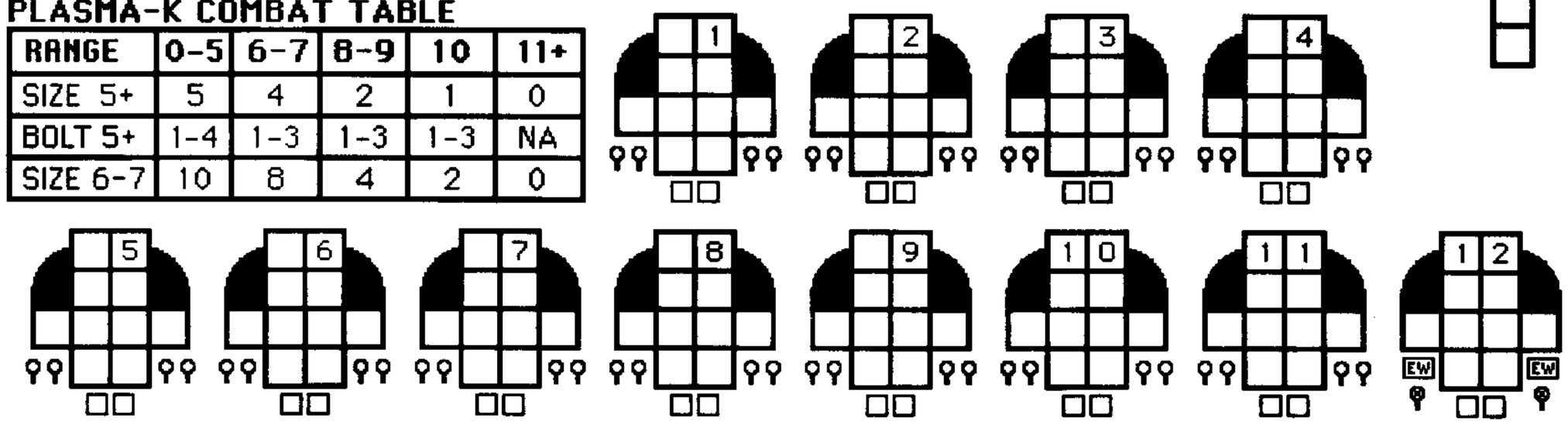
PLASMA TORPEDO WARHEAD STRENGTH TABLE

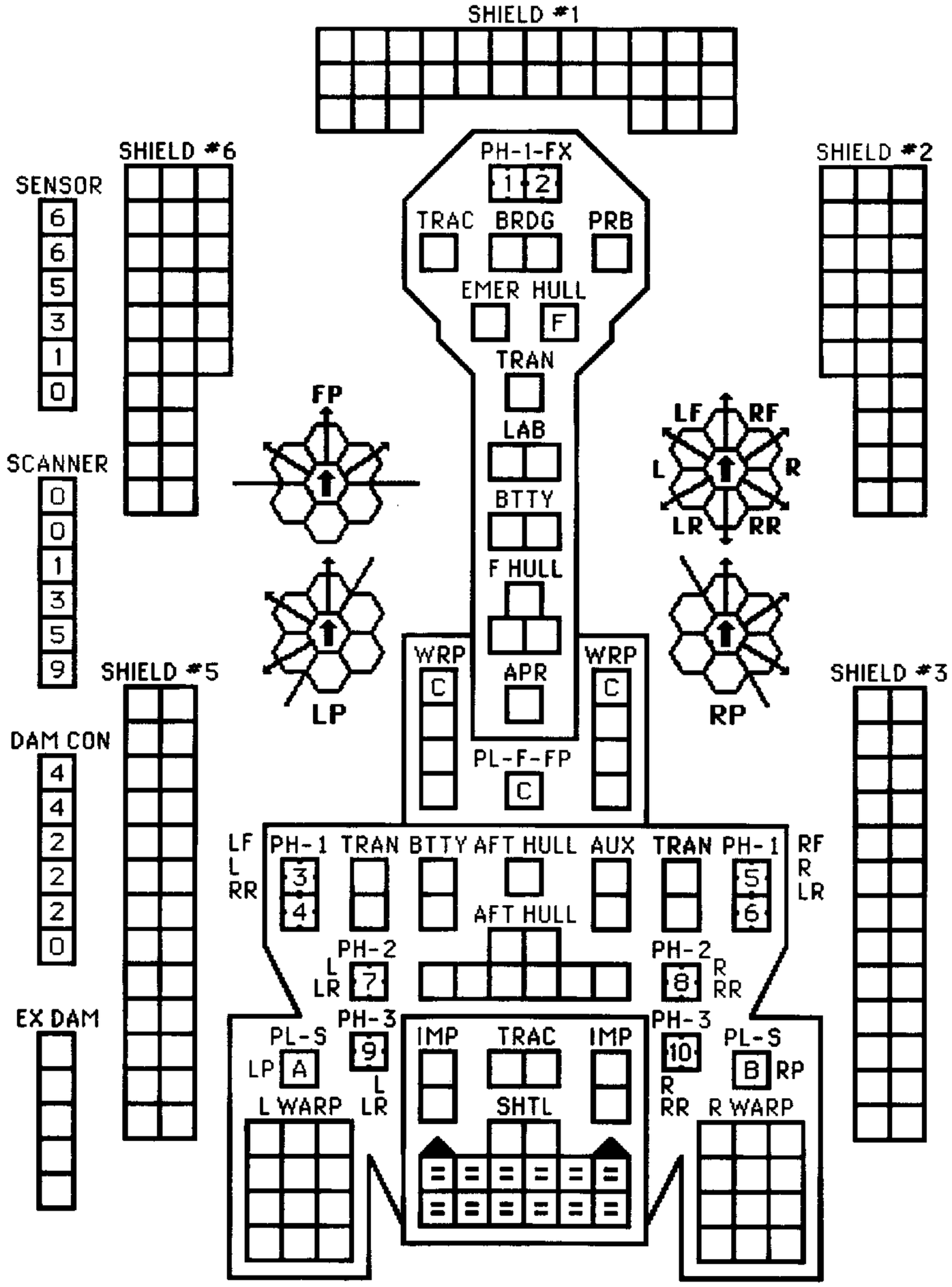
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1		

GLADIATOR-D
2x:Ph-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15
BPV = 12

PLASMA-K COMBAT TABLE

RANGE	0-5	6-7	8-9	10	11+
SIZE 5+	5	4	2	1	0
BOLT 5+	1-4	1-3	1-3	1-3	NA
SIZE 6-7	10	8	4	2	0





MOVEMENT COST = 1

HET COST = 5 EM COST = 6

THE FORWARD PHASER-1s CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY TO THE REAR OF THE SHIP; SEE (D2.33). WING PHASERS HAVE CROSS-DECK ARCS; SEE (D2.32).

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KZINTI NEW COMMAND CRUISER

CREW UNITS

		*							10
									20
									30
									40

BOARDING PARTIES

									10
									20

PROBES

				5

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

ANTI-DRONES

1														
2														

ADDs ALWAYS HAD 12 ROUNDS.

TRANSPORTER BOMBS

				D	D	D	D	

SHIP DATA TABLE

TYPE	=	NCC
POINT VALUE	=	145
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R5.84

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE THE SENSOR RATING.

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DRONE RACKS

1							C							
2							C							
3														B
4														B

RACKS ALWAYS HAD TWO RELOADS.

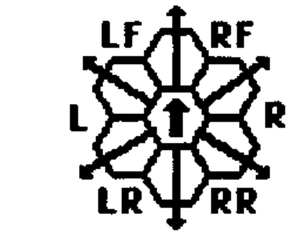
ANTI-DRONE TABLE

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

DISRUPTOR TABLE

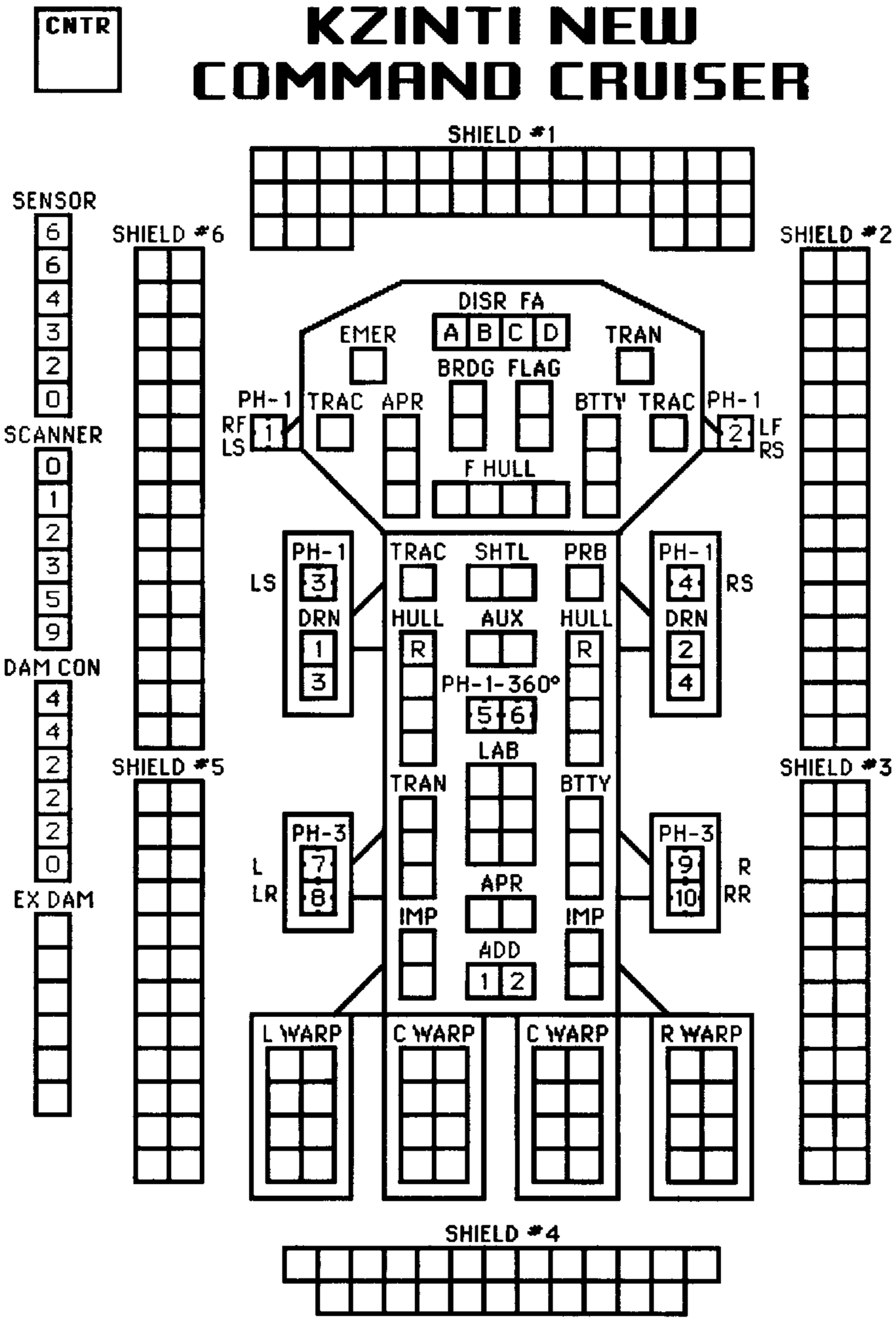
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

HIT & RUN DERFACS



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

MOVEMENT COST = 1
HET COST = 5
EM COST = 6



KZINTI NEW STRIKE CARRIER

CREW UNITS

			*						
									10
									20
									30
									40

BOARDING PARTIES

									10

DECK CREWS

									10

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

SHUTTLE BAY HAS TWO DOORS.

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	NCV
POINT VALUE	=	132
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R5.85

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE THE SENSOR RATING.

TURN MODE	SPEED
C 1	2-4
2	5-9
3	10-14
HET 4	15-20
5	21-27
BD 6	28+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

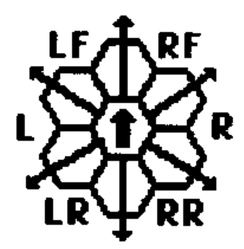
DRONE RACKS

1										C	
2										C	
3											B
4											B

RACKS ALWAYS HAD TWO RELOADS.

HIT & RUN DERFACS

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

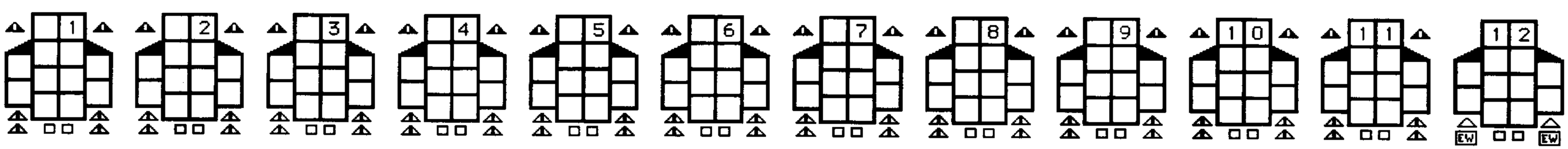


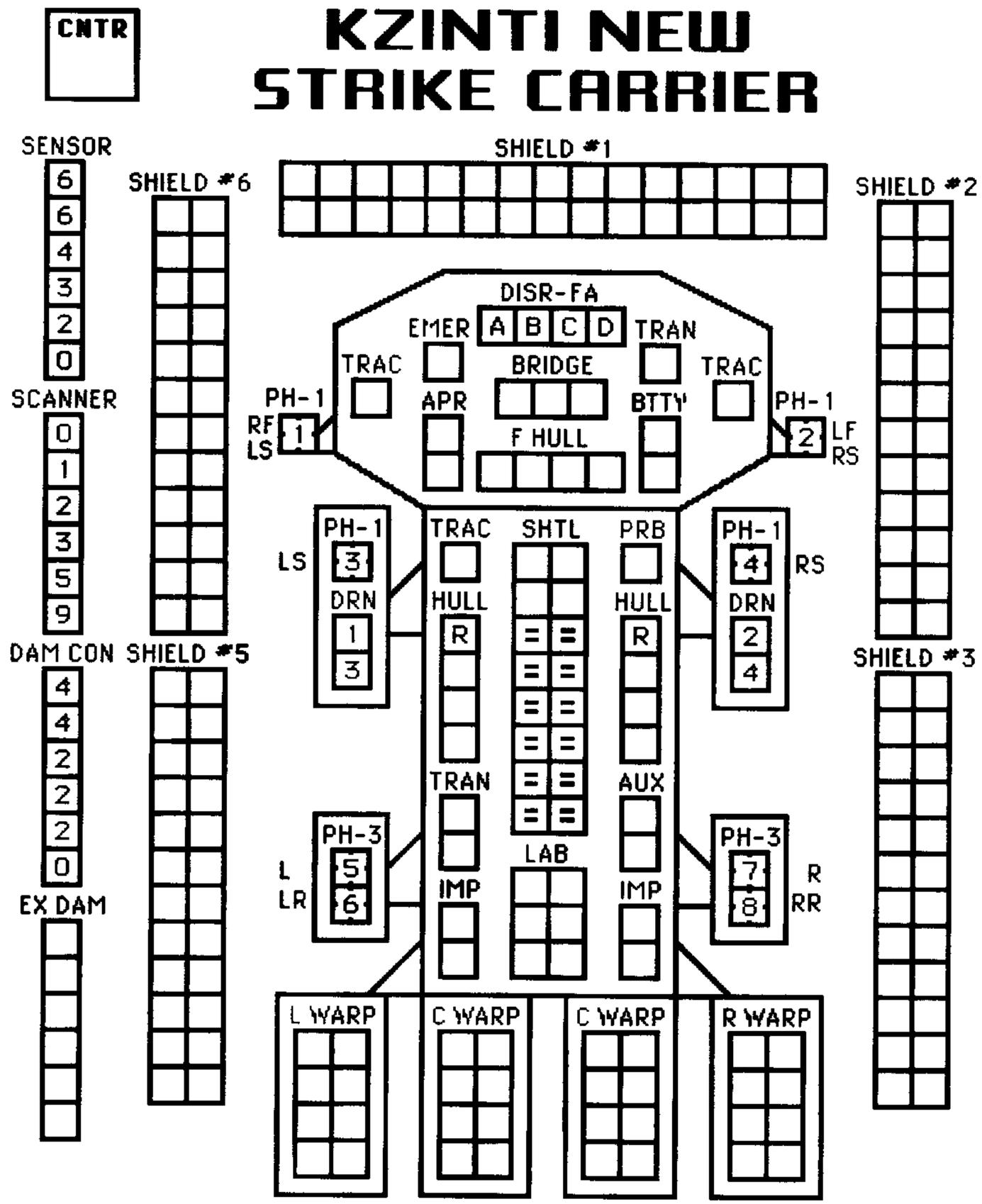
DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

TADSC FIGHTERS
2xPH-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
BPV = 12

MOVEMENT COST = 1
HET COST = 5
EM COST = 6





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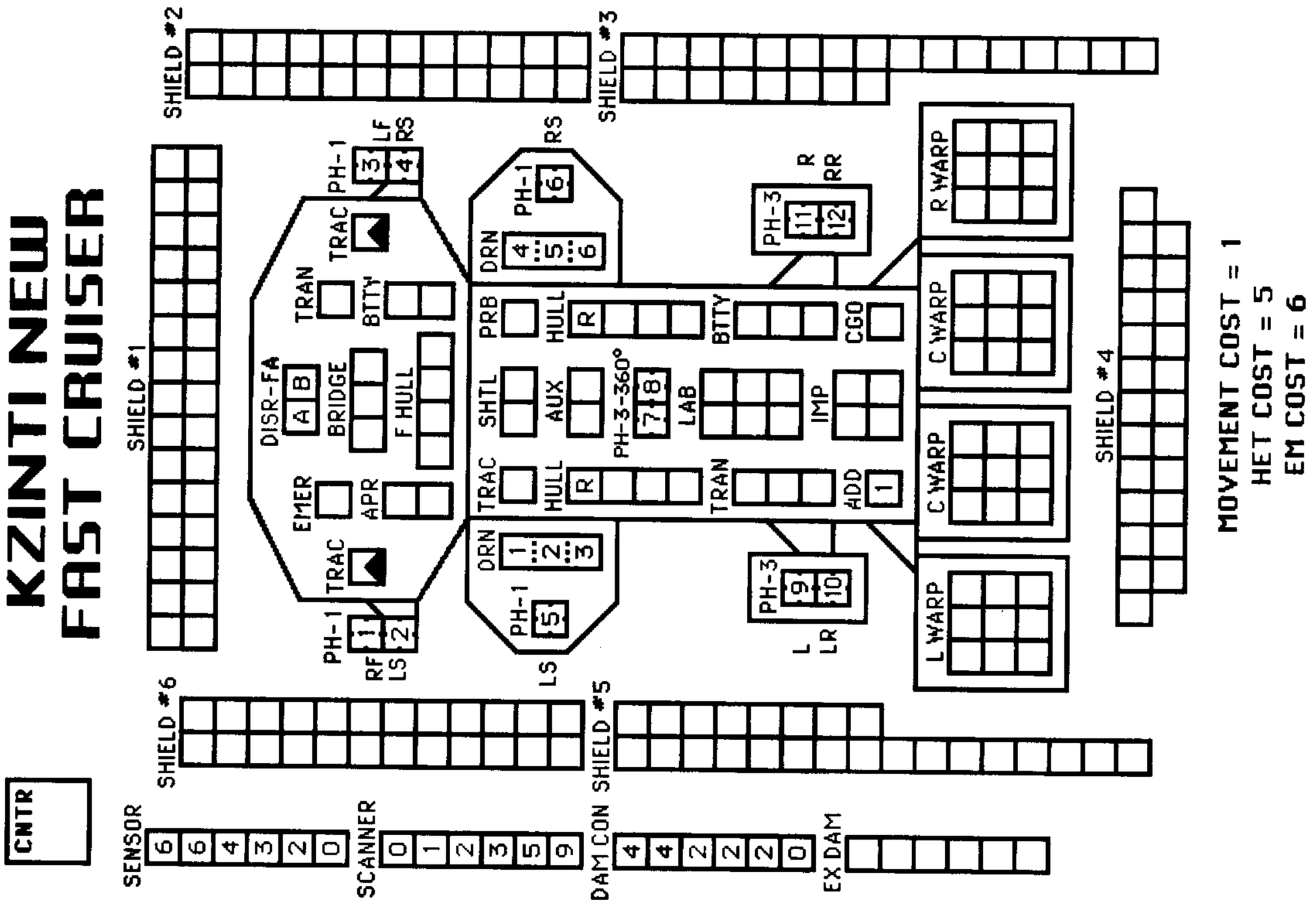
KZINTI NEW FAST CRUISER



MOVEMENT COST = 1
HET COST = 5
EM COST = 6

SHIP DATA TABLE	
TYPE	= NCF
POINT VALUE	= 144
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.86
MECH LINKS	= +2

TURN MODE
C 1
2
3
HET 4
5
BD 6

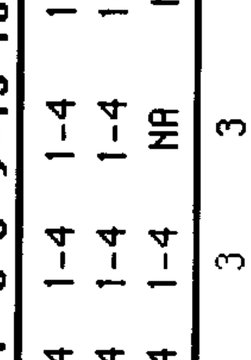
THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE THE SENSOR RATING.

THIS SHIP HAS 50 SPACES OF DRONES IN ITS CARGO BOX TO RELOAD ITS TYPE-D DRONE RACKS. SPECIAL DRONES IN STORAGE WILL BE PROPORTIONAL TO THOSE LOADED IN THE MAGAZINES OF THE TYPE-D DRONE RACKS.

DRONE RACKS

1					D	D
2						
3						
4						
5						
6						

THIS SHIP CAN LAUNCH ONE DRONE FROM EACH BANK OF THREE DRONE MAGAZINES DURING EACH TURN.



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

DERFACS ☐ H&R

ADMINISTRATIVE SHUTTLES

HIT POINTS	NOTES

TRANSPORTER BOMBS D D D D

ANTI-DRONES

1									

ADD ALWAYS HAD 12 ROUNDS.

CREW UNITS

10	20	30	40
*			

BOARDING PARTIES

10

PROBES

			5

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6- 8	9- 15
1	9	8	7	6	5	5	4	3
2	8	7	6	5	5	4	3	2
3	7	5	5	4	4	4	3	1
4	6	4	4	4	4	3	2	0
5	5	4	4	4	3	3	1	0
6	4	4	3	3	2	2	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4- 8	9- 15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	NA	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

ANTI-DRONE TABLE

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

KZINTI NEW DRONE BOMBARDMENT CRUISER

CREW UNITS

			*					
								10
								20
								30
								40

BOARDING PARTIES

								10

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	NCD
POINT VALUE	=	127
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R5.87

CNTR

TYPE I OFFENSIVE PHASER TABLE

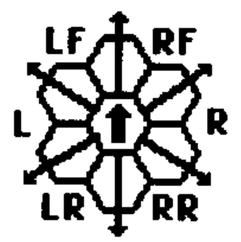
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE THE SENSOR RATING.

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

DRONE RACKS

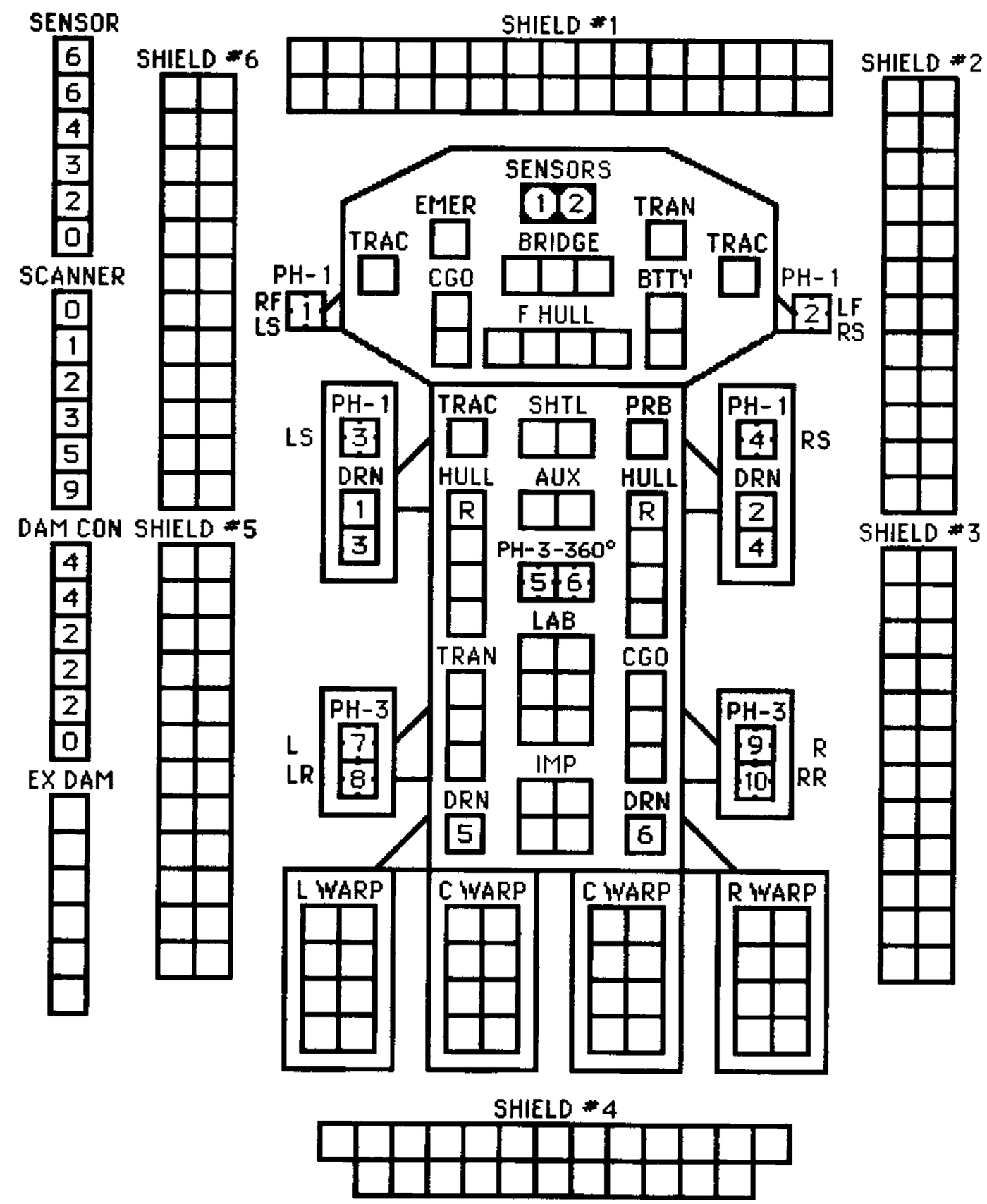
1							C						
2							C						
3													B
4													B
5													B
6													B

RACKS ALWAYS HAD DOUBLE RELOADS.
250 POINTS OF ADDITIONAL DRONES ARE STORED IN THE SIX CARGO BOXES.

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS DESTROYED ON "TORPEDO" DAMAGE POINTS.



MOVEMENT COST = 1
HET COST = 5
EM COST = 6

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KZINTI NEW SURVEY CRUISER

CREW UNITS

			*					10
								20
								30
								40

BOARDING PARTIES

								9

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

PROBES

								10

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	NSR
POINT VALUE	=	134/114
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R5.88
NRV	=	+8

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE THE SENSOR RATING.

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DRONE RACKS

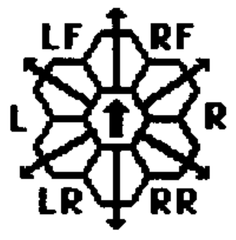
1												C	
2												C	
3													B
4													B

RACKS ALWAYS HAD TWO RELOADS.

ANTI-DRONES

1													

ADD ALWAYS HAD 12 ROUNDS.



LS = LF + L + LR
RS = RF + R + RR

ANTI-DRONE TABLE

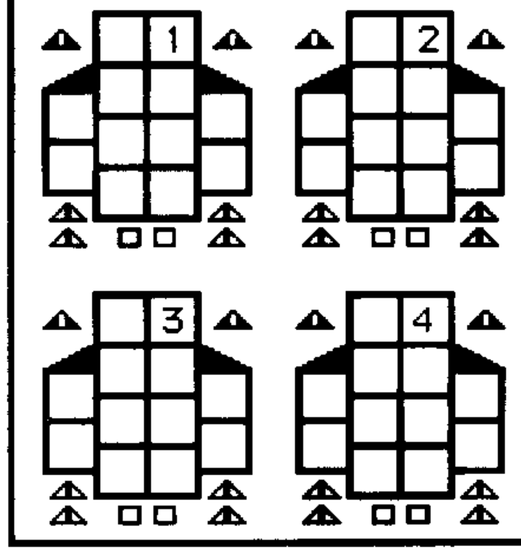
RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

WARTIME FIGHTER DEPLOYMENT NRV (R5.88A)

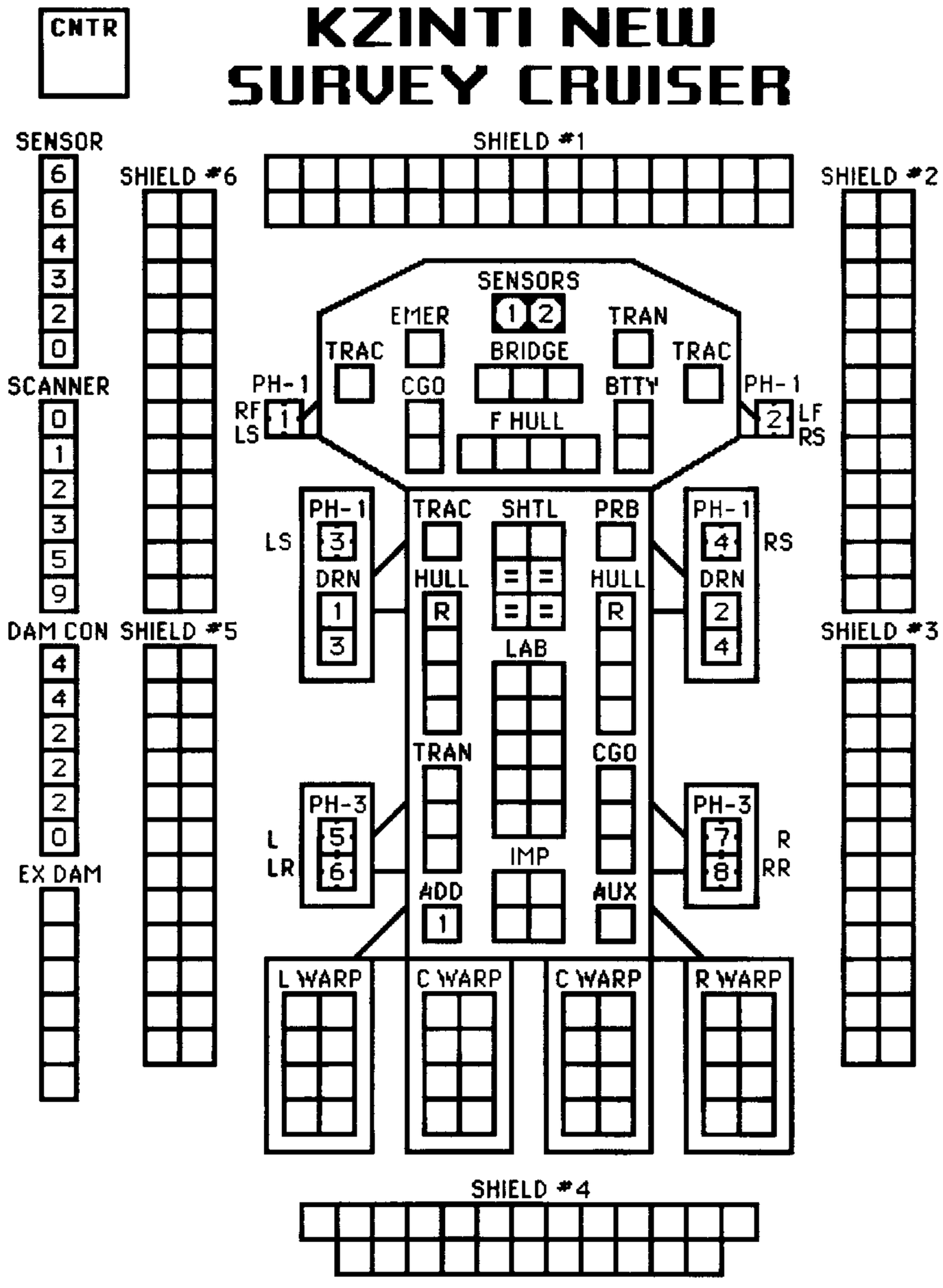


(REPLACES FOUR ADMIN SHUTTLES.)

TADSC FIGHTERS
2xPH-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
BPV = 12

DECK CREWS

				4



MOVEMENT COST = 1
HET COST = 5
EM COST = 6

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KZINTI NEW PF TENDER

CREW UNITS

10 20 30 40

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

TRANSPORTER BOMBS D D D D

BOARDING PARTIES 10

PROBES 5

SHIP DATA TABLE

TYPE	= NPF
POINT VALUE	= 130
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.89

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE THE SENSOR RATING.

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

ANTI-DRONES

1 2

ADDs ALWAYS HAD 12 ROUNDS.

ANTI-DRONE TABLE

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

LF RF L R LR RR

LS = LF + L + LR
RS = RF + R + RR

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

CNTR

SENSOR 6 6 4 3 2 0

SCANNER 0 1 2 3 5 9

DAM CON 4 4 2 2 2 0

EX DAM

SHIELD #6

SHIELD #5

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SENSORS 1 2

EMER TRAN

TRAC BRIDGE TRAC

PH-1 APR BTTY PH-1

RF 1 LS F HULL 2 LF RS

PH-1 TRAC SHTL PRB PH-1

LS 3 TRAC HULL AUX HULL 4 RS

TRAC R PH-3-360° R TRAC

5 6

REPAIR

TRAN LAB

PH-3 IMP PH-3

L 7 9 R

LR 8 10 RR

ADD 1 ADD 2

L WARP C WARP C WARP R WARP

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

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KZINTI NEW DIVISION CONTROL SHIP

CNTR

CREW UNITS

			*					10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHUTTLE BAY IS TUNNEL DECK (J1.58).

BOARDING PARTIES

								10

TRANSPORTER BOMBS

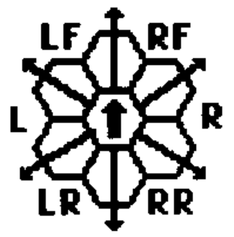
				D	D	D	D

PROBES

				5

DECK CREWS

									10



LS = LF + L + LR
RS = RF + R + RR

SHIP DATA TABLE

TYPE	=	NDC
POINT VALUE	=	135/105
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R5.90

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE THE SENSOR RATING.

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DRONE RACKS

1												C	
2												C	
3													B
4													B

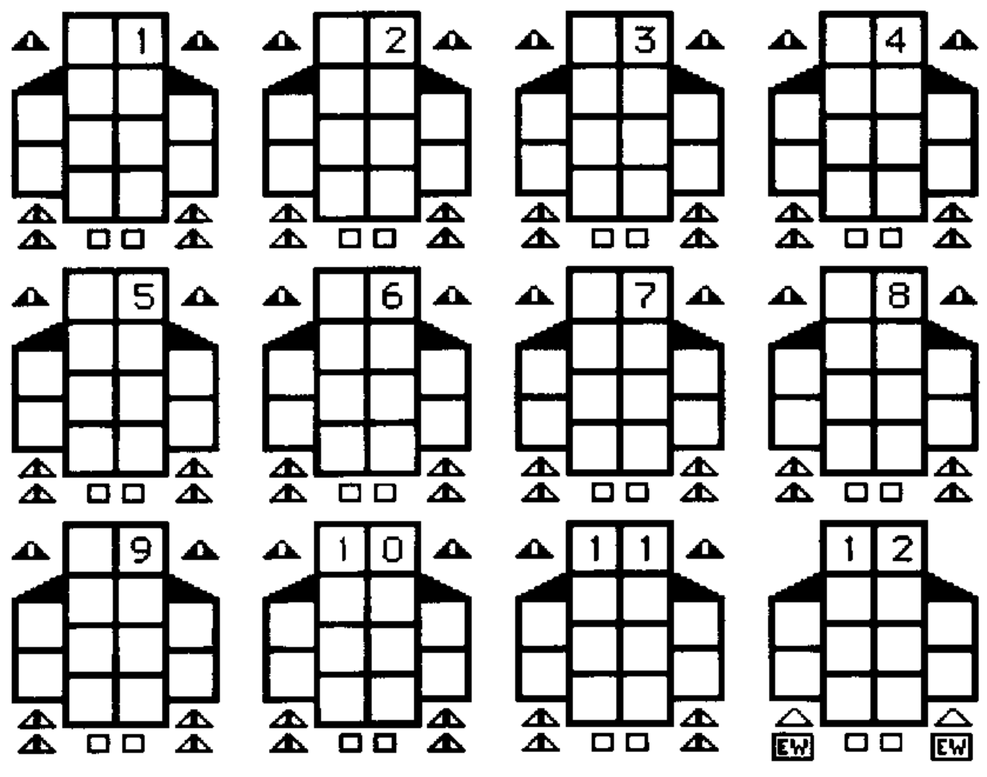
RACKS ALWAYS HAD TWO RELOADS.

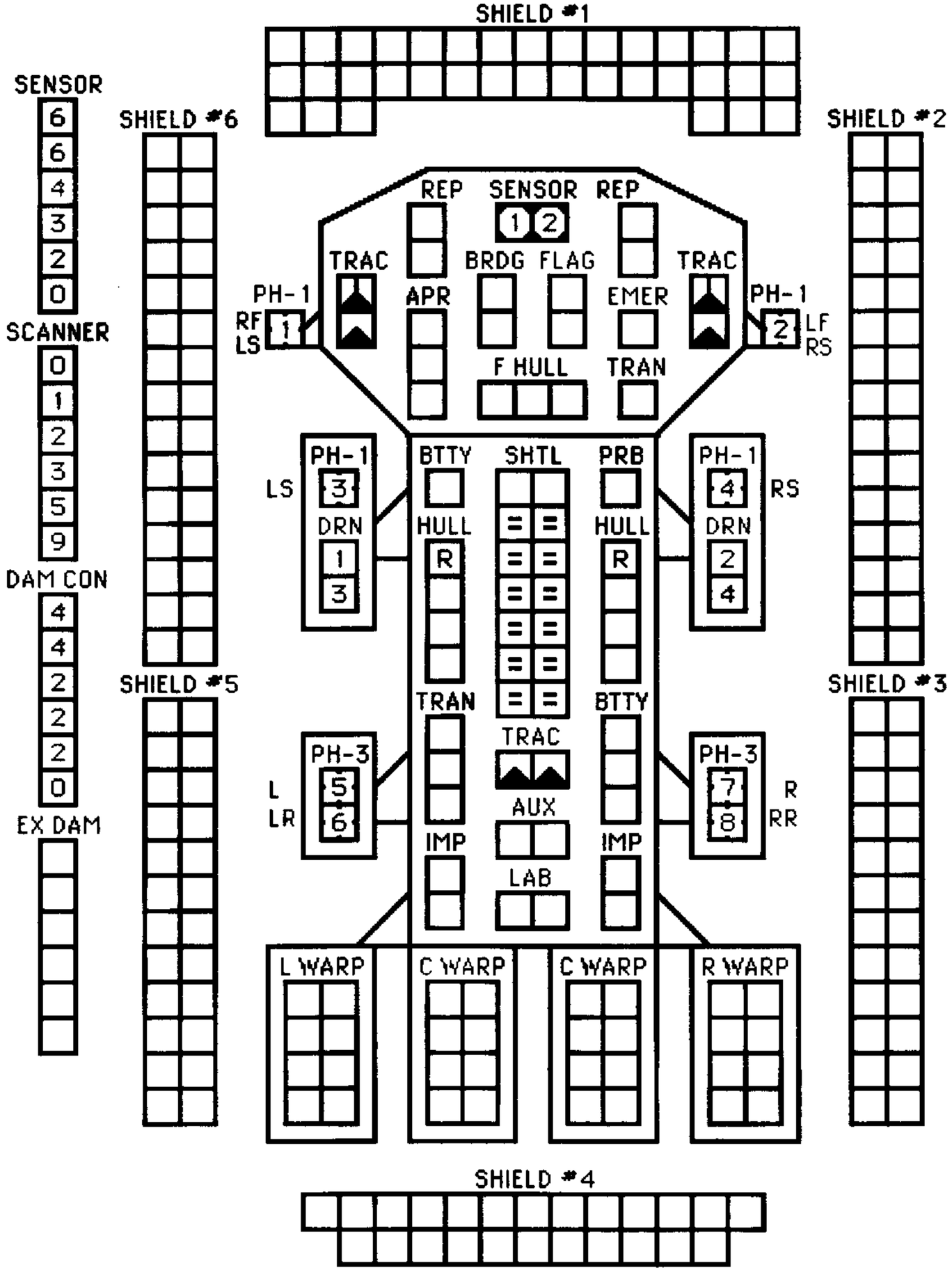
TADSC FIGHTERS
2xPH-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
BPV = 12

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.





MOVEMENT COST = 1
HET COST = 5
EM COST = 6

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KZINTI NEW HEAVY ESCORT CRUISER

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

								10

DECK CREWS

	2

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	NEC
POINT VALUE	=	132
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R5.91

INCLUDES FULL AEGIS

CNTR

SENSOR: 6 6 4 3 2 0

SCANNER: 0 1 2 3 5 9

DAM CON: 4 4 2 2 2 0

EX DAM

SHIELD #6

SHIELD #5

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

PH-1-FX: 1 2 3 4

EMER, TRAN, TRAC, BRIDGE, TRAC, APR, BTTY, F HULL

PH-1 RF LS 5

PH-1 6 LF RS

PH-1 LS 7 DRN 1 3

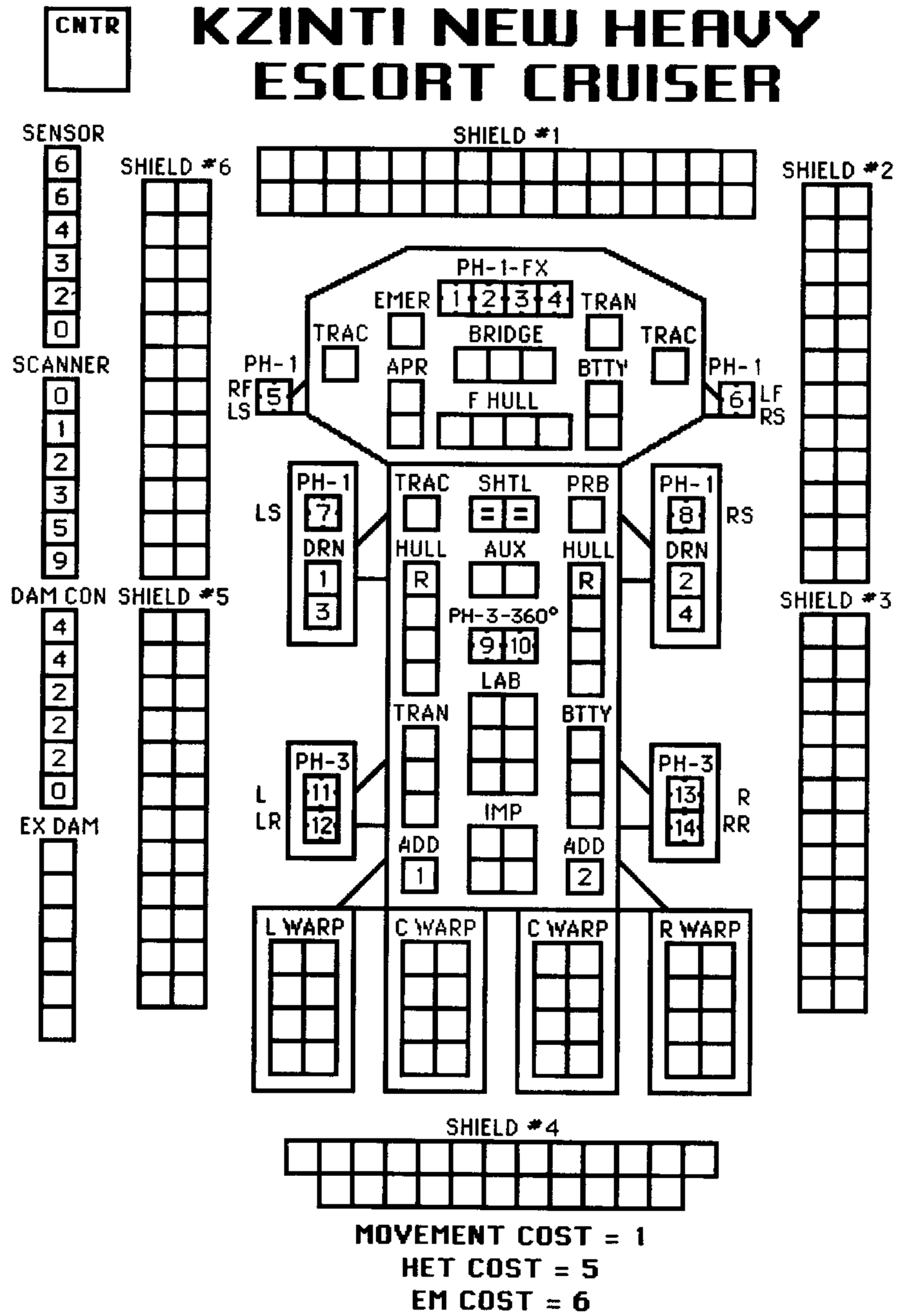
PH-1 8 RS DRN 2 4

TRAC, SHTL, PRB, HULL R, AUX, HULL R, PH-3-360° 9 10, LAB, TRAN, BTTY, IMP, ADD 1, ADD 2

PH-3 L LR 11 12

PH-3 13 14 R RR

L WARP, C WARP, C WARP, R WARP



MOVEMENT COST = 1
HET COST = 5
EM COST = 6

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE THE SENSOR RATING.

TURN MODE		SPEED
C	1	2-4
	2	5-9
HET	3	10-14
	4	15-20
BD	5	21-27
	6	28+

TYPE III DEFENSE PHASER

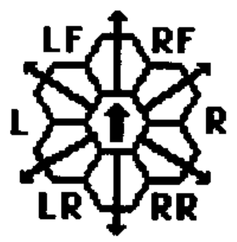
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DRONE RACKS

1								G
2								G
3								G
4								G

RACKS HAVE THREE RELOADS. ONE RELOAD IS ENTIRELY ADDs.

LF RF L R LR RR



LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

ANTI-DRONE TABLE

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

AS A CARRIER ESCORT, THIS SHIP HAS DECK CREWS AND READY RACKS TO SERVICE THE FIGHTERS OF THE CARRIER. IT HAS NO FIGHTERS OF ITS OWN.

ANTI-DRONES

1															
2															

ADDs ALWAYS HAD 12 ROUNDS.

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KZINTI NEW HEAVY SCOUT CRUISER

CNTR

CREW UNITS

10 20 30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D D D D

BOARDING PARTIES 10

PROBES 5

SHIP DATA TABLE

TYPE	=	NSC
POINT VALUE	=	140/120
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R5.92

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE THE SENSOR RATING.

TURN MODE		SPEED
C	1	2-4
	2	5-9
HET	3	10-14
	4	15-20
BD	5	21-27
	6	28+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

LF RF L R LR RR

LS = LF + L + LR
RS = RF + R + RR

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

DRONE RACKS

1 C
2 C
3 B
4 B

RACKS ALWAYS HAD TWO RELOADS.

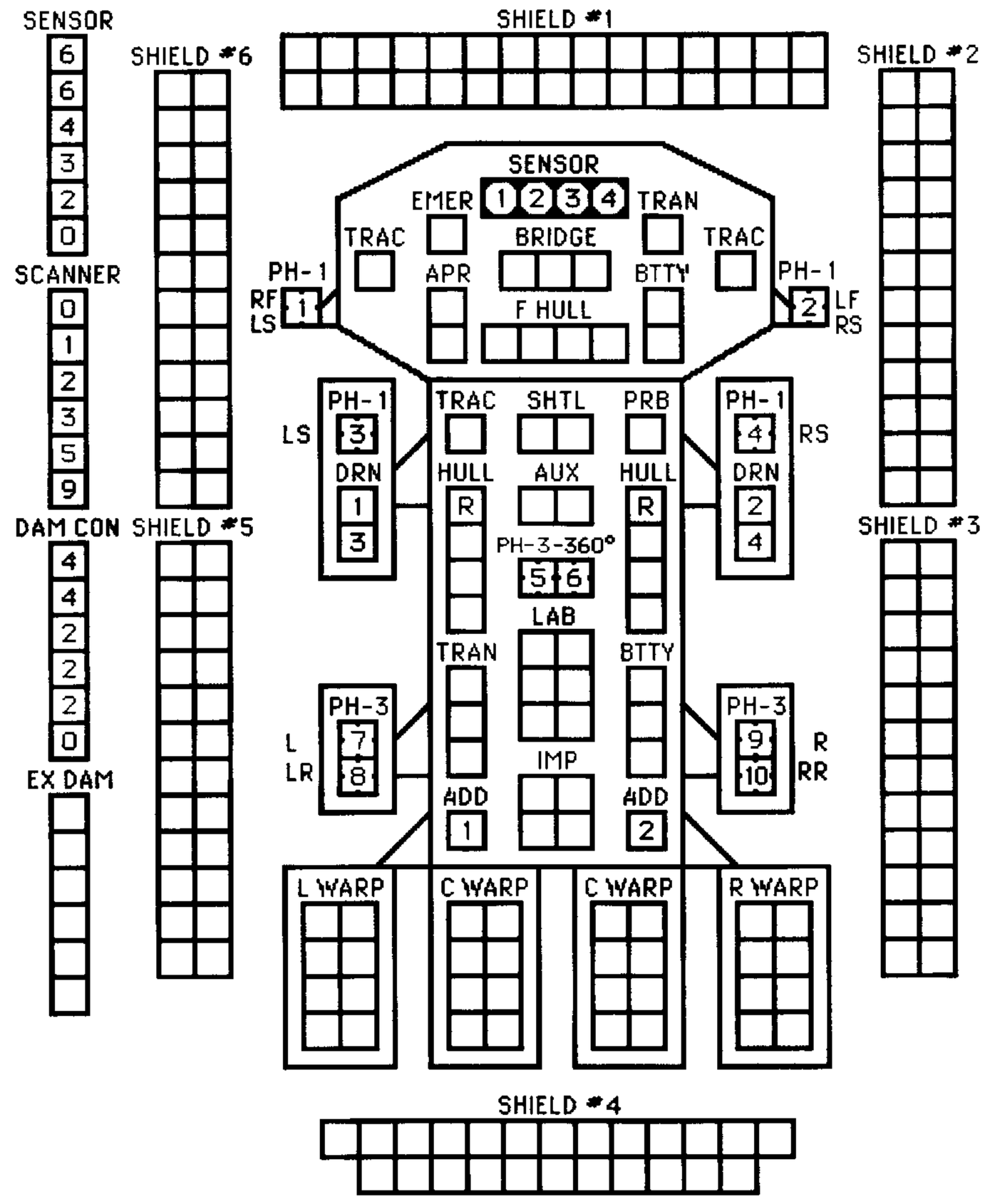
ANTI-DRONE TABLE

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

ANTI-DRONES

1
2

ADDs ALWAYS HAD 12 ROUNDS.



MOVEMENT COST = 1
HET COST = 5
EM COST = 6

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KZINTI NEW HEAVY GROUND ASSAULT CRUISER

CREW UNITS

			*					10
								20
								30
								40

BOARDING PARTIES

								10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		HTS

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	NCG
POINT VALUE	=	130/115
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R5.93

CNTR

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

BARRACKS ARE DESTROYED ON "FORWARD HULL" OR "AFT HULL" DAMAGE POINTS.

TURN MODE	SPEED
C 1	2-4
2	5-9
3	10-14
HET 4	15-20
5	21-27
BD 6	28+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

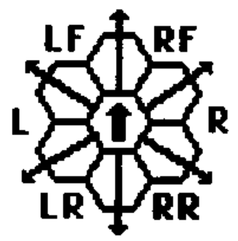
DRONE RACKS

1							G
2							G

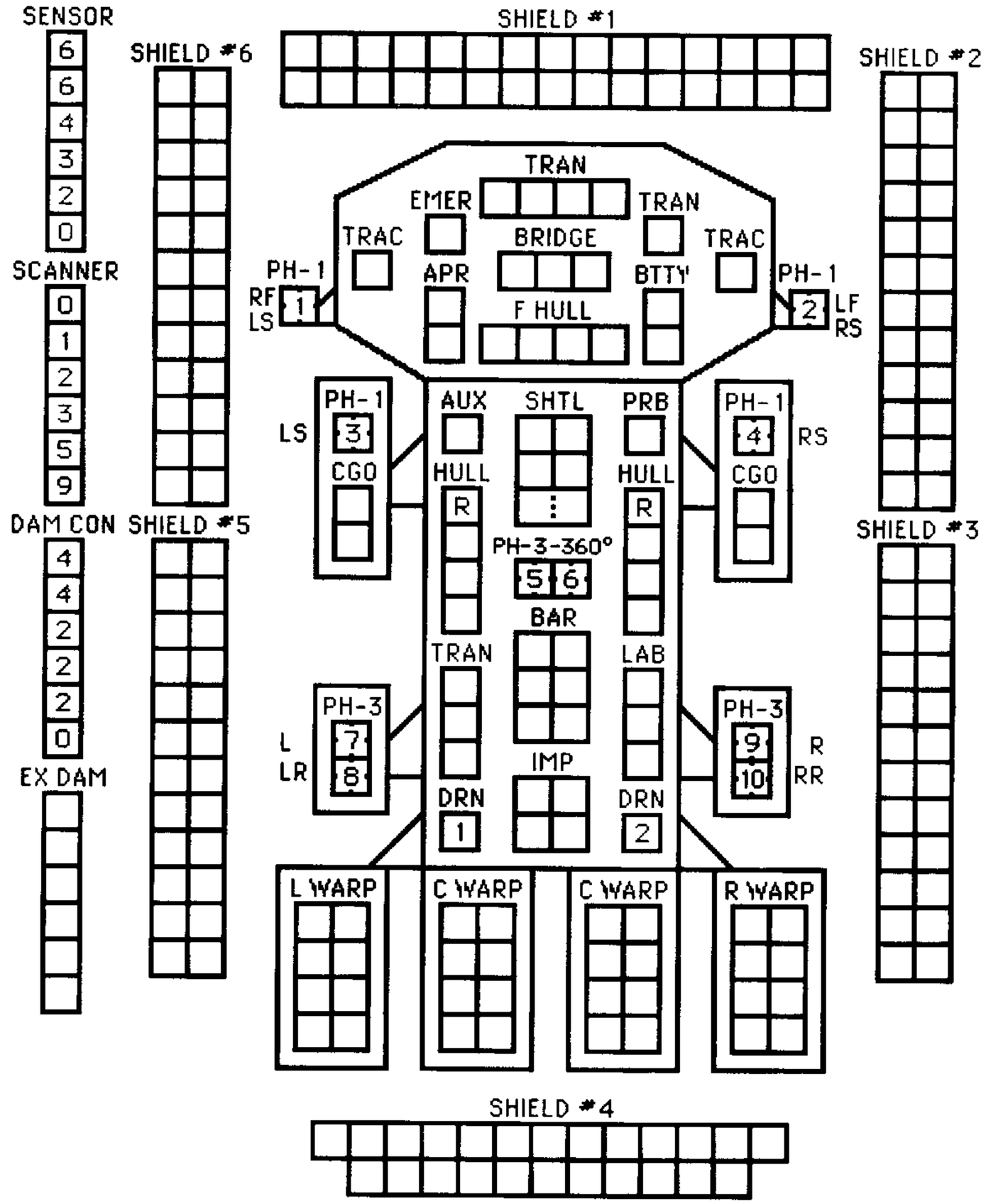
RACKS ALWAYS HAD THREE RELOADS.
ONE RELOAD IS ENTIRELY ADDs.

ANTI-DRONE TABLE

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



LS = LF + L + LR
RS = RF + R + RR



MOVEMENT COST = 1
HET COST = 5
EM COST = 6

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GORN FAST MEDIUM CRUISER

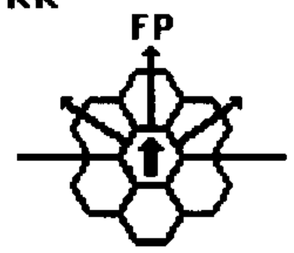
CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

									10

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

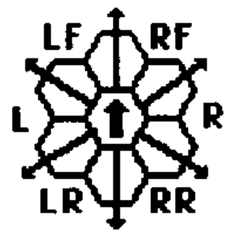
THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (J1.59).

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5



SHIP DATA TABLE

TYPE	=	CMF
POINT VALUE	=	170
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R6.71
MECH LINKS	=	+2

TURN MODE	SPEED
D 1	2-4
2	5-8
3	9-12
HET 4	13-17
5	18-24
BD 6	25+

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

PSEUDO-PLASMA TORPEDOES

[A] S [B] S

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

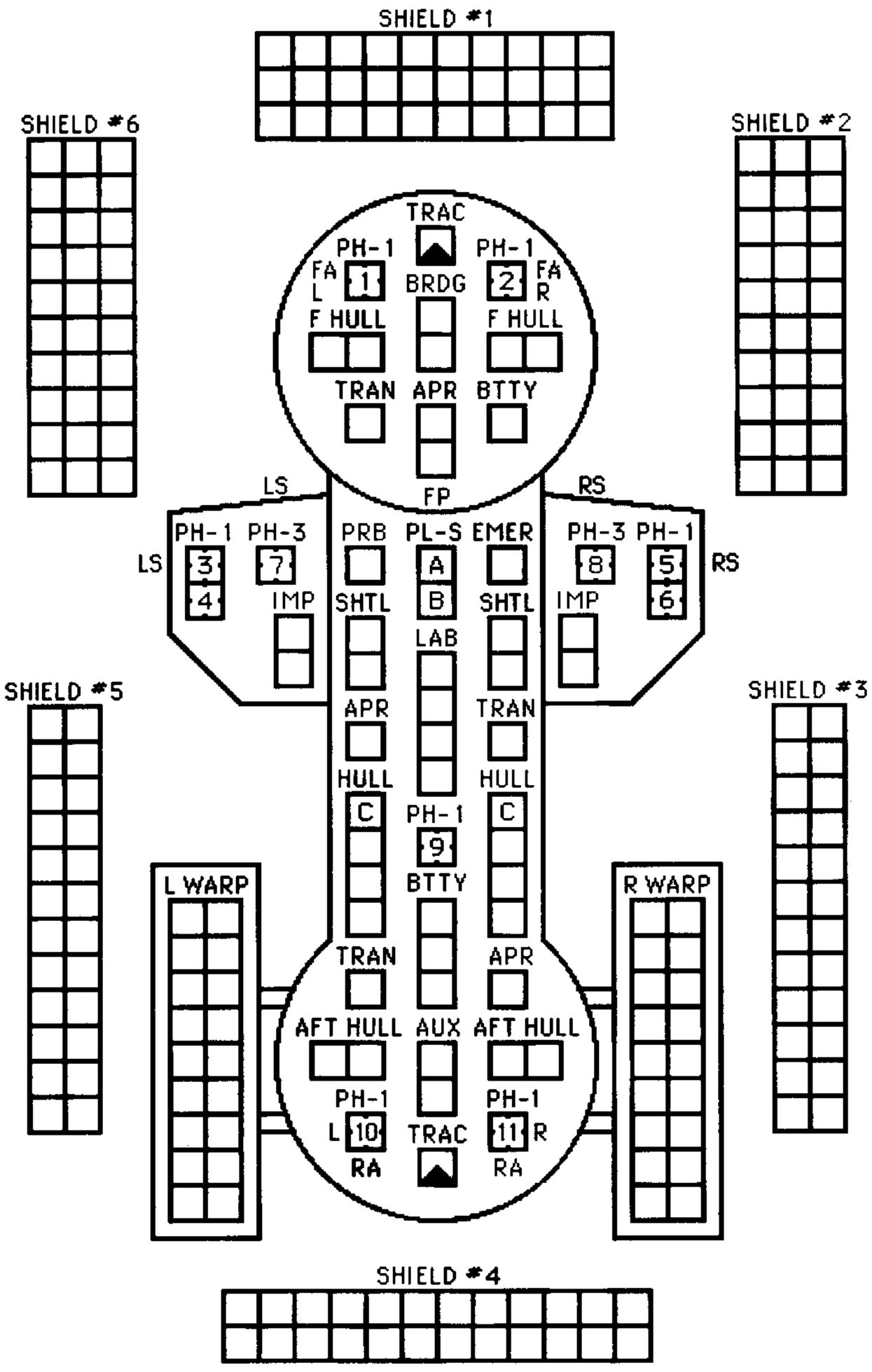
CNTR

SENSOR: 6 6 4 1 0

SCANNER: 0 0 1 5 9

DAM CON: 4 2 2 2 0

EX DAM



THE PH-1 IN THE CENTER HAS A 360° FIRING ARC. THE 360° PHASER CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.

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GORN MEDIUM SURVEY CRUISER

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

									10

PROBES

1										10
2										10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (J1.59).

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	MSR
POINT VALUE	=	168/148
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R6.72
MSV	=	+8

CNTR

SENSOR: 6 6 4 1 0

SCANNER: 0 0 1 5 9

DAM CON: 4 2 2 2 0

EX DAM

TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		

PSEUDO-PLASMA TORPEDOES
[A] F [B] F

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PLASMA-K COMBAT TABLE

RANGE	0-5	6-7	8-9	10	11+
SIZE 5+	5	4	2	1	0
BOLT 5+	1-4	1-3	1-3	1-3	NA
SIZE 6-7	10	8	4	2	0

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

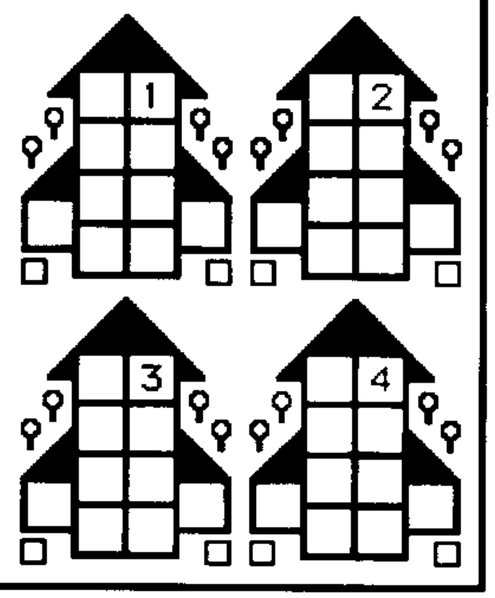
SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

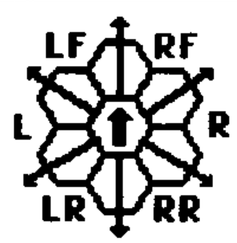
WARTIME FIGHTERS MSV (R6.72A)

G-12D FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15
BPV = 12

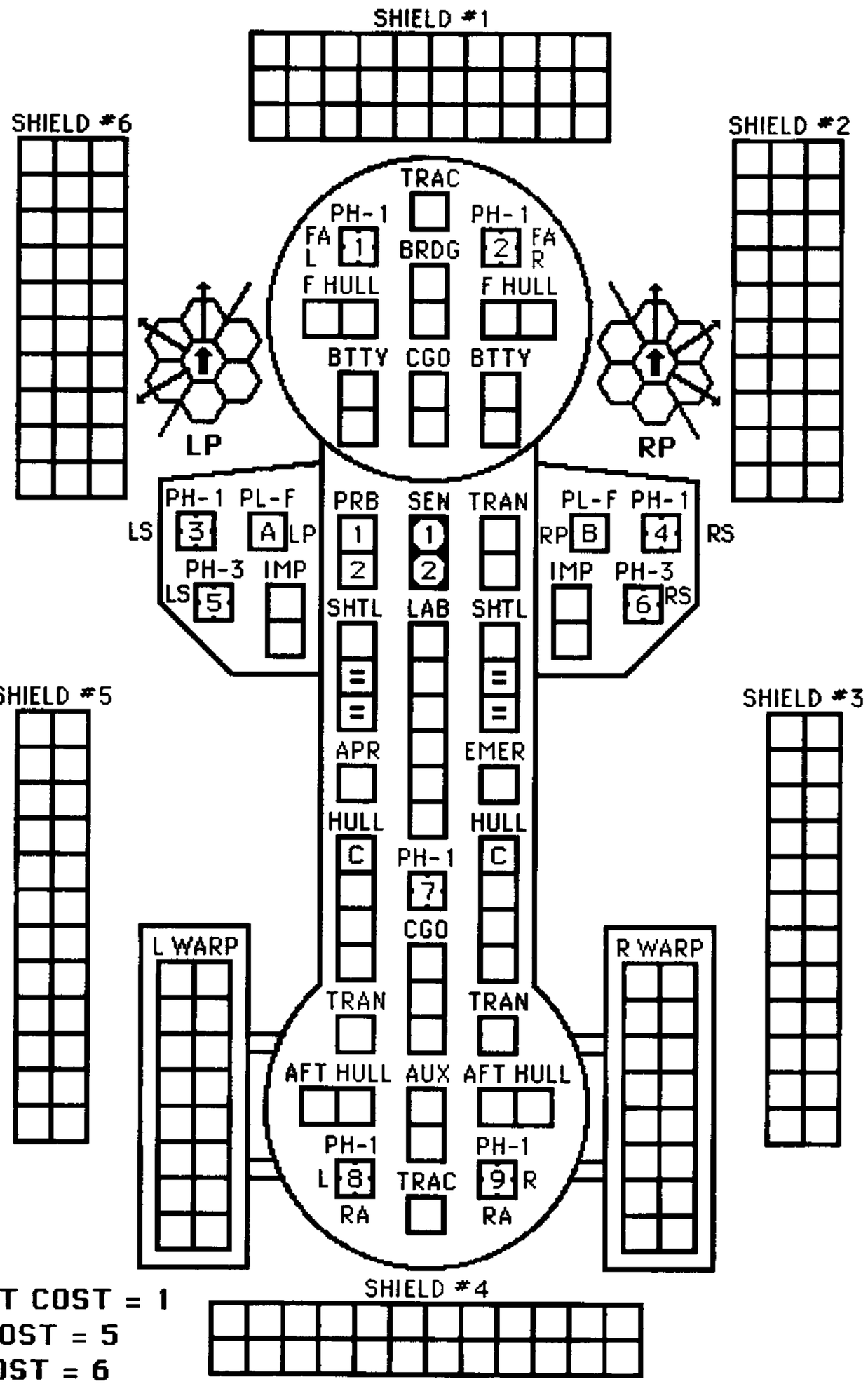
DECK CREWS [ ] [ ] [ ] [4]

DURING THE GENERAL WAR, FIGHTERS REPLACED TWO ADMIN AND TWO GAS SHUTTLES. THE DECK CREWS DO NOT INCREASE THE CREW.





FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR



MOVEMENT COST = 1
HET COST = 5
EM COST = 6

THE PH-1 IN THE CENTER HAS A 360° FIRING ARC. THE 360° PHASER CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.

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GORN MEDIUM PF TENDER

CREW UNITS

			*					
								10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS

THIS SHIP HAS TWO SHUTTLE BAYS.

TRANSFERS POSSIBLE UNDER (J1.59).

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	CMP
POINT VALUE	=	176/156
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R6.73

CNTR

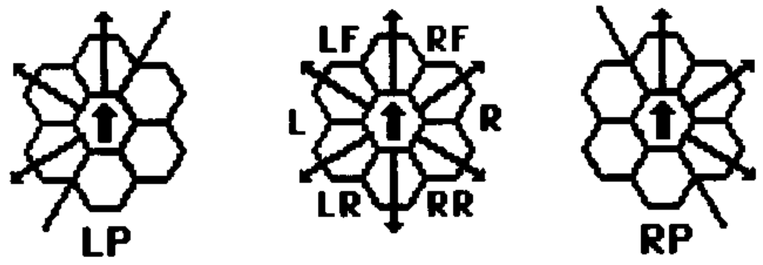
SENSOR: 6 6 4 1 0

SCANNER: 0 0 1 5 9

DAM CON: 4 2 2 2 0

EX DAM

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR



TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
BOLT	1-4	1-3	1-2		

PSEUDO-PLASMA TORPEDOES

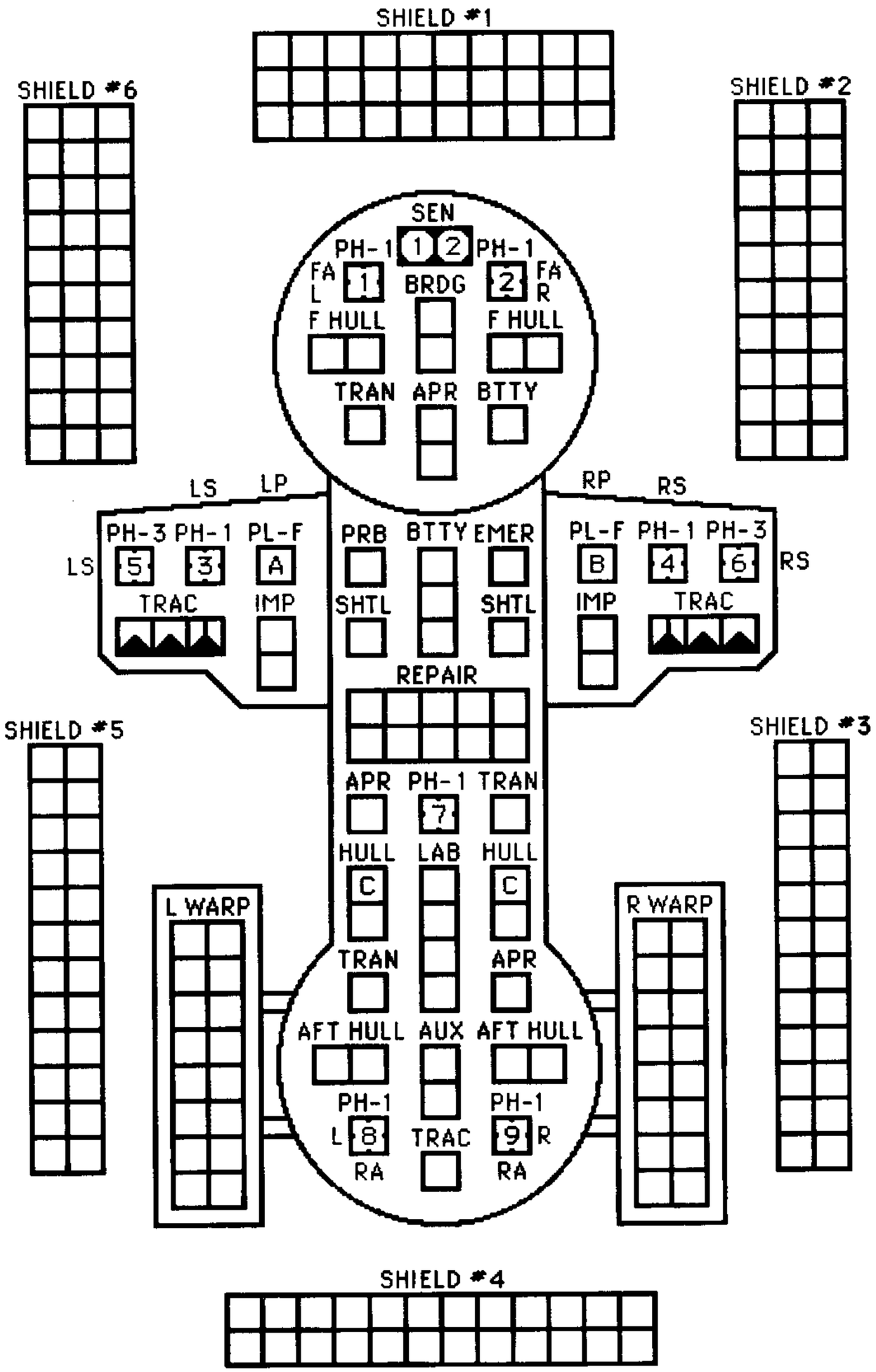
[A] F [B] F

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



THE PH-1 IN THE CENTER HAS A 360° FIRING ARC. THE 360° PHASER CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.

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GORN MEDIUM COMMANDO CRUISER

CREW UNITS

10 20 30 40

BOARDING PARTIES

10 20 30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		GAS
		HTS

TWO BAYS, TRANSFERS BY (J1.59).

TRANSPORTER BOMBS

[ ][ ][ ][ ] [D][D][D][D]

PROBES

[ ][ ][ ][ ][5]

LP RP

LF RF L R LR RR

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

SHIP DATA TABLE

TYPE	=	CMG
POINT VALUE	=	165/146
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R6.74

CNTR

TURN MODE	SPEED
D 1	2-4
2	5-8
HET 3	9-12
4	13-17
BD 5	18-24
6	25+

SENSOR: 6 6 4 1 0

SCANNER: 0 0 1 5 9

DAM CON: 4 2 2 2 0

EX DAM: [ ][ ][ ][ ][ ][ ]

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

BARRACKS ARE DESTROYED ON "FORWARD HULL" OR "AFT HULL" DAMAGE POINTS.

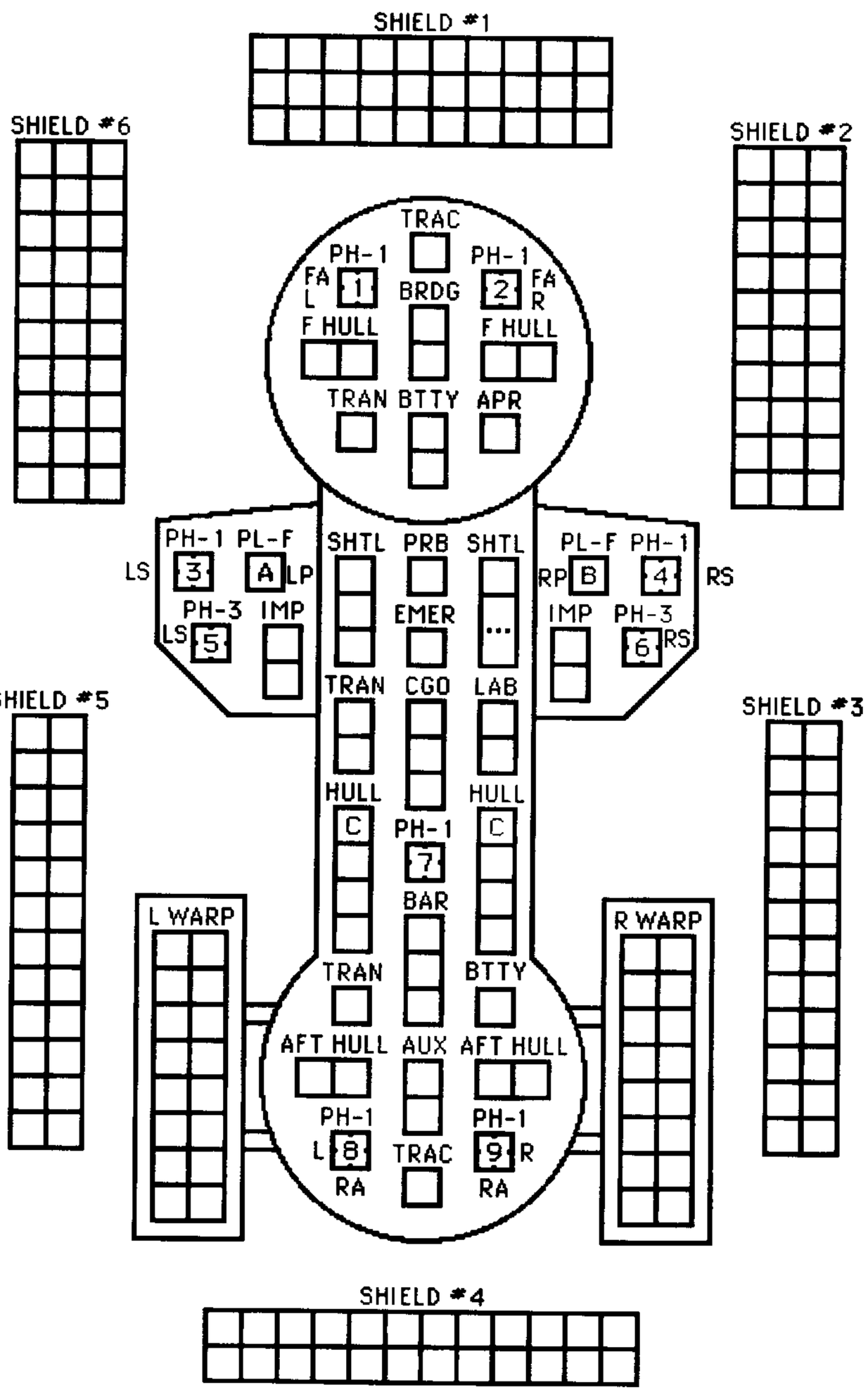
PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
BOLT	1-4	1-3	1-2		

PSEUDO-PLASMA TORPEDOES

[A] F [B] F

MOVEMENT COST = 1
HET COST = 5
EM COST = 6



THE PH-1 IN THE CENTER HAS A 360° FIRING ARC. THE 360° PHASER CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.

GORN MEDIUM DIVISION CONTROL SHIP

CREW UNITS

			*					10
								20
								30
								40

BOARDING PARTIES [ ][ ][ ][ ][ ][ ][ ][8]

DECK CREWS [ ][ ][ ][ ][ ][ ][ ][ ][ ][10]
[ ][ ]

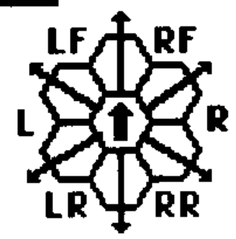
REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS

TRANSPORTER BOMBS [ ][ ][ ][ ] [D][D][D][D]

PROBES [ ][ ][ ][ ][5]



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

SHIP DATA TABLE

TYPE	=	MDS
POINT VALUE	=	170/130
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R6.75

TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
HET [ ]	4	13-17
	5	18-24
BD [ ][ ]	6	25+

CNTR [ ]

SENSOR [6][6][4][1][0]

SCANNER [0][0][1][5][9]

DAM CON [4][2][2][2][0]

EX DAM [ ][ ][ ][ ][ ][ ]

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

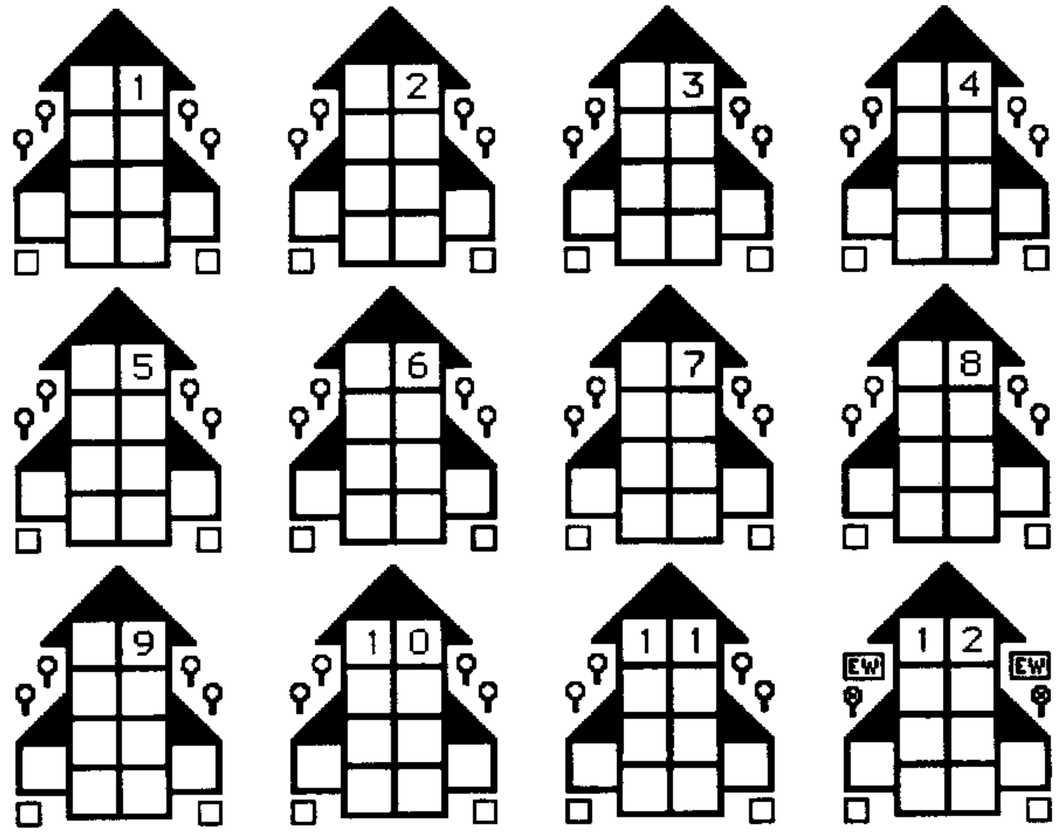
TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SCOUT FUNCTIONS SUMMARY

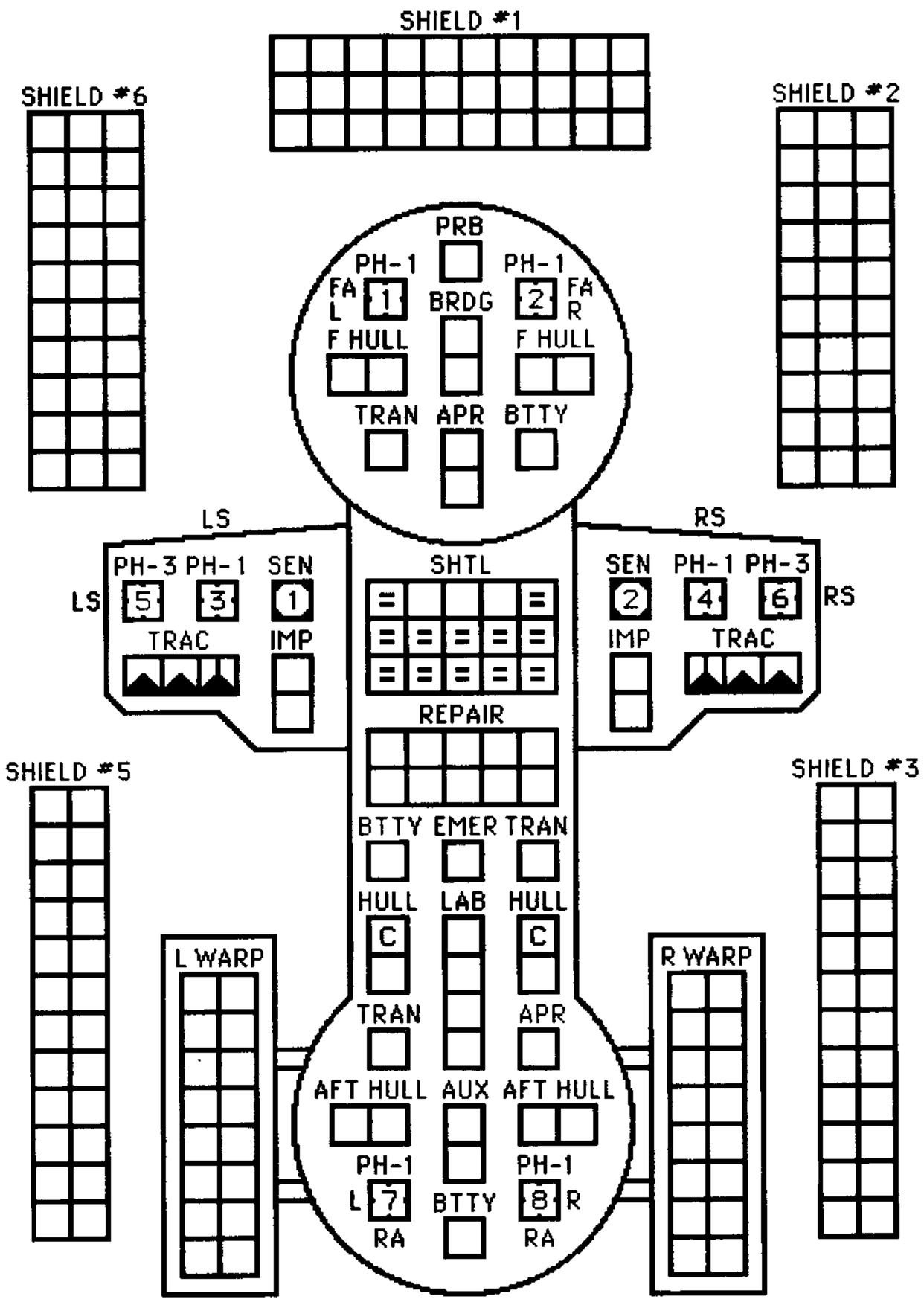
21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



PLASMA-K COMBAT TABLE

RANGE	0-5	6-7	8-9	10	11+
SIZE 5+	5	4	2	1	0
BOLT 5+	1-4	1-3	1-3	1-3	NA
SIZE 6-7	10	8	4	2	0



G-12D FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15
BPV = 12

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

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GORN MEDIUM STRIKE CARRIER

CREW UNITS

10 20 30 40

BOARDING PARTIES

10

DECK CREWS

10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D D D D

PROBES

5

LF RF L R LR RR

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

SHIP DATA TABLE

TYPE	=	CMV
POINT VALUE	=	166/151
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R6.76

CNTR

SENSOR 6 6 4 1 0

SCANNER 0 0 1 5 9

DAM CON 4 2 2 2 0

EX DAM

PLASMA-K COMBAT TABLE

RANGE	0-5	6-7	8-9	10	11+
SIZE 5+	5	4	2	1	0
BOLT 5+	1-4	1-3	1-3	1-3	NA
SIZE 6-7	10	8	4	2	0

PLASMA-D RACKS

1
2

RACKS ALWAYS HAD TWO RELOADS.

TURN MODE	SPEED
D 1	2-4
2	5-8
HET 3	9-12
4	13-17
BD 5	18-24
6	25+

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

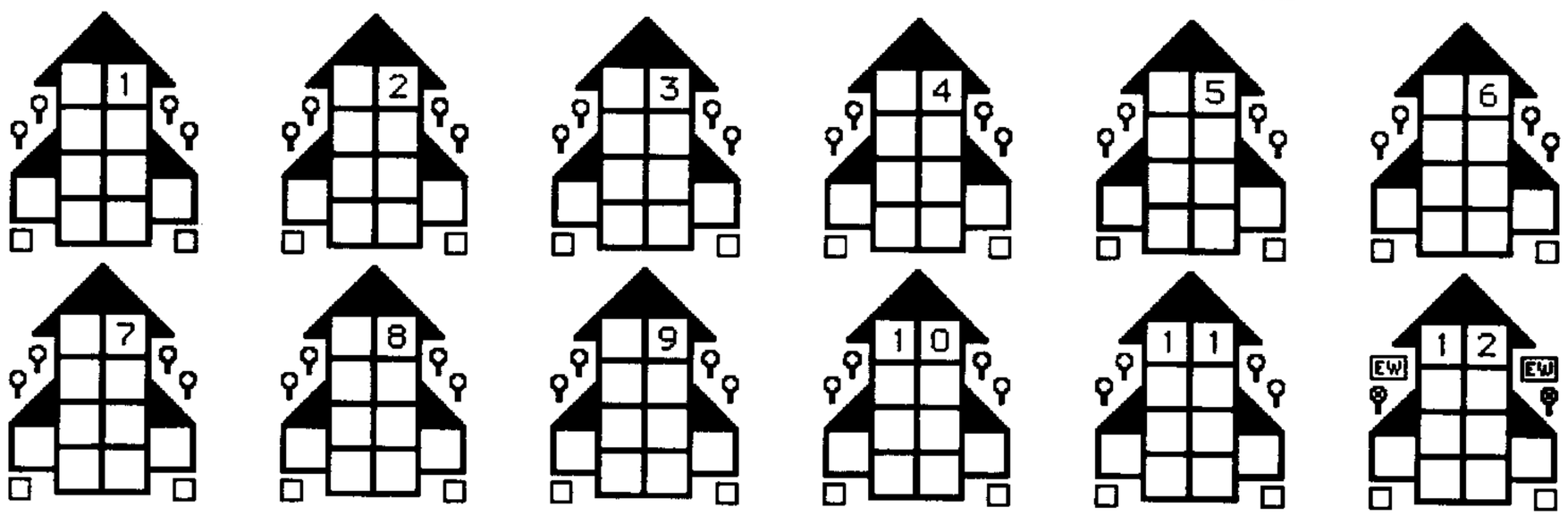
TYPE III DEFENSE PHASER

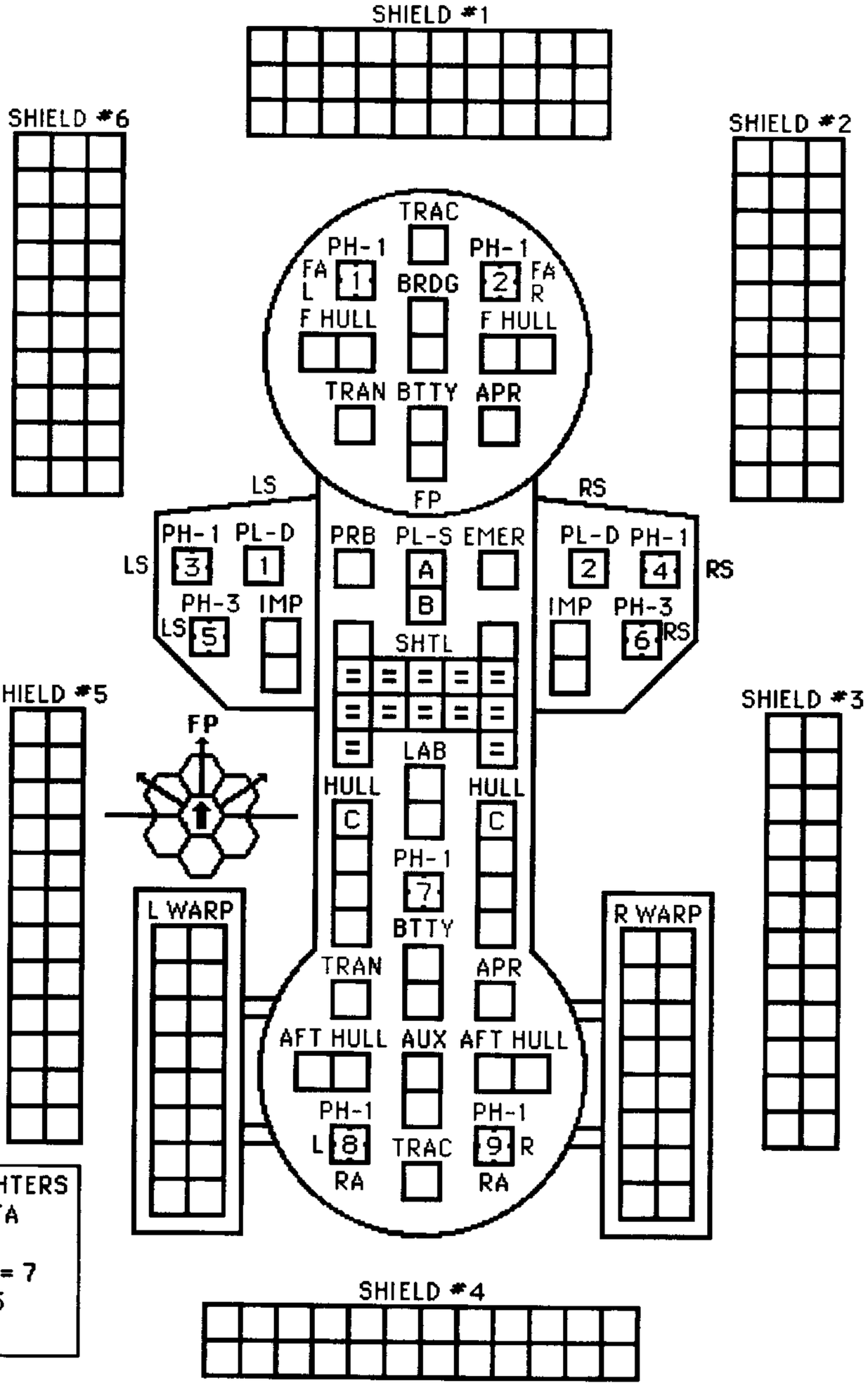
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

PSEUDO-PLASMA TORPEDOES
A S B S





G-12D FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15
BPV = 12

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

THE PH-1 IN THE CENTER HAS A 360° FIRING ARC. THE 360° PHASER CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.

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GORN MEDIUM SCOUT CRUISER

CREW UNITS (10 / 20 / 30 / 40)

BOARDING PARTIES 10

PROBES 5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (J1.59).

TRANSPORTER BOMBS D D D D

SHIP DATA TABLE

TYPE	=	MSC
POINT VALUE	=	180/150
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R6.77

CNTR

SENSOR 6 6 4 1 0

SCANNER 0 0 1 5 9

DAM CON 4 2 2 2 0

EX DAM

LP: LS = LF + L + LR; RS = RF + R + RR; RA = LR + RR

RP

LF RF L R LR RR

TURN MODE	SPEED
D 1	2-4
2	5-8
3	9-12
HET 4	13-17
5	18-24
BD 6	25+

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
BOLT	1-4	1-3	1-2		

PSEUDO-PLASMA TORPEDOES

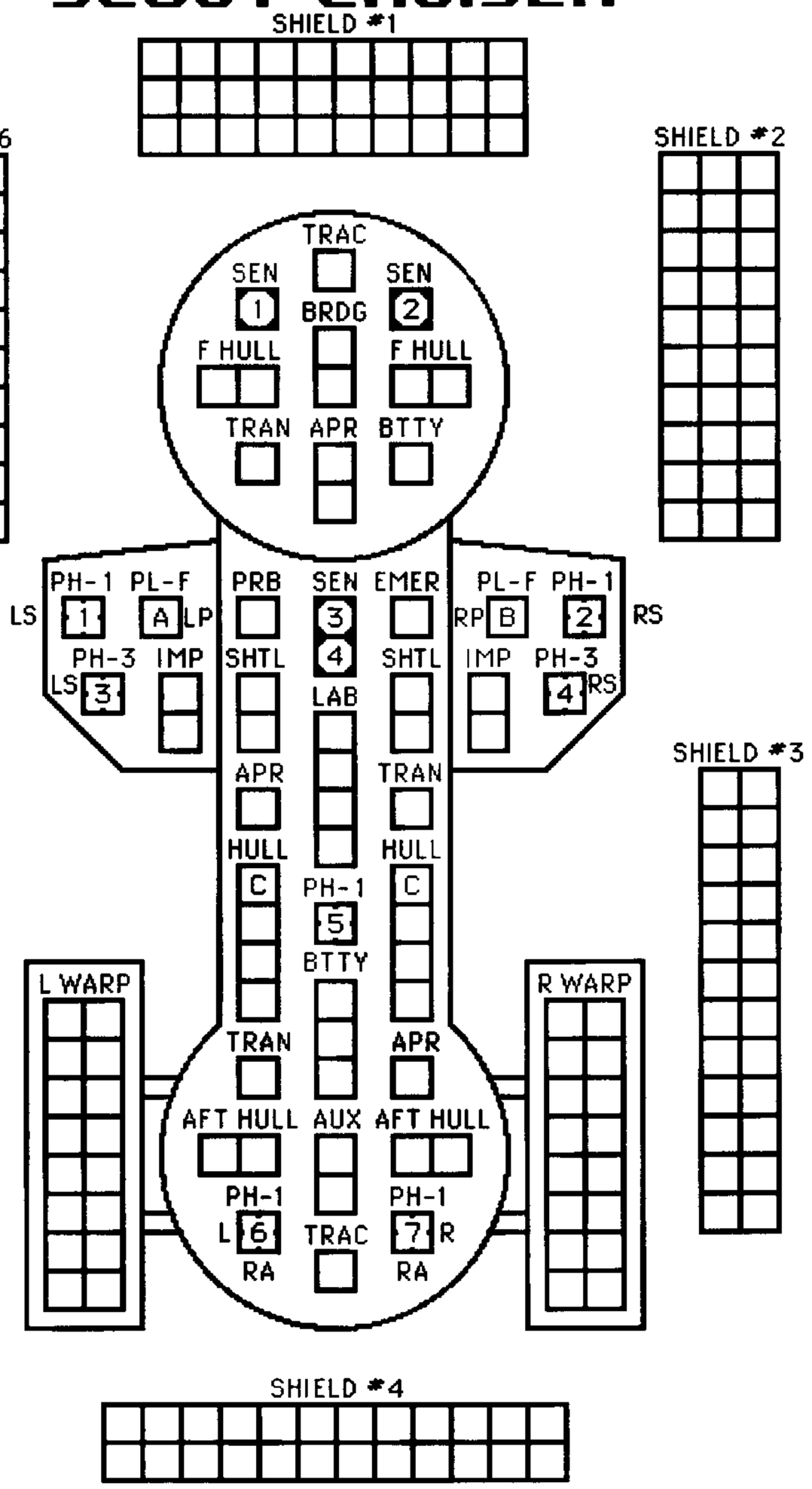
A F B F

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



THE PH-1 IN THE CENTER HAS A 360° FIRING ARC. THE 360° PHASER CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.

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GORN DREADNOUGHT-DESTROYER

CREW UNITS

			*						10
									20
									30
									40
									50
									60

BOARDING PARTIES

								10
								20

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

THIS SHIP HAS THREE SHUTTLE BAYS.
FRONT BAYS TRANSFER BY (J1.59).
NO (J1.59) TRANSFERS TO REAR BAY.

TRANSPORTER BOMBS

						D	D	D	D	D	D

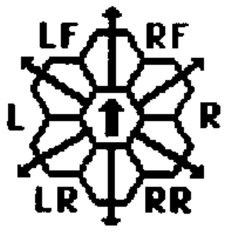
SHIP DATA TABLE

TYPE	=	DND
POINT VALUE	=	200
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R6.78

THE 360° PHASERS CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.

PSEUDO-PLASMA TORPEDOES

A	R	B	S	C	S	D	F	E	F



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

TURN MODE		SPEED
E	1	2 - 3
	2	4 - 6
	3	7 -10
HET	4	11-14
	5	15-20
BD	6	21-29
	7	30+

TYPE I OFFENSIVE PHASER TABLE

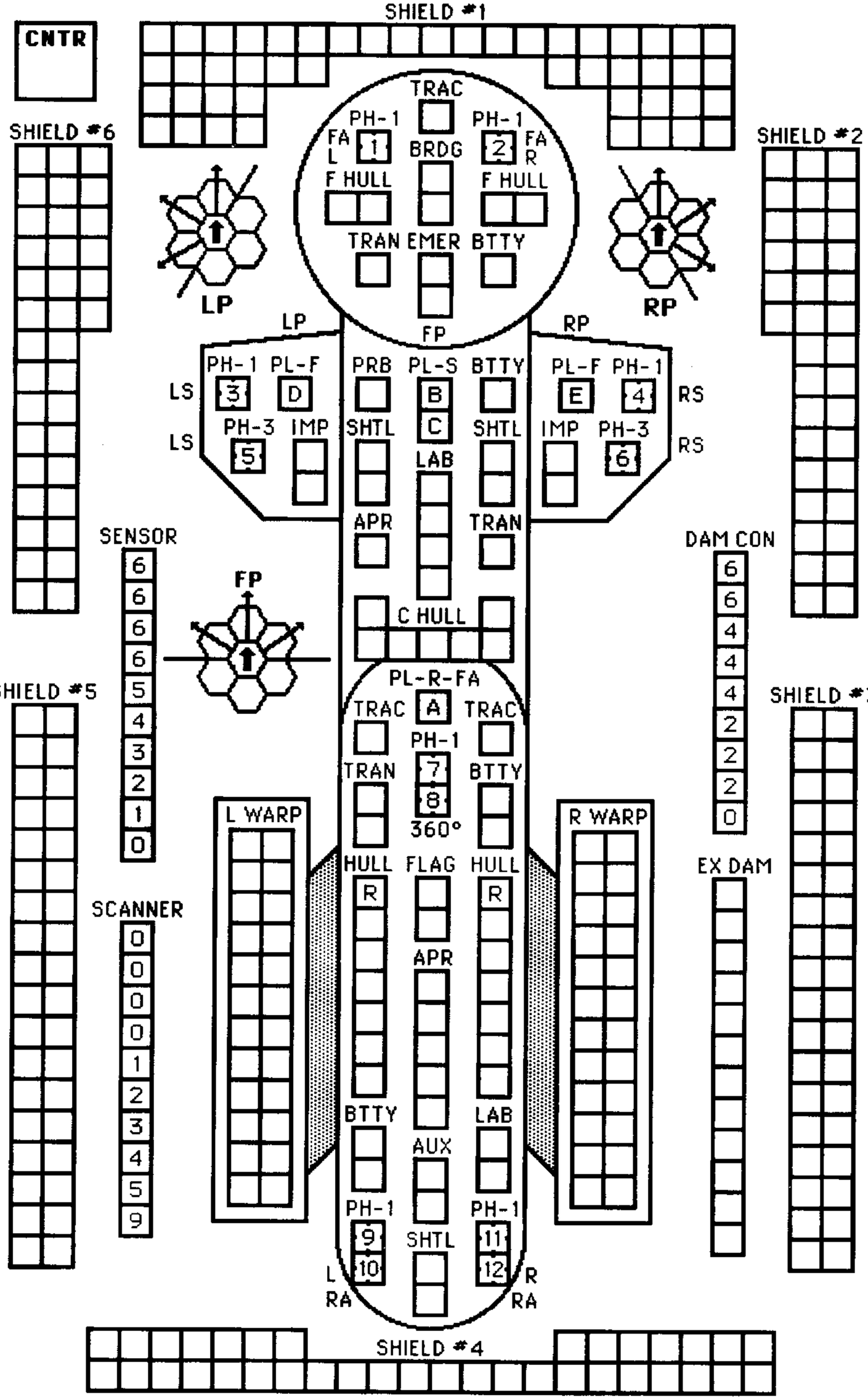
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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



WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

THOLIAN NEW HEAVY CRUISER

CREW UNITS

			*						10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	CAN
POINT VALUE	=	140
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R7.50
SNARE REFIT	=	+6

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

OPERATES AS ONE INTEGRATED UNIT. SECTIONS CANNOT SEPARATE BY ANY MEANS.

TURN MODE	SPEED
C 1	2-4
2	5-9
3	10-14
HET 4	15-20
5	21-27
BD 6	28+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

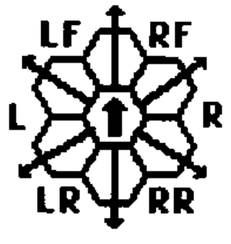
HIT & RUN DERFACS ☐

SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS WEB SNARES: SEE (E13.3) IN MODULE C2.

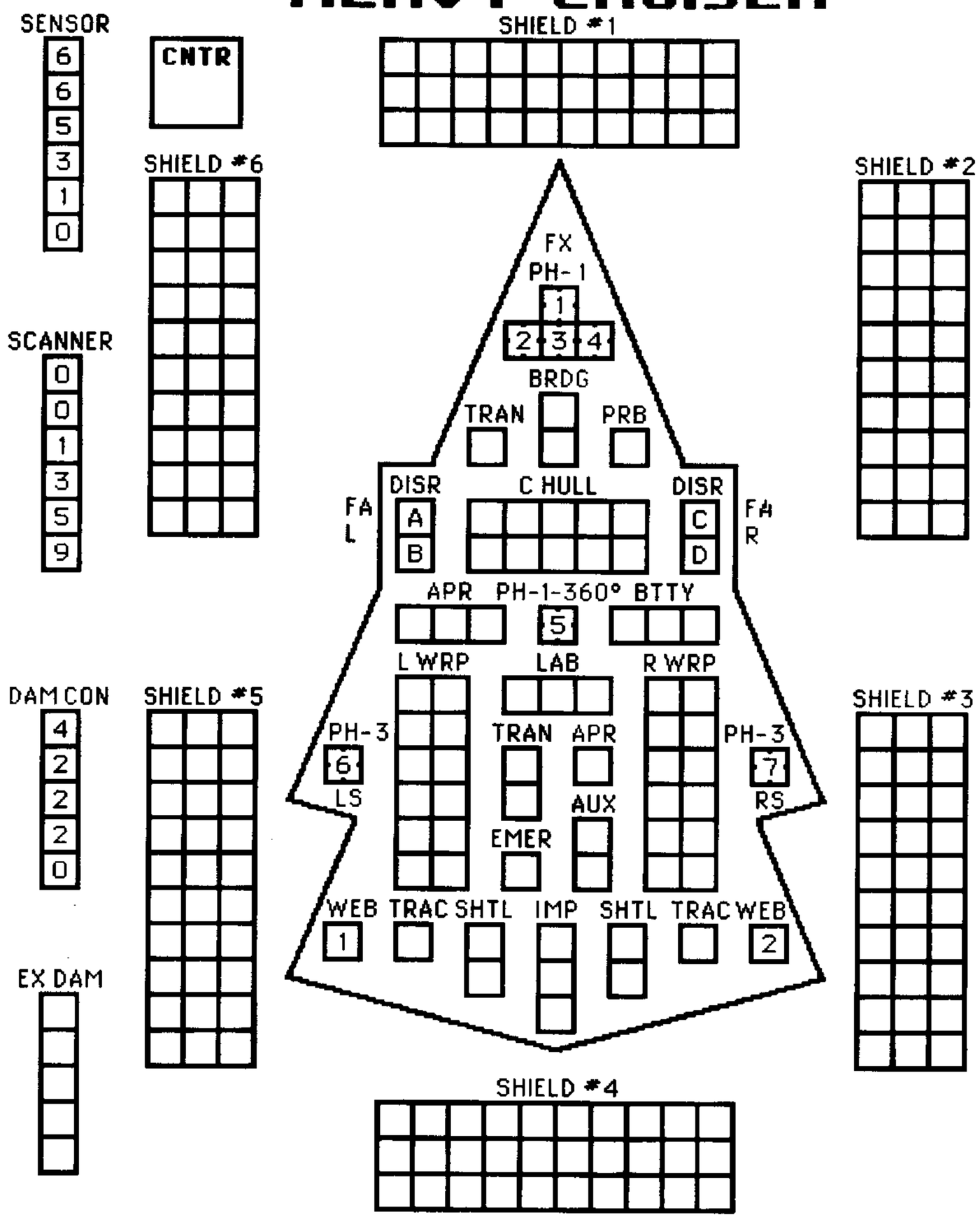
WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.

DISRUPTOR TABLE

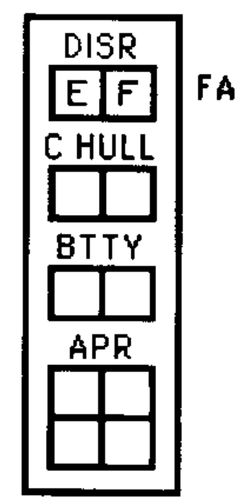
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R



MOVEMENT COST = 1
HET COST = 5
EM COST = 6



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THOLIAN NEW PHOTON HEAVY CRUISER

CREW UNITS

			*					
								10
								20
								30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

TYPE	=	CPN
POINT VALUE	=	140
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R7.51
SNARE REFIT	=	+6

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

HIT & RUN DERFACS

OPERATES AS ONE INTEGRATED UNIT. SECTIONS CANNOT SEPARATE BY ANY MEANS.

TURN MODE	SPEED
C 1	2-4
2	5-9
3	10-14
HET 4	15-20
5	21-27
BD 6	28+

PHOTON TORPEDO TABLE

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

TYPE III DEFENSE PHASER

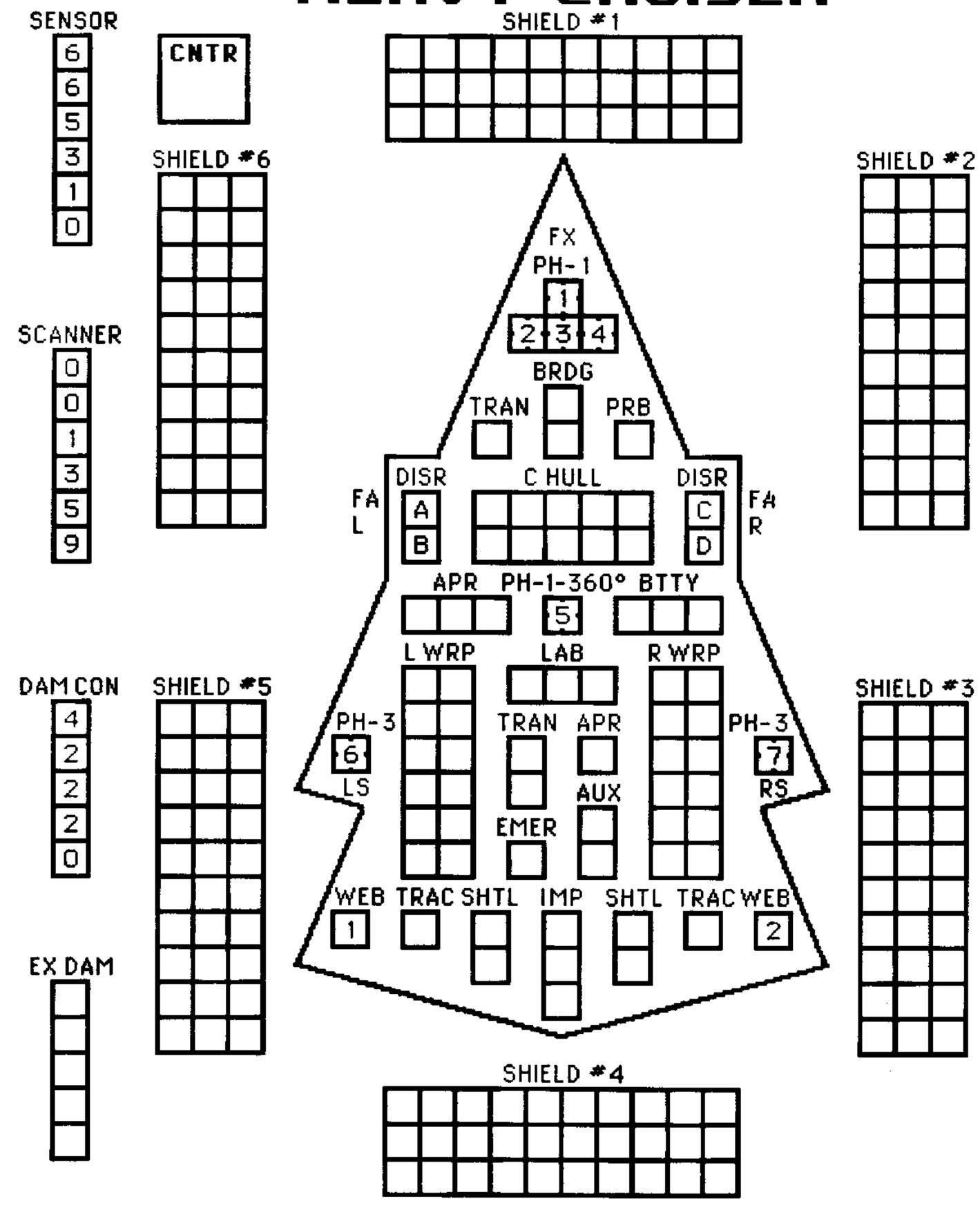
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

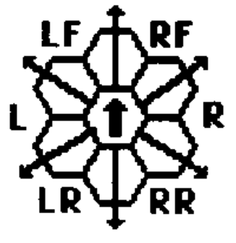
DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OVLD	10	10	8	8	6	0	0	0

SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS WEB SNARES: SEE (E13.3) IN MODULE C2.

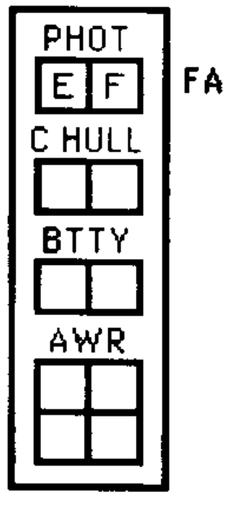
WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.





FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

MOVEMENT COST = 1
HET COST = 5
EM COST = 6



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ORION HEAVY BATTLE RAIDER CARRIER

CNTR

CREW UNITS (10 / 20 / 30)

BOARDING PARTIES 10

DECK CREWS 10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS D D D D

DRONE RACKS

1					C
2					C

RACKS ALWAYS HAD TWO RELOADS. THIS CHART CAN ALSO BE USED FOR PLASMA RACKS.

HIT & RUN CLOAK
☐ IF INSTALLED

SHIP DATA TABLE

TYPE	=	BHV
POINT VALUE	=	150
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
CLOAK COST	=	20/4
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R8.45
CLOAK BPV	=	+25
OAKDISC	=	+15
STEALTH	+2 ECM	
PLASMA RACKS	=	+4

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

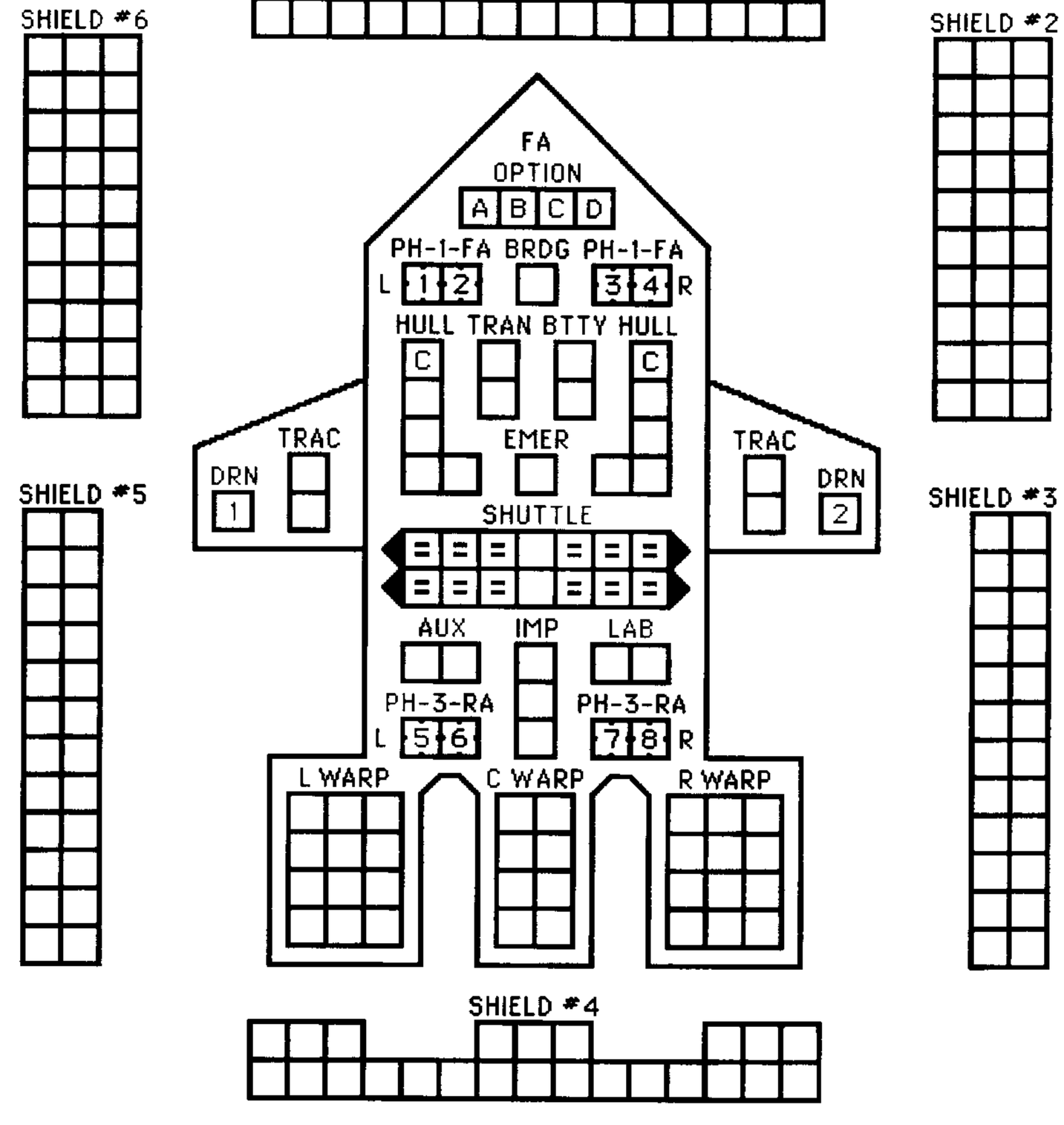
TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

INSERT OPTIONAL WEAPONS

SEE ANNEXES #8A AND #8B

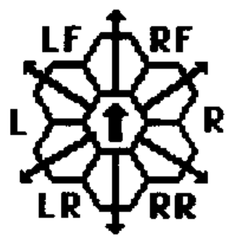
TURN MODE		SPEED
B	1	2-5
	2	6-10
HET	3	11-15
	4	16-21
	5	22-28
BD	6	29+



SENSOR	SCANNER	DAM CON	EX DAM
6 6 5 3 1 0	0 0 1 3 5 9	4 4 2 2 2 0	

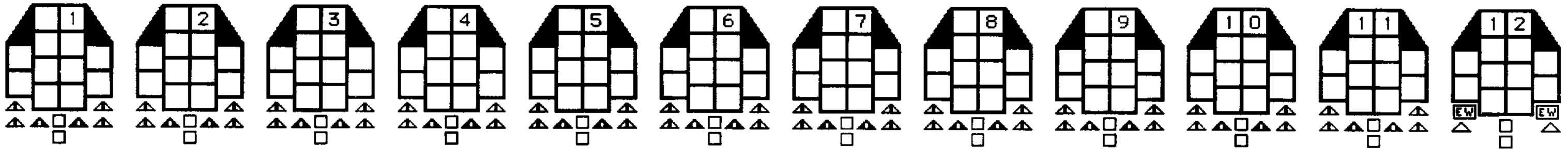
MOVEMENT COST = 1
HET COST = 5
EM COST = 6

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43).
SEE (G15.4) FOR RULES ON OPTION MOUNTS.
SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES.
THIS SHIP CAN LAUNCH A MAXIMUM OF THREE DRONES (OR PLASMA-D TORPEDOES) PER TURN UNLESS EQUIPPED WITH OAKDISC.



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

Z-YC FIGHTERS
2xPh-3 -FA
DFR = 4
CRIPPLED = 8
SPEED = 15
BPV = 12



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ORION HEAVY BATTLE PF TENDER

CREW UNITS

			*						10
									20
									30

BOARDING PARTIES

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

				D	D	D	D

DRONE RACKS

1								C
2								C

RACKS ALWAYS HAD TWO RELOADS. THIS CHART CAN ALSO BE USED FOR PLASMA RACKS.

HIT & RUN CLOAK

☐ IF INSTALLED

SHIP DATA TABLE

TYPE	=	BHP
POINT VALUE	=	155
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
CLOAK COST	=	20/4
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R8.46
CLOAK BPV	=	+25
OAKDISC	=	+15
STEALTH +2 ECM		
PLASMA RACKS	=	+4

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

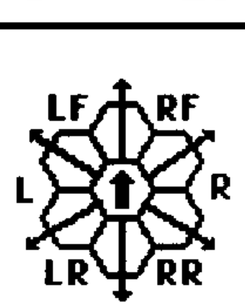
TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43).
SEE (G15.4) FOR RULES ON OPTION MOUNTS.
SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES.
THIS SHIP CAN LAUNCH A MAXIMUM OF THREE DRONES (OR PLASMA-D TORPEDOES) PER TURN UNLESS EQUIPPED WITH OAKDISC.

TURN MODE	SPEED
1	2-5
2	6-10
3	11-15
4	16-21
5	22-28
6	29+

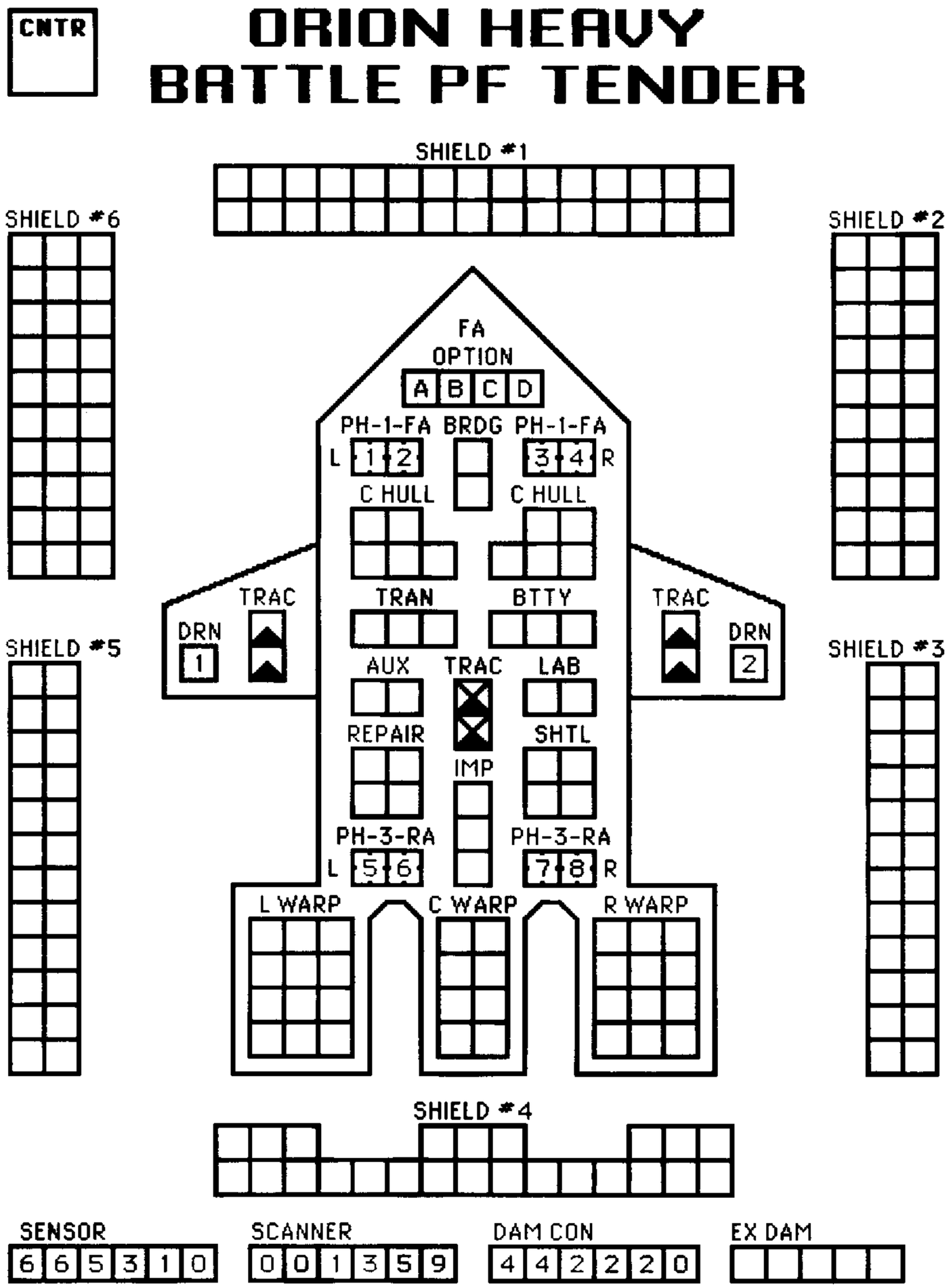
HET ☐☐ BD ☐☐



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

INSERT OPTIONAL WEAPONS

SEE ANNEXES #8A AND #8B.



SENSOR	SCANNER	DAM CON	EX DAM
6 6 5 3 1 0	0 0 1 3 5 9	4 4 2 2 2 0	☐☐☐☐☐

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

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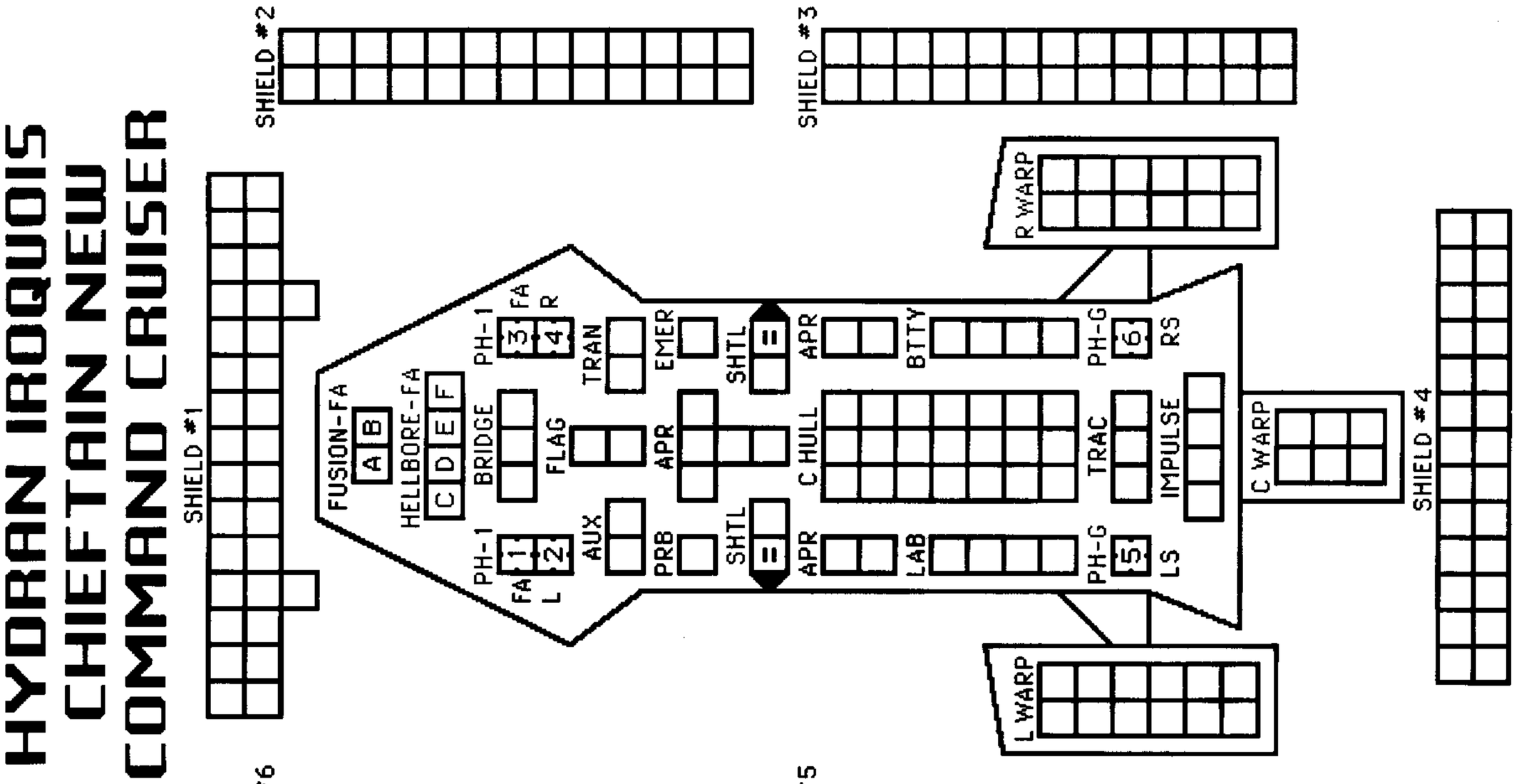
HYDRAN IROQUOIS CHIEFTAIN NEW COMMAND CRUISER



SHIP DATA TABLE

TYPE	IRC
POINT VALUE	150
BREAKDOWN	5-6
SHIELD COST	1+1
LIFE SUPPORT	1
SIZE CLASS	3
REFERENCE	R9.93

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
TWO BAYS — NO TRANSFERS		

CREW UNITS 10 20 30 40 (*)

BOARDING PARTIES 10

DECK CREWS 2

TRANSPORTER BOMBS D D D D

PROBES 5

FUSION OVERLOAD

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

FUSION BEAM TABLE

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

TURN MODE

C	1	2	3	4	5	6
HET						
BD						

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4- 8	9- 15
1	4	4	4	4	3	1
2	4	4	4	4	2	1
3	4	4	4	4	1	0
4	4	4	4	3	0	0
5	4	4	3	2	0	0
6	3	3	1	0	0	0

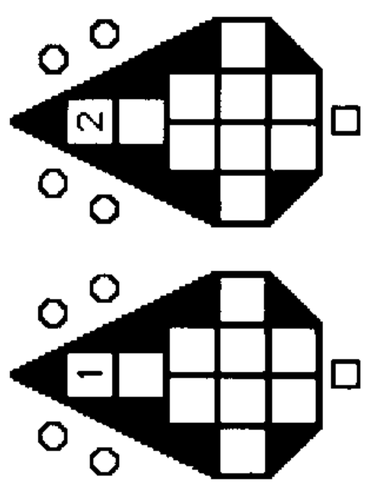
TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51- 75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

HELLBORE COMBAT RESOLUTION TABLE

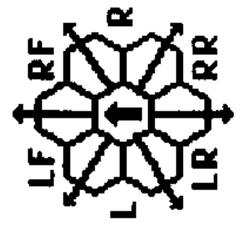
RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT#	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19	0	0	0

STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 10



MOVEMENT COSTS
HET COST = 1
EM COST = 5
COST = 6

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR



HYDRAN MOHAWK CHIEFTAIN NEW COMMAND CRUISER

CREW UNITS

			*					
								10
								20
								30
								40

BOARDING PARTIES

								10

DECK CREWS

					6

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES

TWO BAYS — NO TRANSFERS

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	MKI
POINT VALUE	=	138
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R9.94

CNTR

FUSION BEAM TABLE

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

FUSION OVERLOAD

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

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

SENSOR

6
6
5
3
1
0

SCANNER

0
0
1
3
5
9

DAM CON

4
4
2
2
0

EX DAM

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

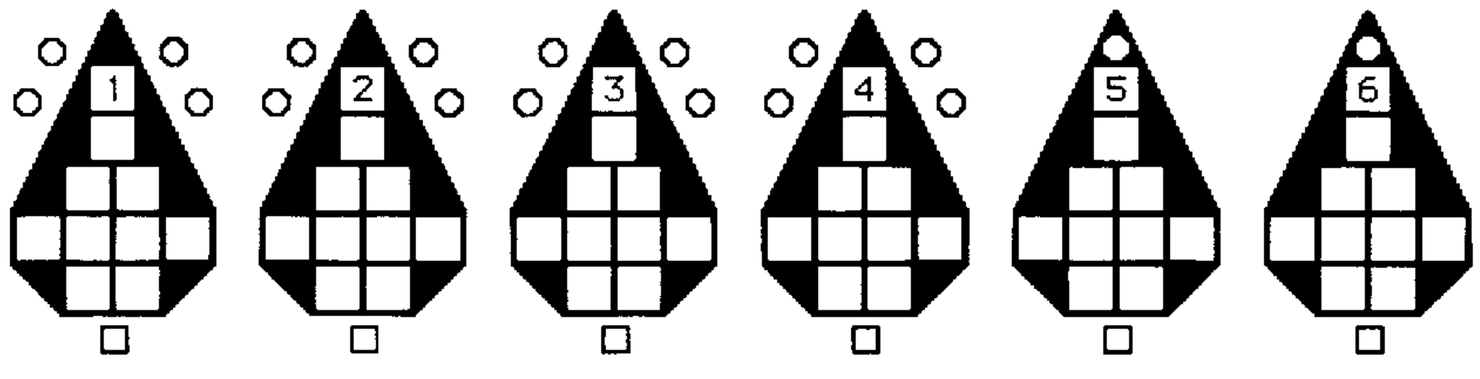
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

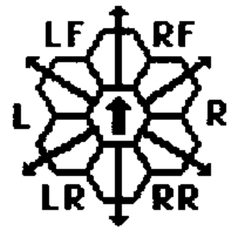
HELLBORE COMBAT RESOLUTION TABLE

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

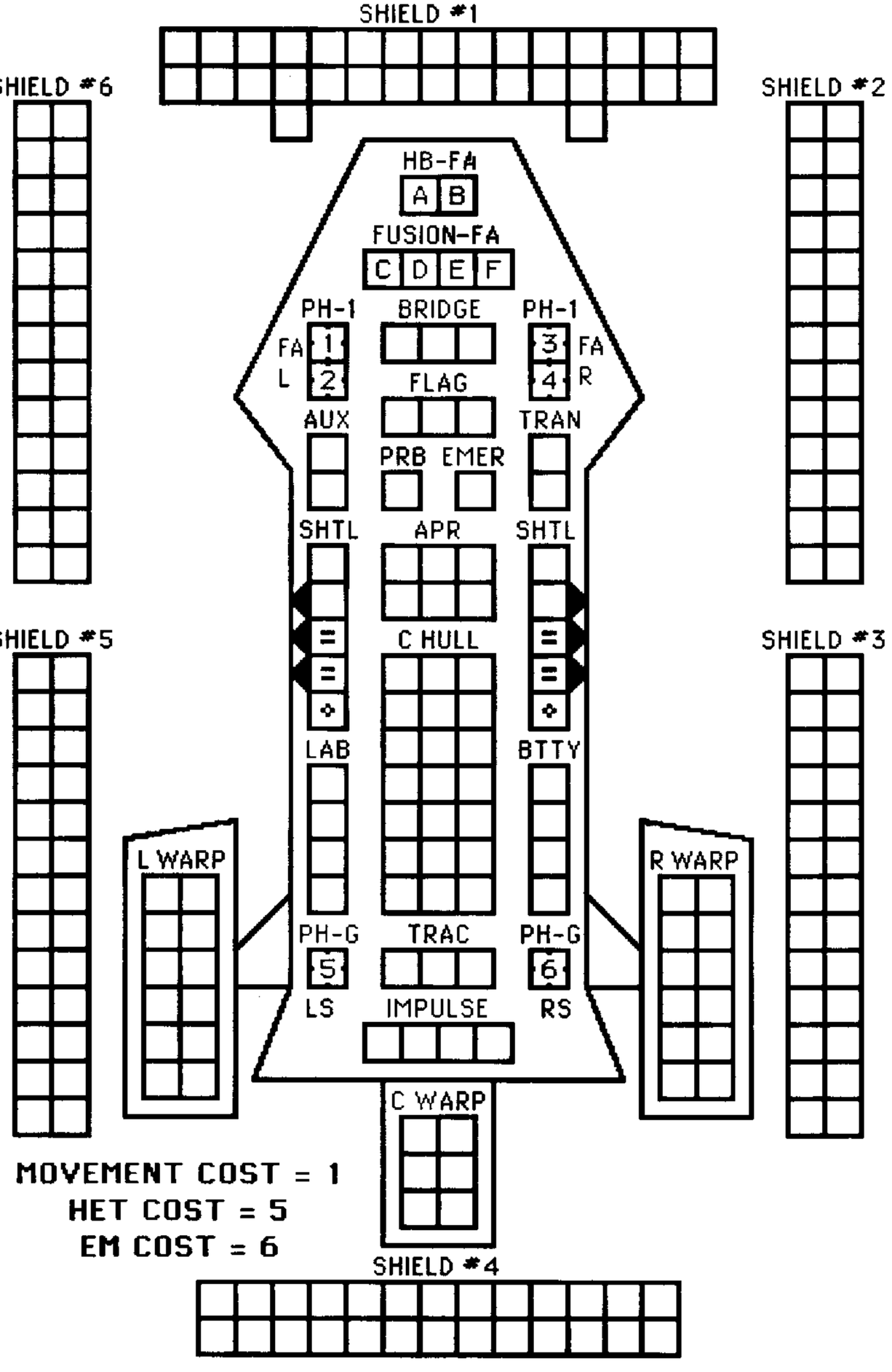
STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 10

STINGER-H
1xPH-G-FA
DFR = 2
CRIPPLED = 7
SPEED = 15
BPV = 10





FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR



MOVEMENT COST = 1
HET COST = 5
EM COST = 6

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HYDRAN MOHAWK-V MEDIUM CARRIER

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

									10

DECK CREWS

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, TRANSFERS BY (J1.59).

TRANSPORTER BOMBS

				D	D	D	D		

SHIP DATA TABLE

TYPE	=	MKV
POINT VALUE	=	118/108
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R9.95

CNTR

TYPE I OFFENSIVE PHASER TABLE

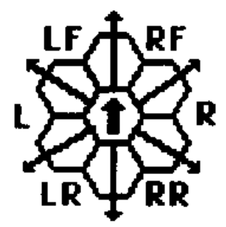
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE SPEED

C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

FTR FUSION TABLE

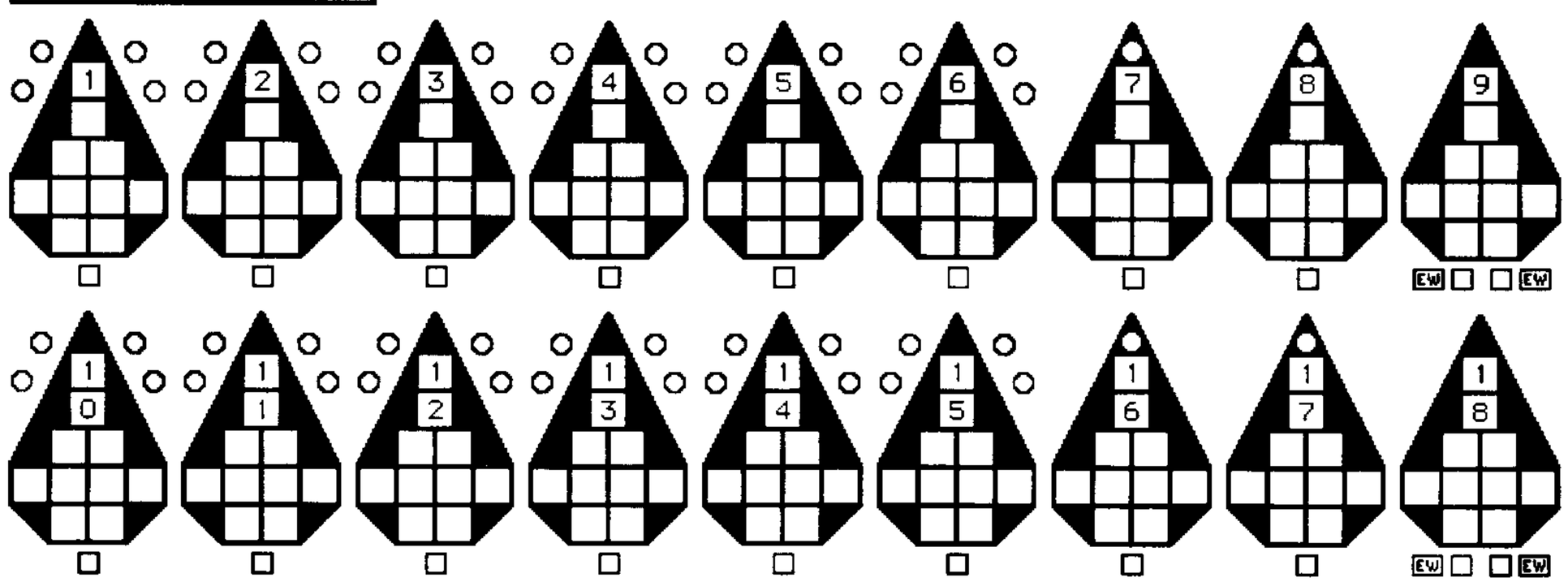
DIE ROLL	RANGE 0	1	2	3-10
1	13	8	6	4
2	11	8	5	3
3	10	7	4	2
4	9	6	3	1
5	8	5	3	1
6	8	4	2	0

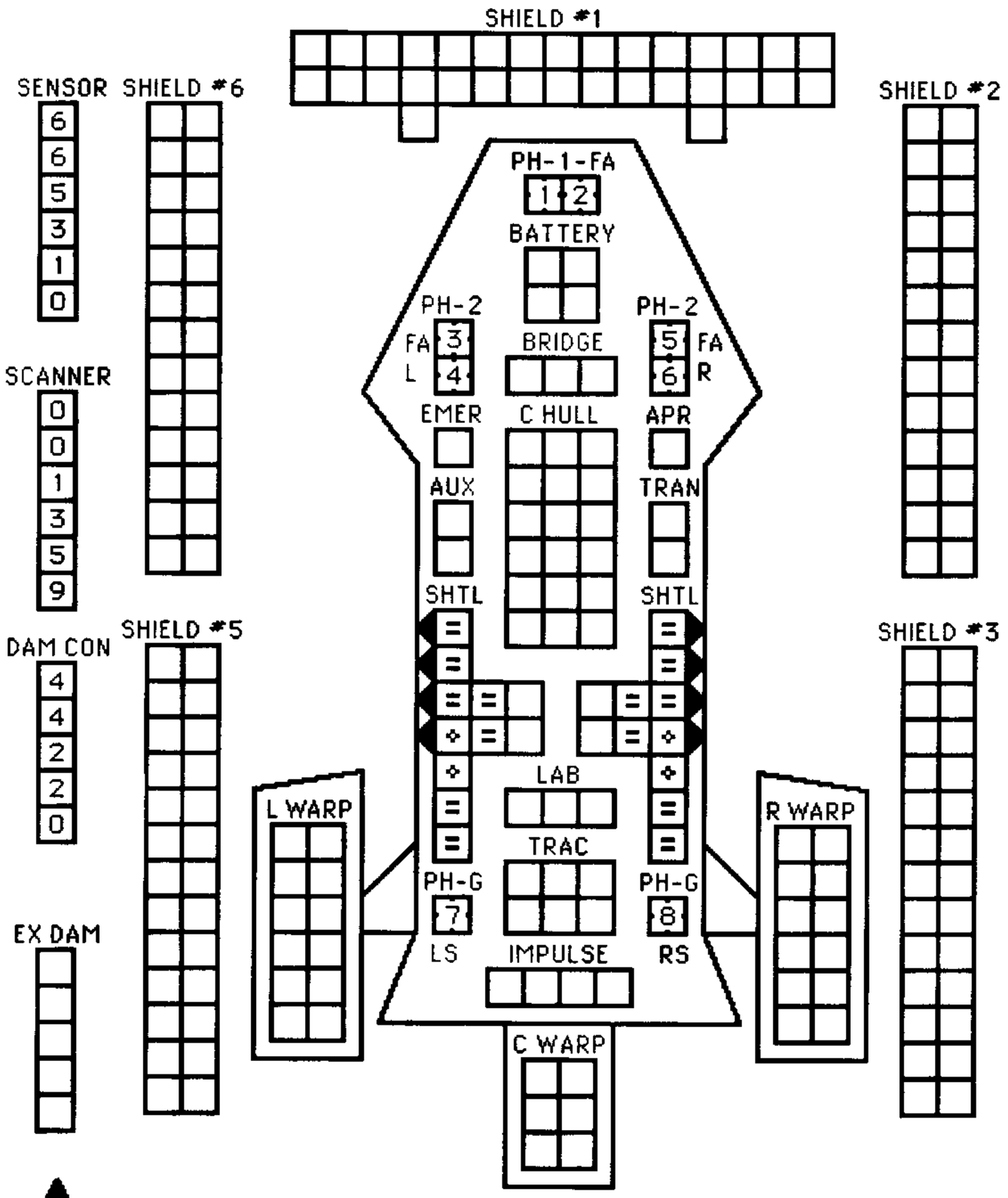
FIGHTER HELLBORE TABLE

RANGE	0-1	2	3-4	5-8	9-10
HIT#	11	10	9	8	7
DAMAGE	20	17	15	13	10

STINGER-H
1xPH-G-FA
DFR = 2
CRIPPLED = 7
SPEED = 15
BPV = 10

STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 10





MOVEMENT COST = 1
HET COST = 5
EM COST = 6

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HYDRAN IROQUOIS-F NEW FAST CRUISER

CREW UNITS

			*					
								10
								20
								30

BOARDING PARTIES

								10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS — NO TRANSFERS

TRANSPORTER BOMBS

				D	D	D	D

DECK CREWS

	2

PROBES

					5

SHIP DATA TABLE

TYPE	=	IRF
POINT VALUE	=	148
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R9.96
MECH LINKS	=	+2

CNTR

SENSOR

6
6
5
3
1
0

SCANNER

0
0
1
3
5
9

DAM CON

4
4
2
2
0

EX DAM

SHIELD #1

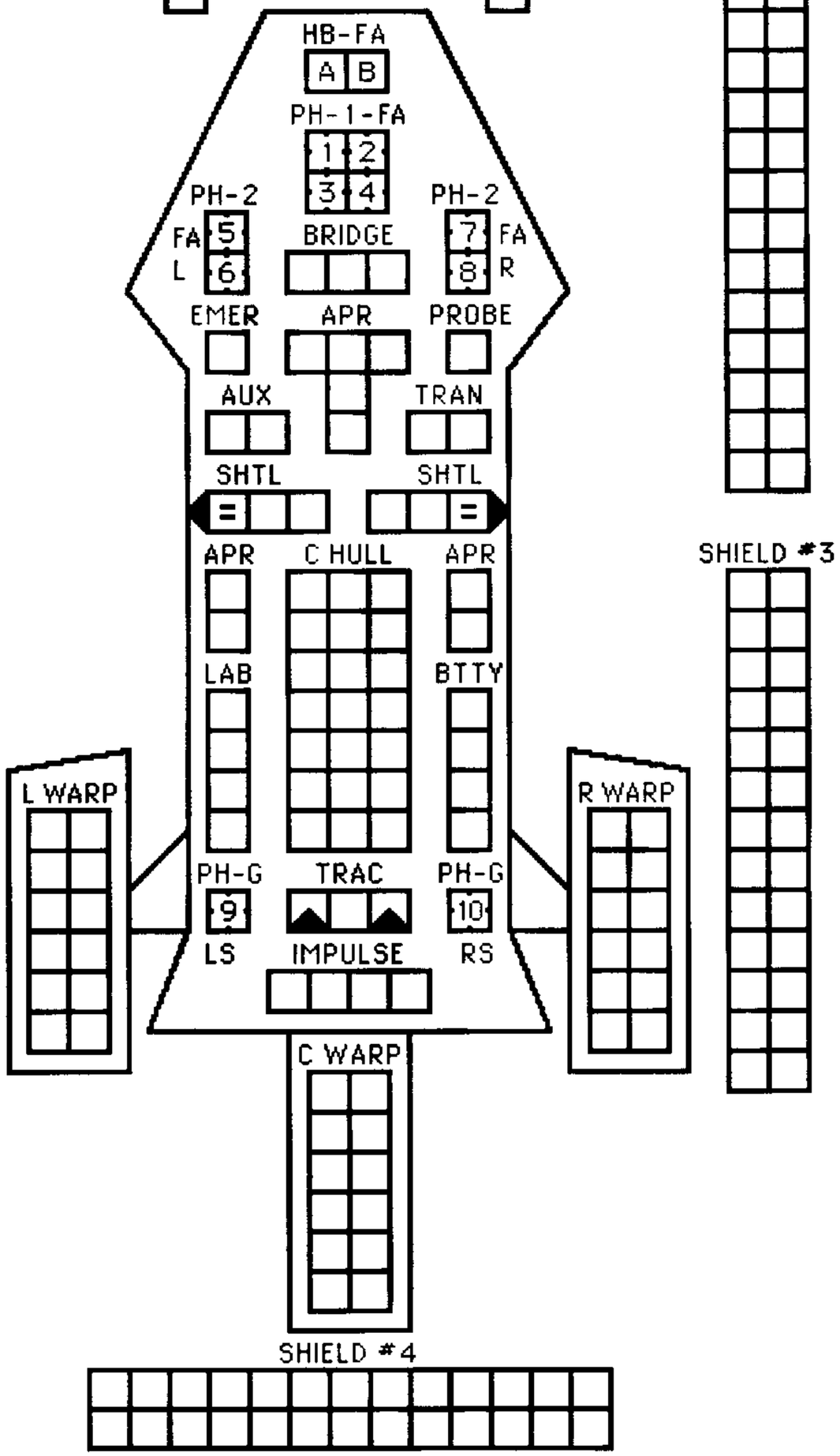
SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6



TURN MODE

TURN	MODE	SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

FTR FUSION TABLE

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

TYPE III DEFENSE PHASER

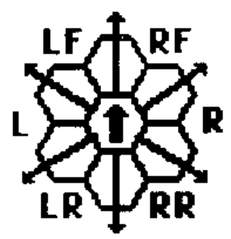
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

HELLBORE COMBAT RESOLUTION TABLE

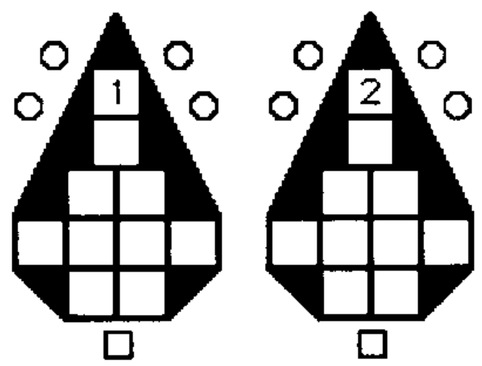
RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT#	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19	0	0	0

STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 10

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR



MOVEMENT COST = 1
HET COST = 5
EM COST = 6



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HYDRAN MOHICAN NEW SURVEY CRUISER

CREW UNITS: * 10 20 30

BOARDING PARTIES: 10

DECK CREWS: 4

PROBES: 10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS — NO TRANSFERS

SHIP DATA TABLE

TYPE	=	MSR
POINT VALUE	=	125/95
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R9.97
MRV	=	+8

CNTR

TRANSPORTER BOMBS: D D D D

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

FTR FUSION TABLE

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

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
BD	5	21-27
	6	28+

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SENSOR: 6 6 5 3 1 0

SCANNER: 0 0 1 3 5 9

DAM CON: 4 4 2 2 0

EX DAM: 5 4 3 2 1

SHIELD #1: 13

SHIELD #2: 10

SHIELD #3: 10

SHIELD #4: 10

SHIELD #5: 13

SHIELD #6: 13

PH-1-FA 1 2

SENSOR 1 2 3 4

PH-2 FA L 3 4 — BRIDGE — PH-2 5 6 FA R

EMER — LAB — PROBE

AUX — BTTY — TRAN

SHTL — SHTL

CARGO

TRAN — C HULL — TRAN

LAB — BTTY

PH-G 7 LS — TRAC — IMPULSE — PH-G 8 RS

L WARP — R WARP

C WARP

1 2 3 4

5 6 7 8 EW EW

DECK CREWS: 4

FIGHTERS AND DECK CREWS ADDED IN WARTIME (R9.97A).

LF RF L R LR RR

FA = LF + RF

LS = LF + L + LR

RS = RF + R + RR

FIGHTER HELLBORE TABLE

RANGE	0-1	2	3-4	5-8	9-10
HIT#	11	10	9	8	7
DAMAGE	20	17	15	13	10

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS DESTROYED ON "TORPEDO" DAMAGE POINTS.

STINGER-H	STINGER-2
1xPH-G-FA	1xPH-G-FA
DFR = 2	DFR = 4
CRIPPLED = 7	CRIPPLED = 7
SPEED = 15	SPEED = 15
BPV = 10	BPV = 10

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

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HYDRAN SEMINOLE MEDIUM PF TENDER

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

									10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
TWO BAYS — NO TRANSFERS		

TRANSPORTER BOMBS

				D	D	D	D

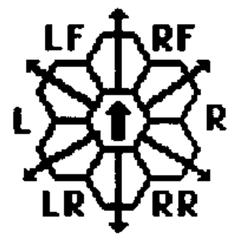
SHIP DATA TABLE

TYPE	=	MKP
POINT VALUE	=	124/119
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R9.98

CNTR

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

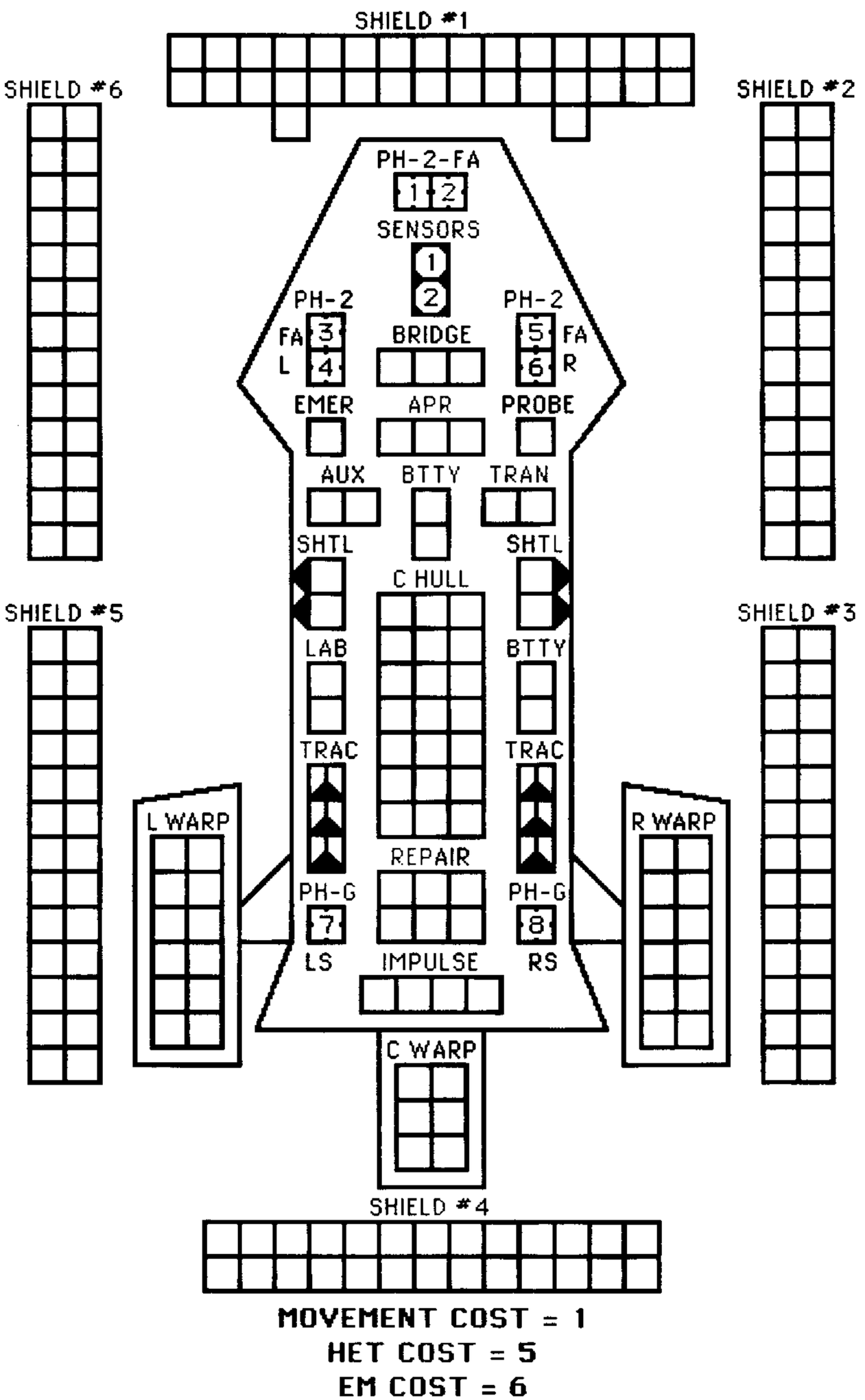
TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

DAM CON 4 4 2 2 0

EX DAM



MOVEMENT COST = 1
HET COST = 5
EM COST = 6

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS DESTROYED ON "TORPEDO" DAMAGE POINTS.

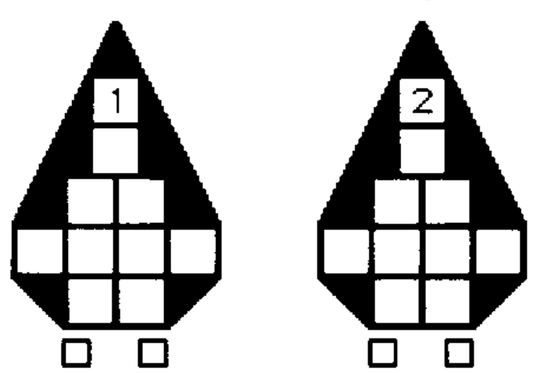
TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

CASUAL FIGHTERS (R9.R6).

INCREASE BPV BY FIVE FOR EACH FIGHTER ADDED.
EACH ADDED FIGHTER REPLACES ONE ADMIN SHUTTLE.

STINGER-F
1xPh-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 7



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HYDRAN SIOUX DIVISION CONTROL SHIP

CREW UNITS

			*						10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS — NO TRANSFERS

BOARDING PARTIES

							8

TRANSPORTER BOMBS

				D	D	D	D

DECK CREWS

									10

PROBES

				5

SHIP DATA TABLE

TYPE	=	DCS
POINT VALUE	=	150/110
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R9.99

CNTR

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

FTR FUSION TABLE

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

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
BD	5	21-27
	6	28+

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

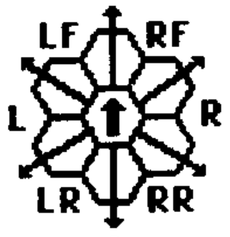
SCOUT FUNCTIONS SUMMARY

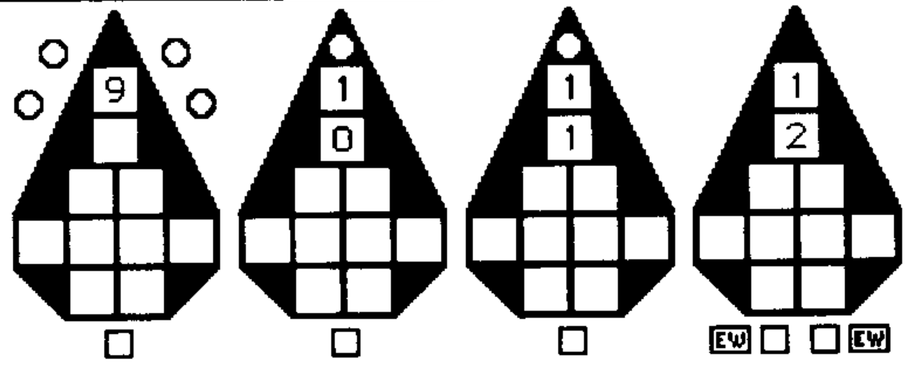
21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

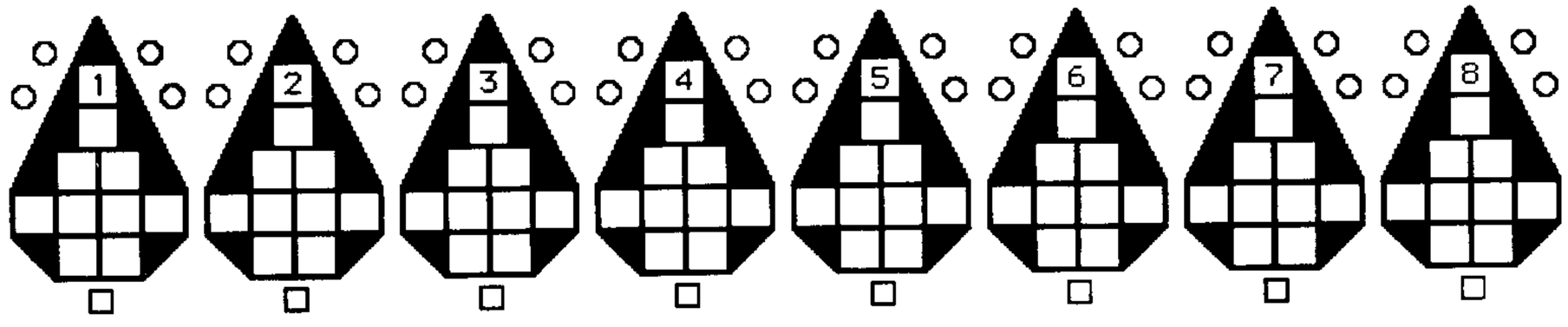
SPECIAL SENSORS DESTROYED ON "TORPEDO" DAMAGE POINTS.

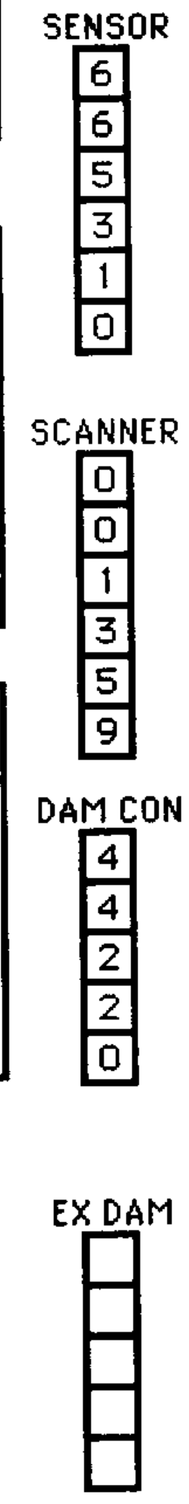
FIGHTER HELLBORE TABLE

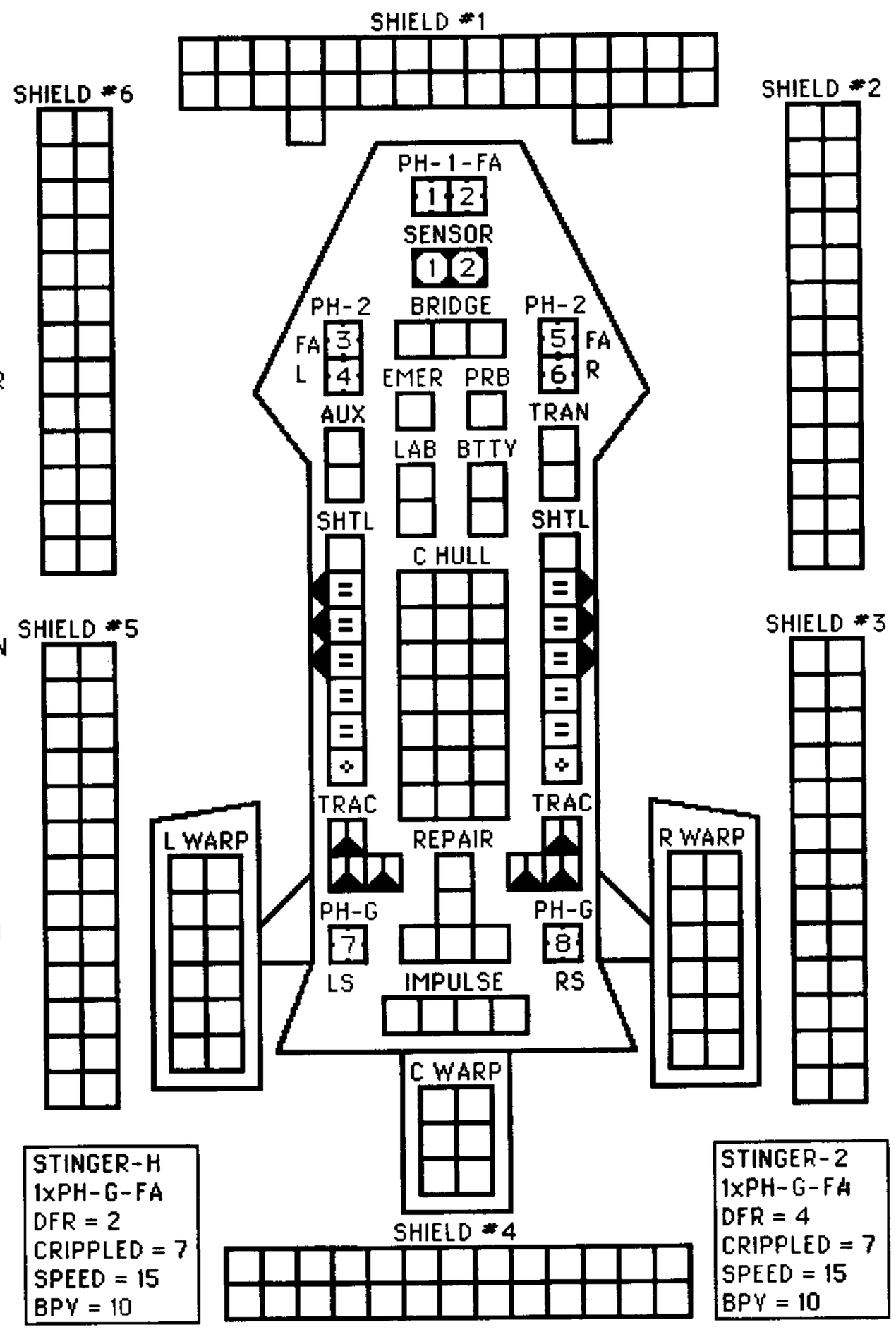
RANGE	0-1	2	3-4	5-8	9-10
HIT#	11	10	9	8	7
DAMAGE	20	17	15	13	10











STINGER-H
1xPH-G-FA
DFR = 2
CRIPPLED = 7
SPEED = 15
BPV = 10

STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 10

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

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HYDRAN LLAMA NEW TUG

CREW UNITS

			*					10
								20

BOARDING PARTIES

					6

DECK CREWS

			4

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS — NO TRANSFERS

NO TUG-PALLET TRANSFERS

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	MTG
POINT VALUE	=	129/89
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R9.100

CNTR

TYPE II PHASER TABLE

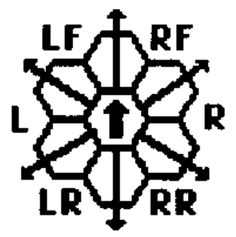
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

FTR FUSION TABLE

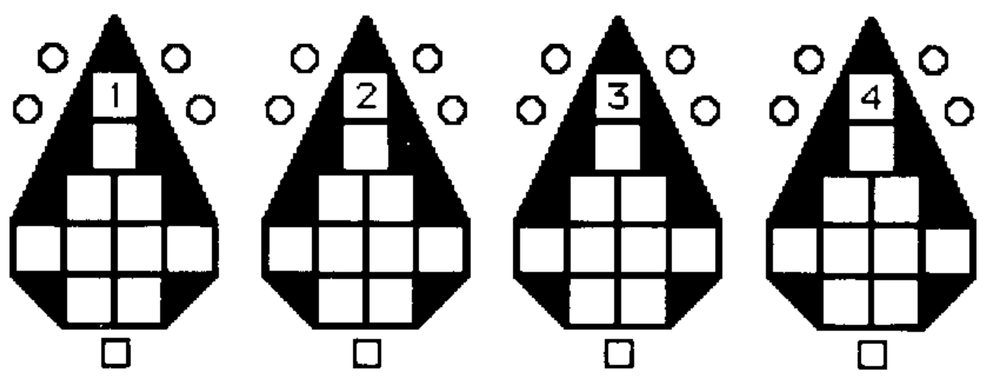
DIE ROLL	RANGE 0	1	2	3-10
1	13	8	6	4
2	11	8	5	3
3	10	7	4	2
4	9	6	3	1
5	8	5	3	1
6	8	4	2	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R



STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 10

WITH NO PALLETS
MOVE COST = 1
HET COST = 5
EM COST = 6

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

WITH ONE PALLET
MOVE COST = 1.5

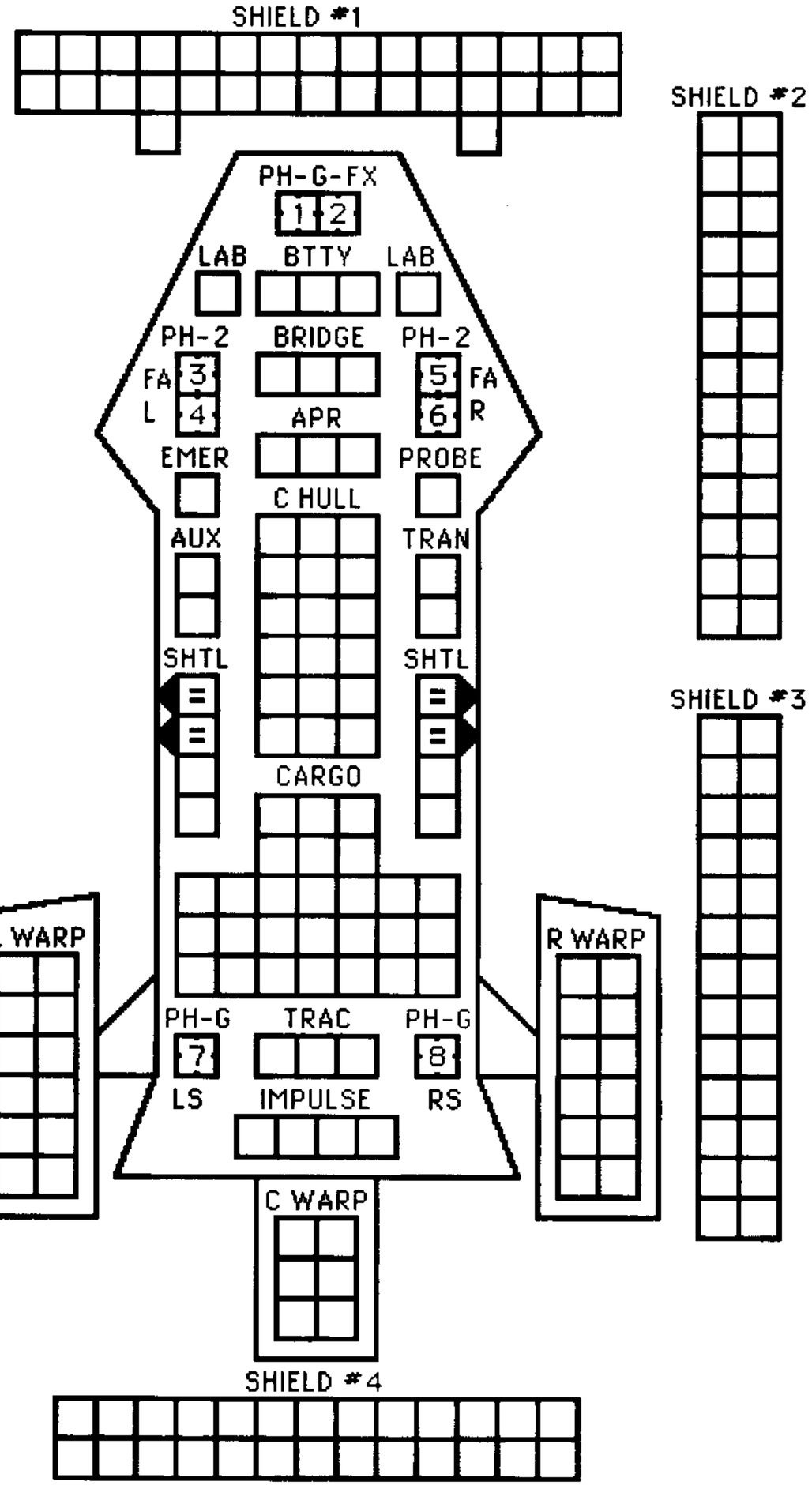
TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+

SENSOR: 6 6 5 3 1 0

SCANNER: 0 0 1 3 5 9

DAM CON: 4 4 2 2 2 0

EX DAM



WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

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HYDRAN MOHAWK-E
HEAVY ESCORT CRUISER

CREW UNITS

			*						10
									20
									30

BOARDING PARTIES

									10

DECK CREWS

							8

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS — NO TRANSFERS

PROBES | | | | | 5 |

TRANSPORTER BOMBS | | | | | D | D | D | D |

SHIP DATA TABLE

TYPE	=	MKE
POINT VALUE	=	123
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R9.101

INCLUDES FULL AEGIS

CNTR

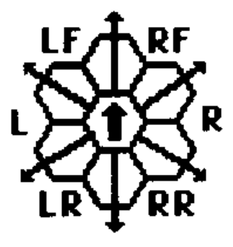
TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

FTR FUSION TABLE

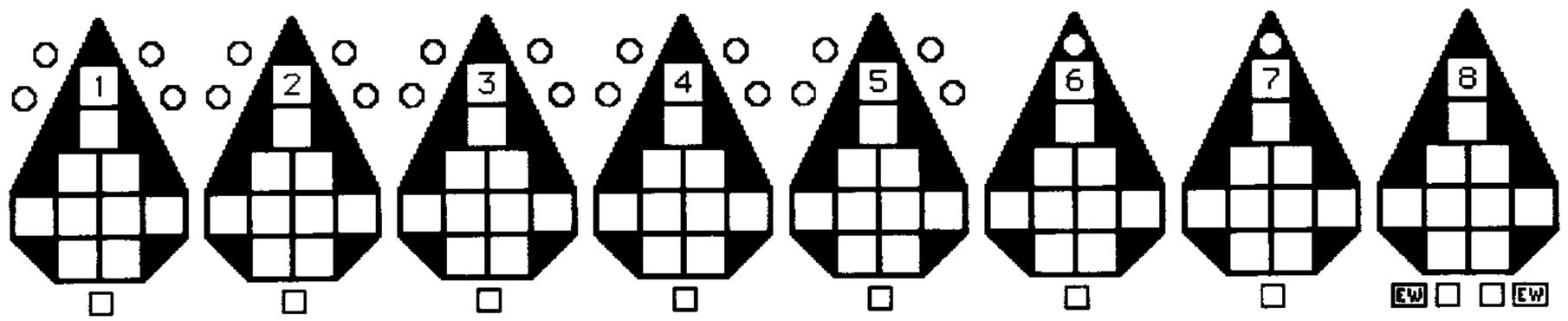
DIE ROLL	RANGE 0	1	2	3-10
1	13	8	6	4
2	11	8	5	3
3	10	7	4	2
4	9	6	3	1
5	8	5	3	1
6	8	4	2	0

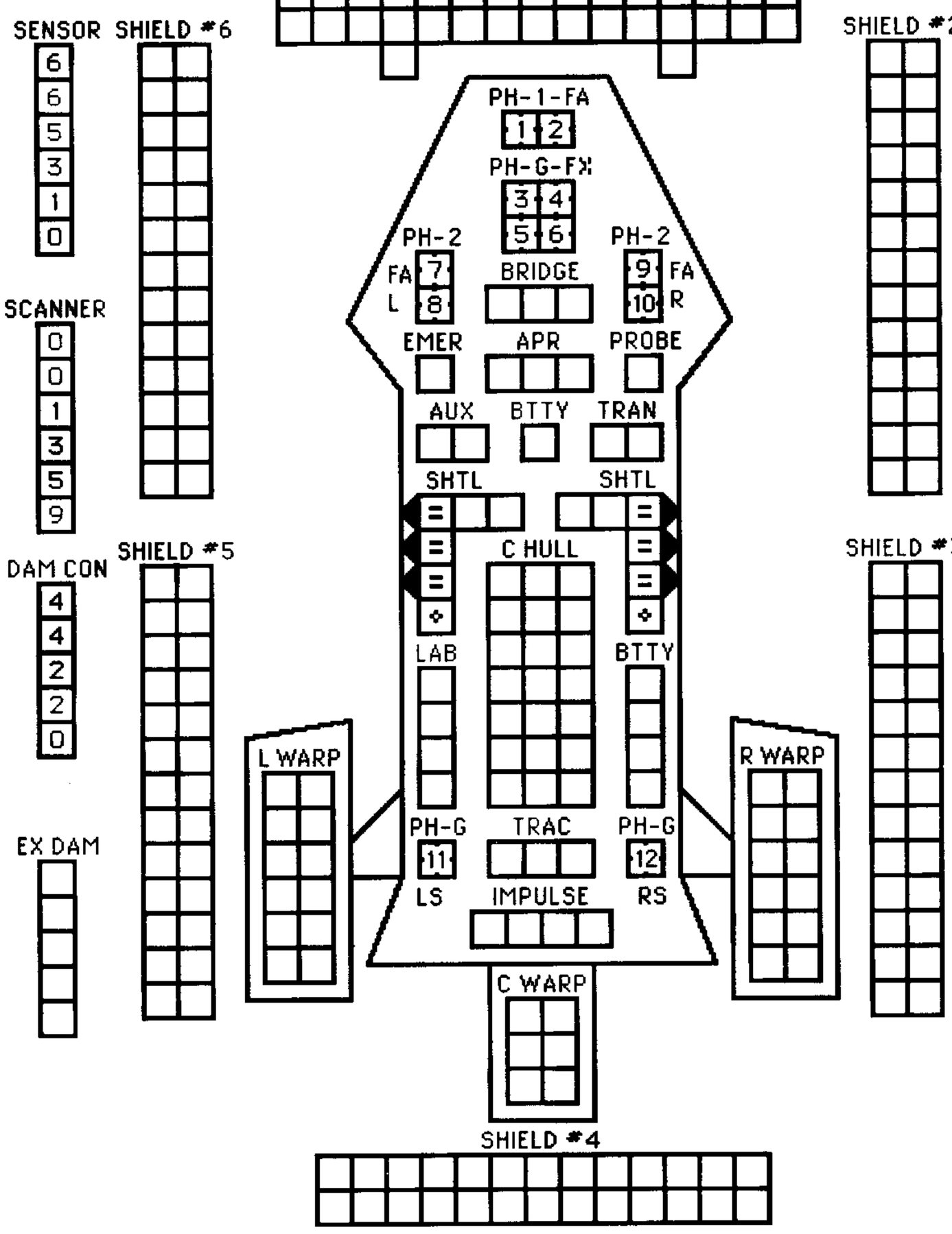
FIGHTER HELLBORE TABLE

RANGE	0-1	2	3-4	5-8	9-10
HIT#	11	10	9	8	7
DAMAGE	20	17	15	13	10

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

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





MOVEMENT COST = 1
HET COST = 5
EM COST = 6

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HYDRAN VEDETTE HEAVY SCOUT CARRIER

CREW UNITS (10 / 20 / 30)

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS — NO TRANSFERS

BOARDING PARTIES 10

TRANSPORTER BOMBS D D D D

DECK CREWS 10

PROBES 5

SHIP DATA TABLE

TYPE	= VED
POINT VALUE	=130/115
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R9.102

CNTR

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE	SPEED
C 1	2-4
2	5-9
3	10-14
HET 4	15-20
5	21-27
BD 6	28+

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

FTR FUSION TABLE

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

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SCOUT FUNCTIONS SUMMARY

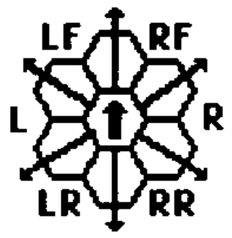
21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

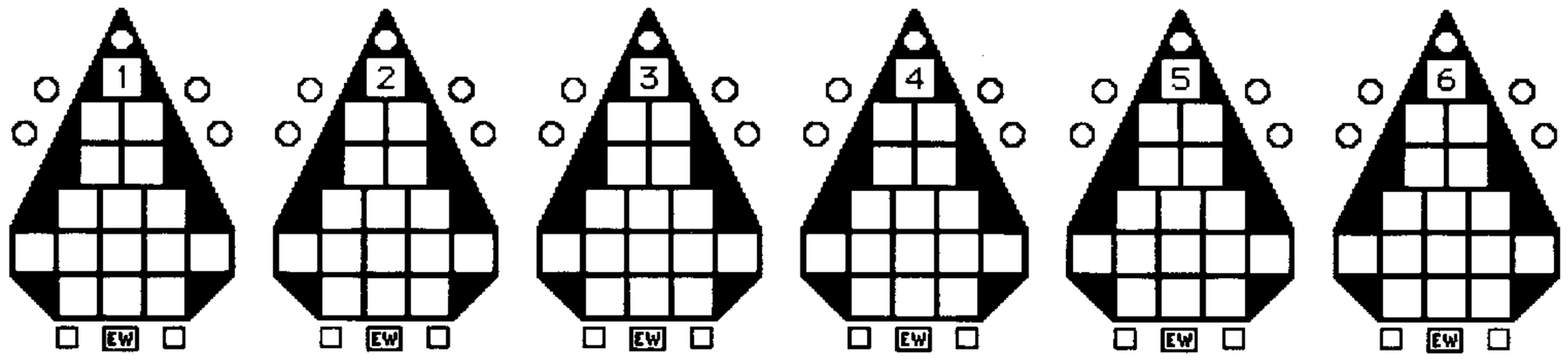
SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

FIGHTER HELLBORE TABLE

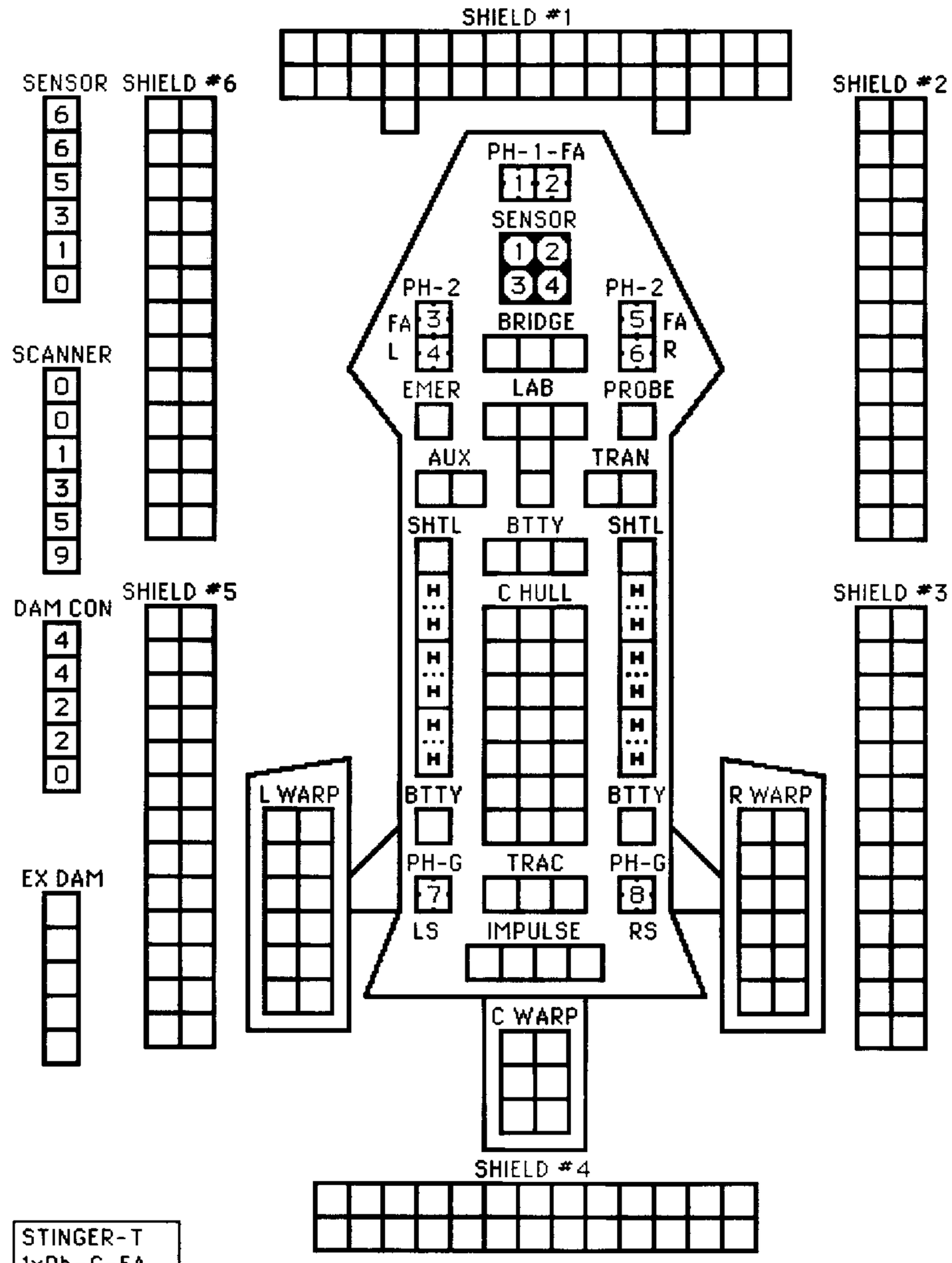
RANGE	0-1	2	3-4	5-8	9-10
HIT#	11	10	9	8	7
BASE DAMAGE	20	17	15	13	10

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR





STINGER-T
1xPh-G-FA
1xPh-G-RX
DFR = 0
CRIPPLED = 11
SPEED = 15
BPV = 19



MOVEMENT COST = 1
HET COST = 5
EM COST = 6

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LYRAN
KING JAGUAR-C
NEW COMMAND CRUISER

CREW UNITS

			*					
								10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES

									10
									20

TRANSPORTER BOMBS

				D	D	D	D

PROBES

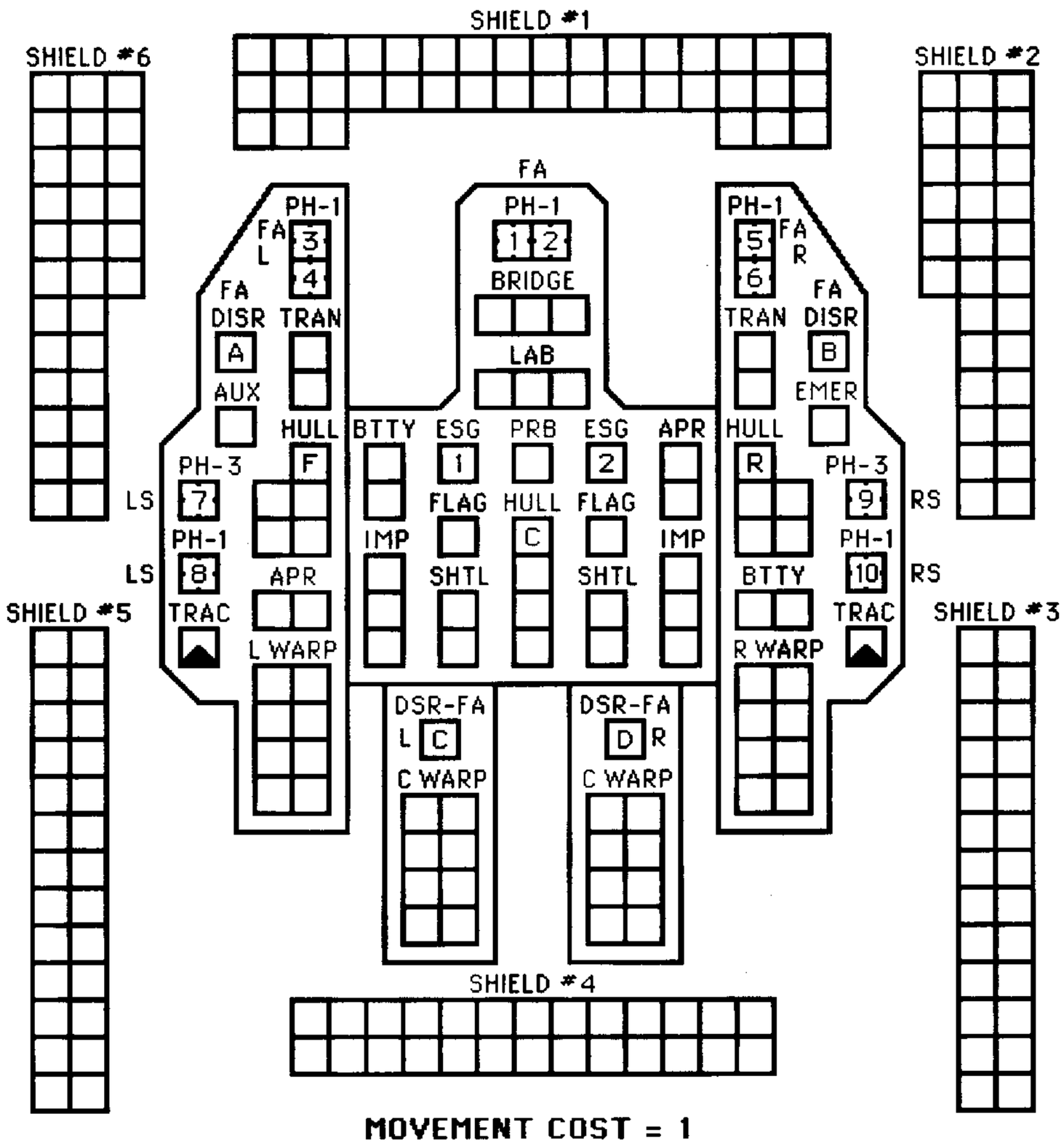
				5

SHIP DATA TABLE

TYPE	=	NCC
POINT VALUE	=	165
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R11.73
MECH LINKS	=	+2

1 UIM STANDARD

CNTR



MOVEMENT COST = 1
HET COST = 5
EM COST = 6

TYPE I OFFENSIVE PHASER TABLE

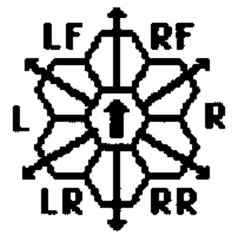
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE	SPEED
1	2-4
2	5-9
3	10-14
4	15-20
5	21-27
6	28+

C
HET
BD

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

DISRUPTOR TABLE

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

HIT & RUN
UIM
DERFACS

SENSOR					
6	6	5	3	1	0

SCANNER					
0	0	1	3	5	9

DAM CON					
4	4	2	2	2	0

EX DAM					

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LYRAN
KING JAGUAR-F
NEW FAST CRUISER

CREW UNITS

			*					
								10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

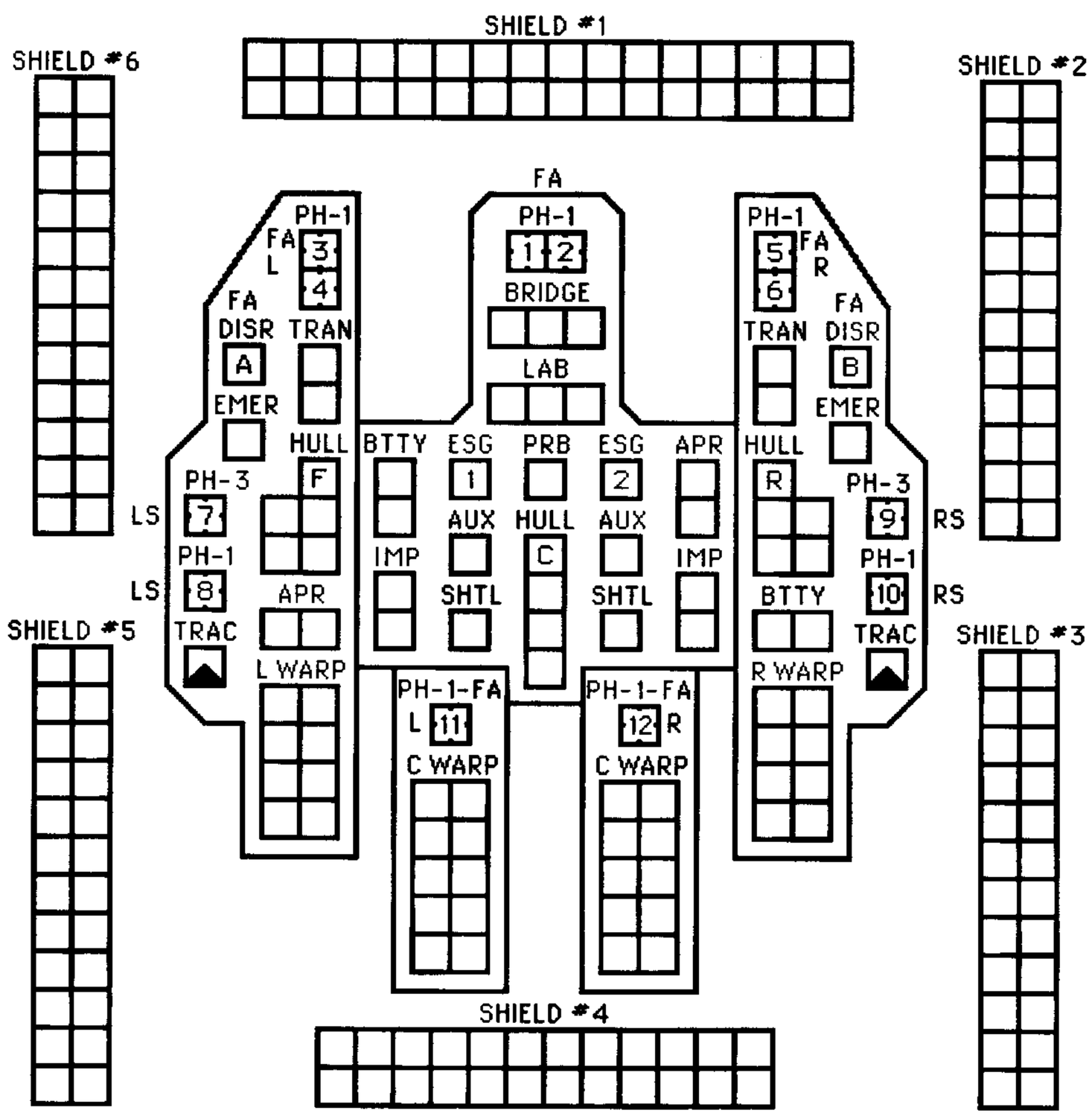
PROBES

				5

SHIP DATA TABLE

TYPE	=	NCF
POINT VALUE	=	168
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R11.74
UIM REFIT	=	+5
MECH LINKS	=	+2

CNTR



MOVEMENT COST = 1
HET COST = 5
EM COST = 6

SENSOR					
6	6	5	3	1	0

SCANNER					
0	0	1	3	5	9

DAM CON					
4	4	2	2	2	0

EX DAM				

TYPE I OFFENSIVE PHASER TABLE

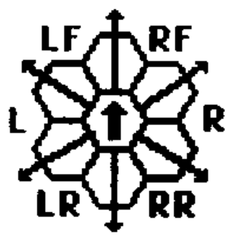
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE SPEED

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

DISRUPTOR TABLE

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

HIT & RUN
UIM
DERFACS

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LYRAN KING JAGUAR-SR NEW SURVEY CRUISER

CNTR

CREW UNITS

			*						10
									20
									30

BOARDING PARTIES

							8

PROBES

1										10
2										10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	NSR
POINT VALUE	=	151/128
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R11.75
UIM REFIT	=	+5
MECH LINKS	=	+2

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

0-1 POD WEIGHTS

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TWO POD WEIGHTS

TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+

THREE POD WEIGHTS

TURN MODE		SPEED
E	1	2-3
	2	4-6
	3	7-10
HET	4	11-14
	5	15-20
BD	6	21-29
	7	30+

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4
HIT(OVERLORD)	1-6	1-5	1-5	1-4	1-4	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2
DAMAGE,OVLD	10	10	8	8	6	0	0

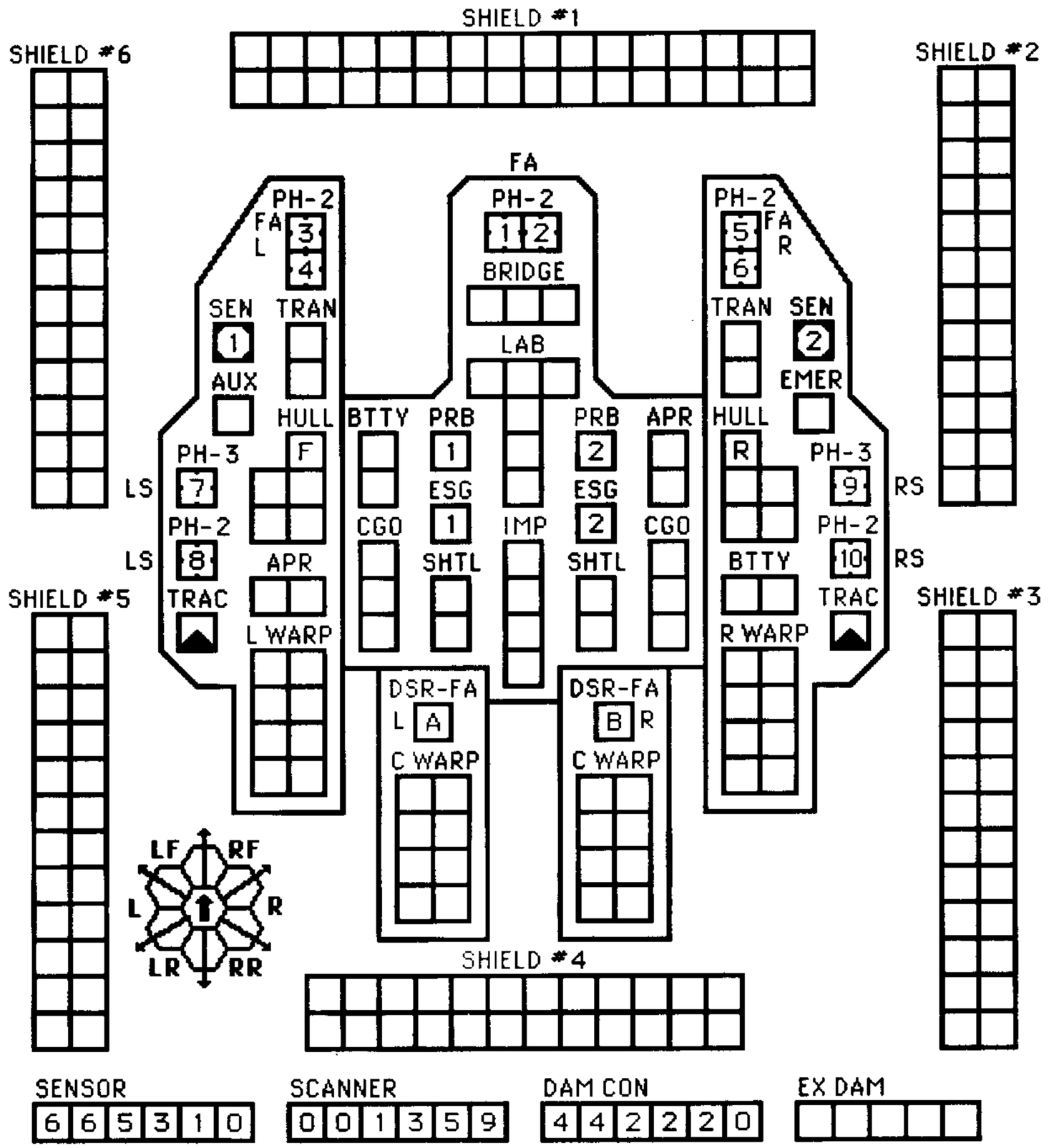
SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS DESTROYED ON "TORPEDO" DAMAGE POINTS.

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

HIT & RUN UIM ☐

POD WT	MOVE COST	HET COST	EM COST
0-1	1	5	6
2	1.5	7.5	9
3	2	10	12

WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

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LYRAN KING JAGUAR-P NEW PF TENDER

CREW UNITS

			*					10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES

								10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	NPF
POINT VALUE	=	166/136
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R11.76

CNTR

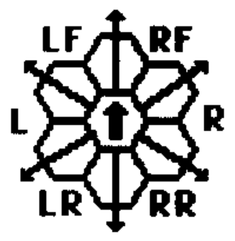
TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

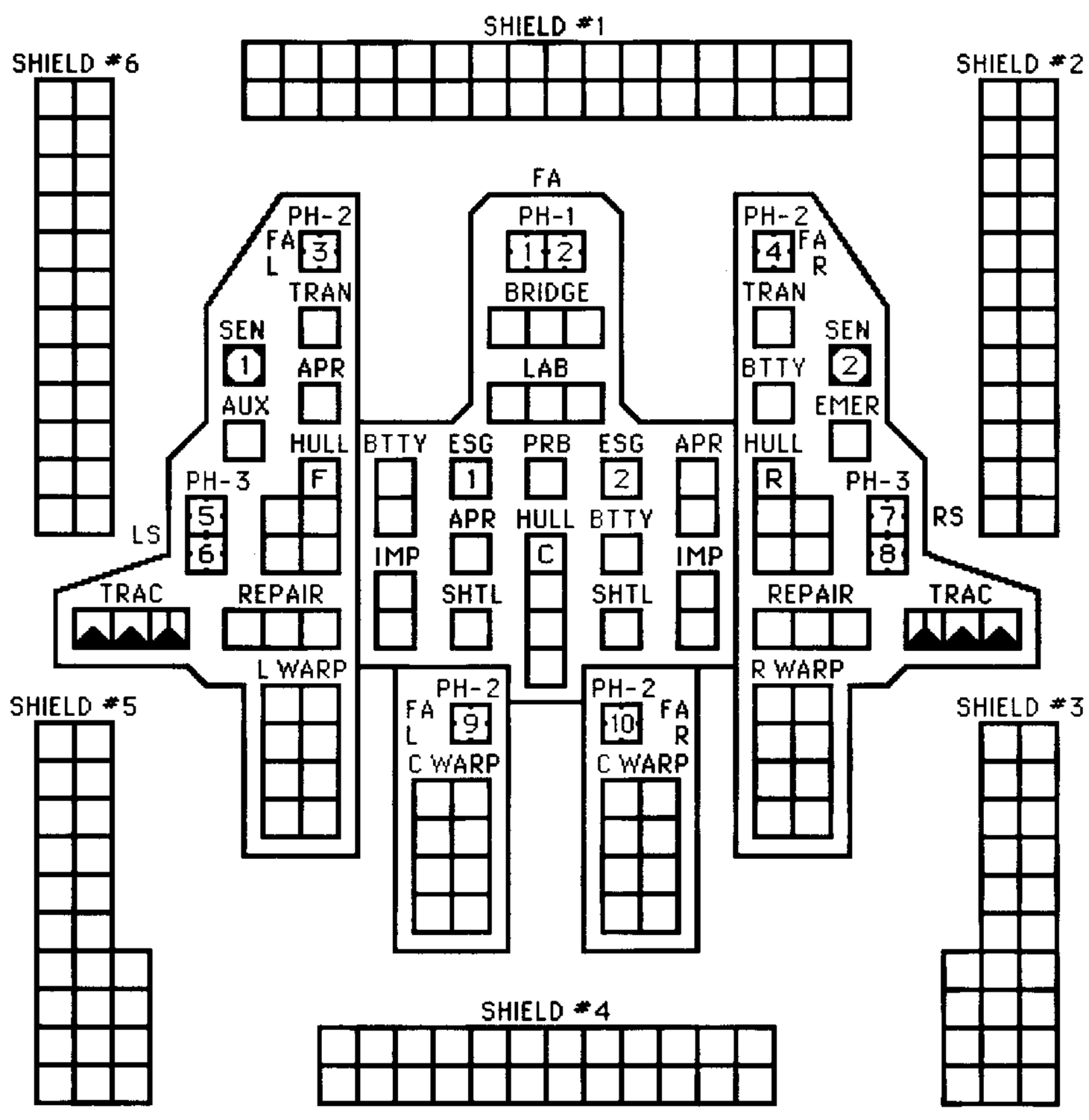
EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



MOVEMENT COST = 1
HET COST = 5
EM COST = 6

SENSOR						SCANNER						DAM CON						EX DAM					
6	6	5	3	1	0	0	0	1	3	5	9	4	4	2	2	2	0						

LYRAN
KING JAGUAR-D
DIVISION CONTROL SHIP

CREW UNITS

			*					
								10
								20
								30
								40

BOARDING PARTIES

								10
								20

DECK CREWS

								10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE		
TYPE	=	NDS
POINT VALUE	=	154/105
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R11.77

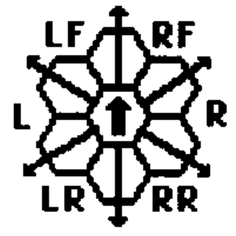
CNTR

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

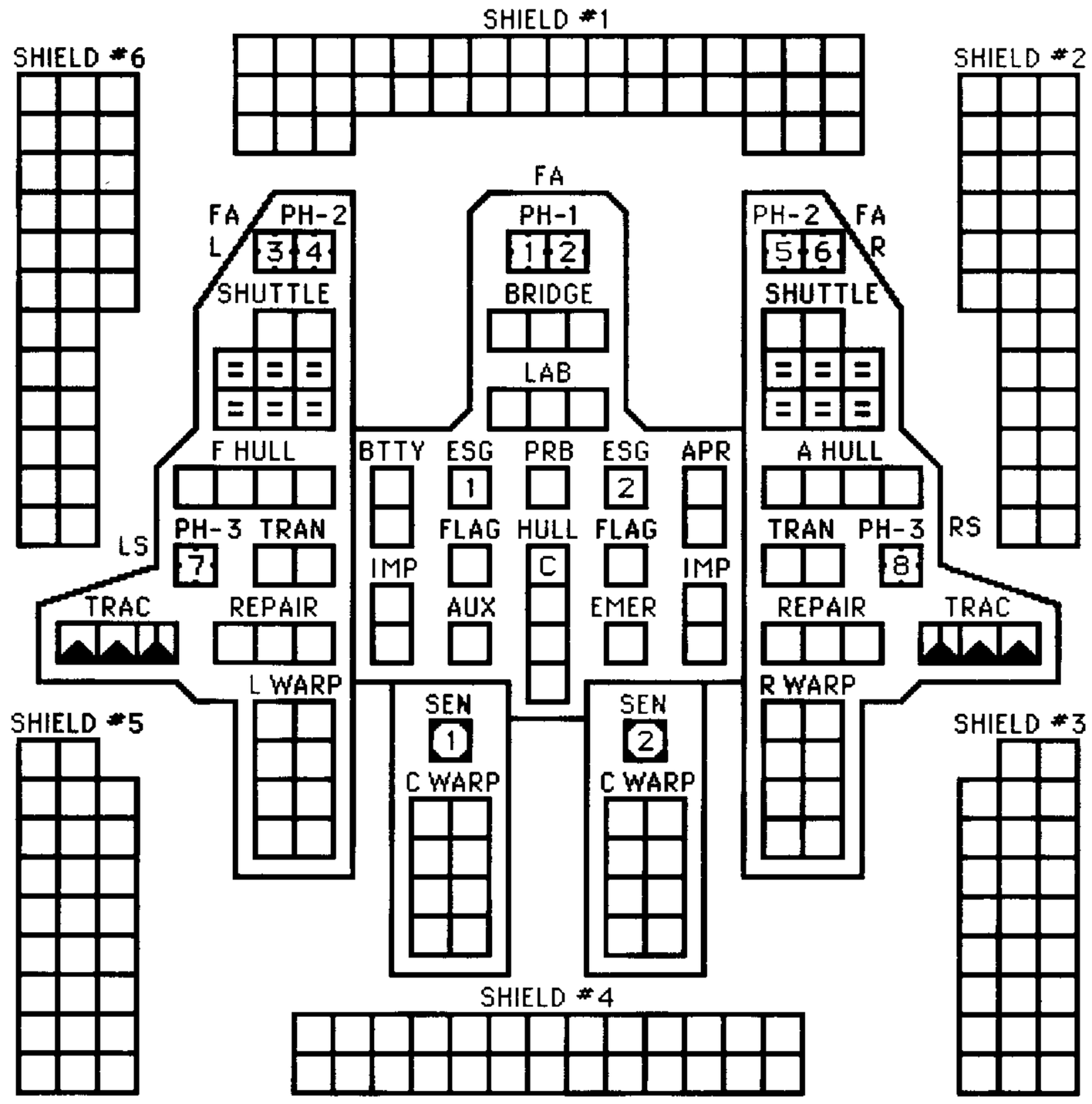
SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

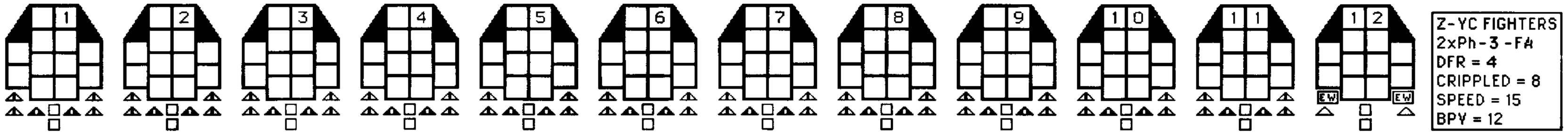


SENSOR					
6	6	5	3	1	0

SCANNER					
0	0	1	3	5	9

DAM CON					
4	4	2	2	2	0

EX DAM					



Z-YC FIGHTERS
2xPh-3 -FA
DFR = 4
CRIPPLED = 8
SPEED = 15
BPV = 12

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LYRAN
KING JAGUAR-M
NEW MAULER CRUISER

CREW UNITS

			*						10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES

									10

PROBES

				5

TRANSPORTER BOMBS

				D	D	D	D

ANY POWER SYSTEM CONNECTED TO THE MAULER CAN BE DESTROYED ON "ANY WEAPON" HITS.

SHIP DATA TABLE

TYPE	=	NMC
POINT VALUE	=	173
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R11.78
MECH LINKS	=	+2

CNTR

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

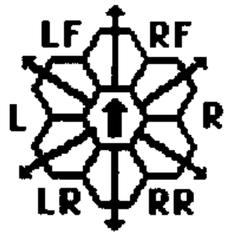
SEE (D23.0) FOR SHOCK DAMAGE.
SEE (E8.27) FOR ALTERNATIVE FIRING ARCS.

MAULER RANGE ADJUSTMENT CHART

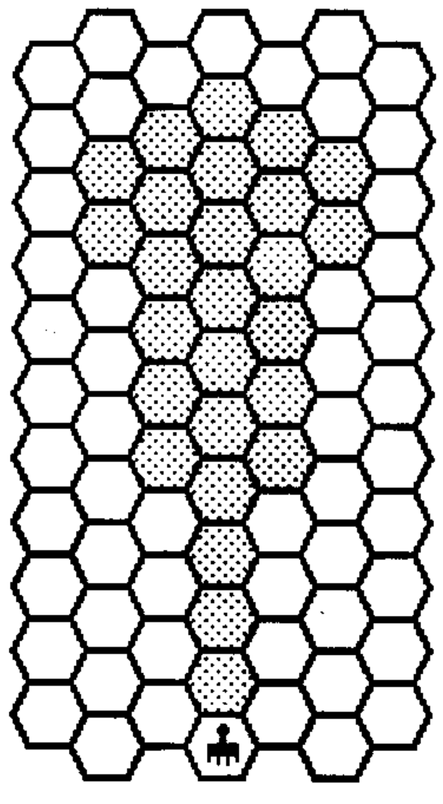
RANGE	DAMAGE SCORED
0-1	Double the energy discharged
2-5	Equal to energy discharged
6-10	One-half of energy discharged

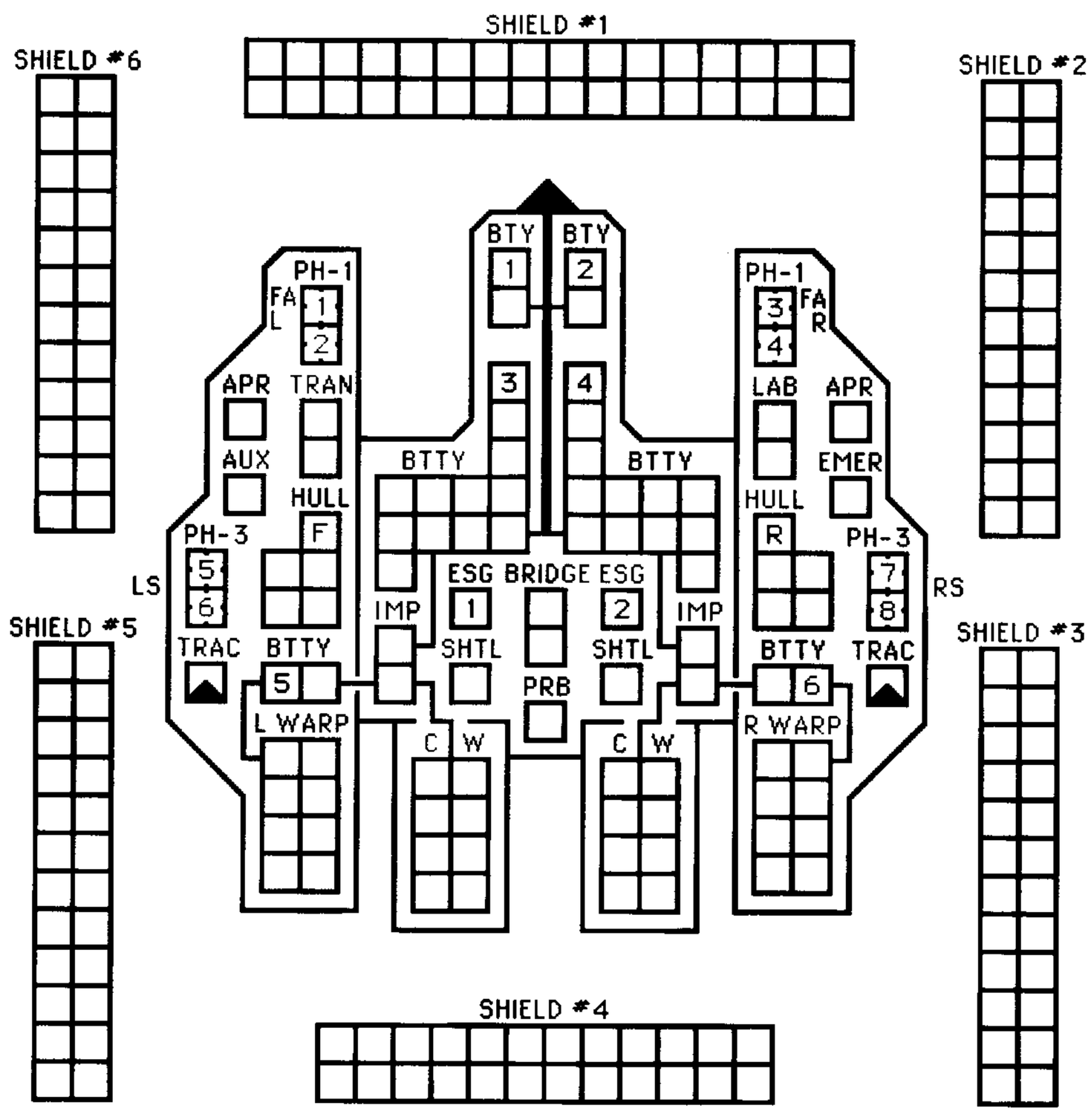
EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR





MOVEMENT COST = 1
HET COST = 5
EM COST = 6

SENSOR						SCANNER						DAM CON						EX DAM				
6	6	5	3	1	0	0	0	1	3	5	9	4	4	2	2	2	0					

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ISC SYSTEM CRUISER

CREW UNITS

10 20 30 40

BOARDING PARTIES

10

PROBES

5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

TRANSPORTER BOMBS

D D D D

SHIP DATA TABLE

TYPE	=	NCA
POINT VALUE	=	185
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R13.67

TURN MODE	SPEED
D 1	2 - 4
2	5 - 8
3	9 -12
HET 4	13-17
5	18-24
BD 6	25+

PLASMATIC PULSAR DEVICE COMBAT TABLE

RANGE	0-3	4-10	11-15	16-20	21-25	26-30	31-40
HIT#	-	9	8	7	6	5	4
DAMAGE	0	6	5	4	3	2	1
SPLASH	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0
ALT	0	3+3	3+2	2+2	2+1	1+1	1+0

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

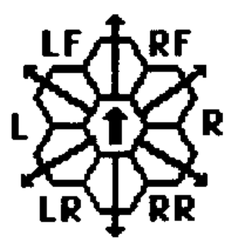
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

PSEUDO-PLASMA TORPEDOES

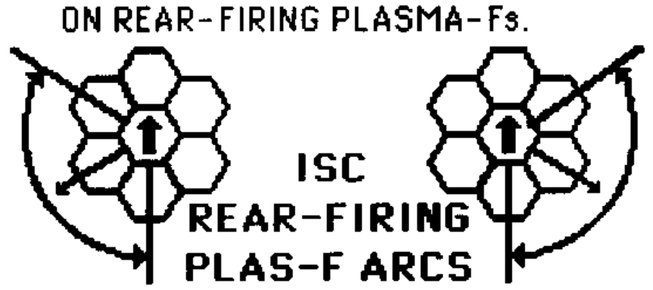
A S B S

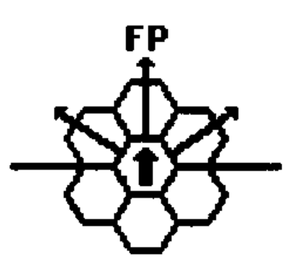


FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

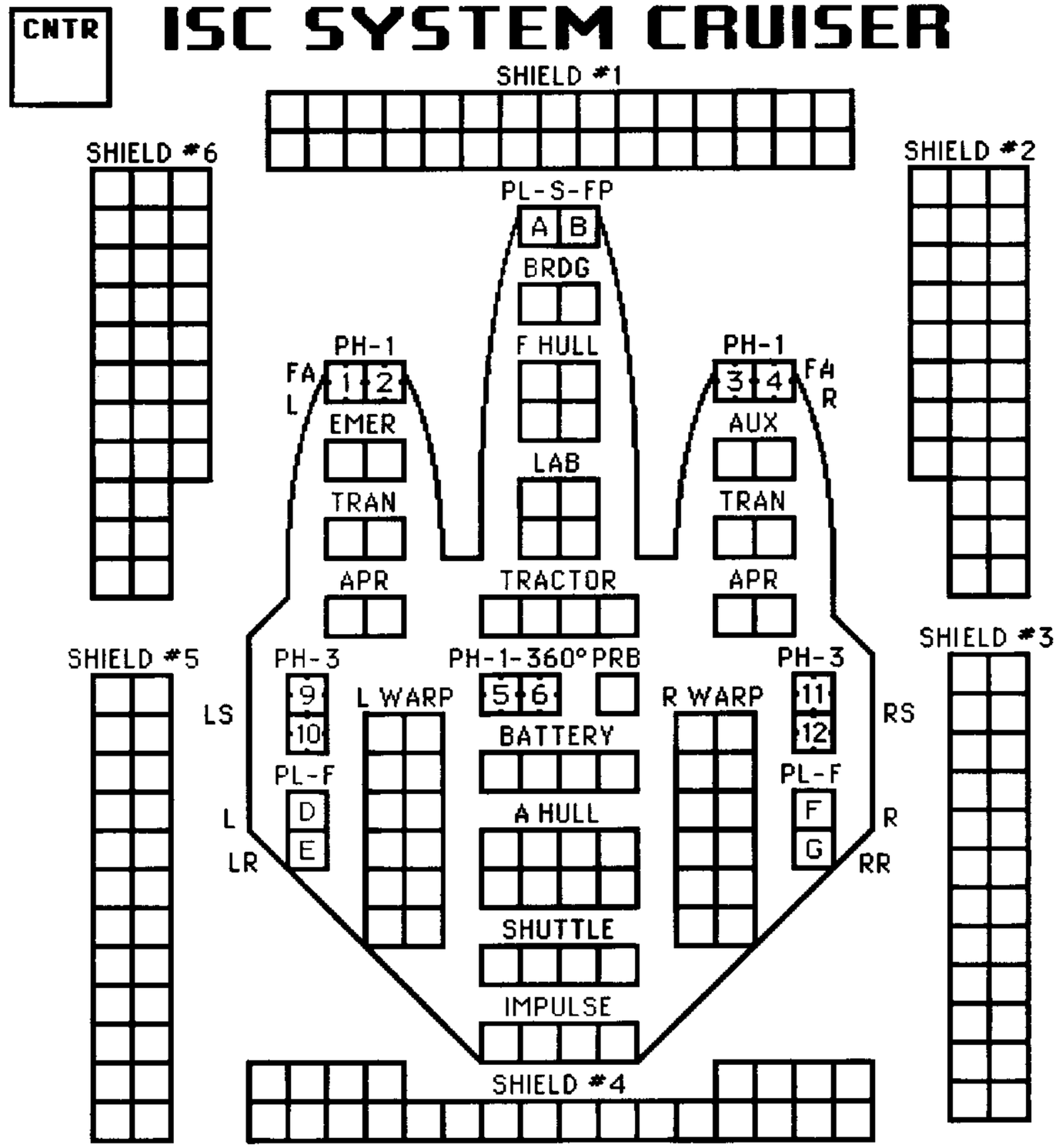
OPERATES AS ONE INTEGRATED UNIT. SECTIONS CANNOT SEPARATE BY ANY MEANS.

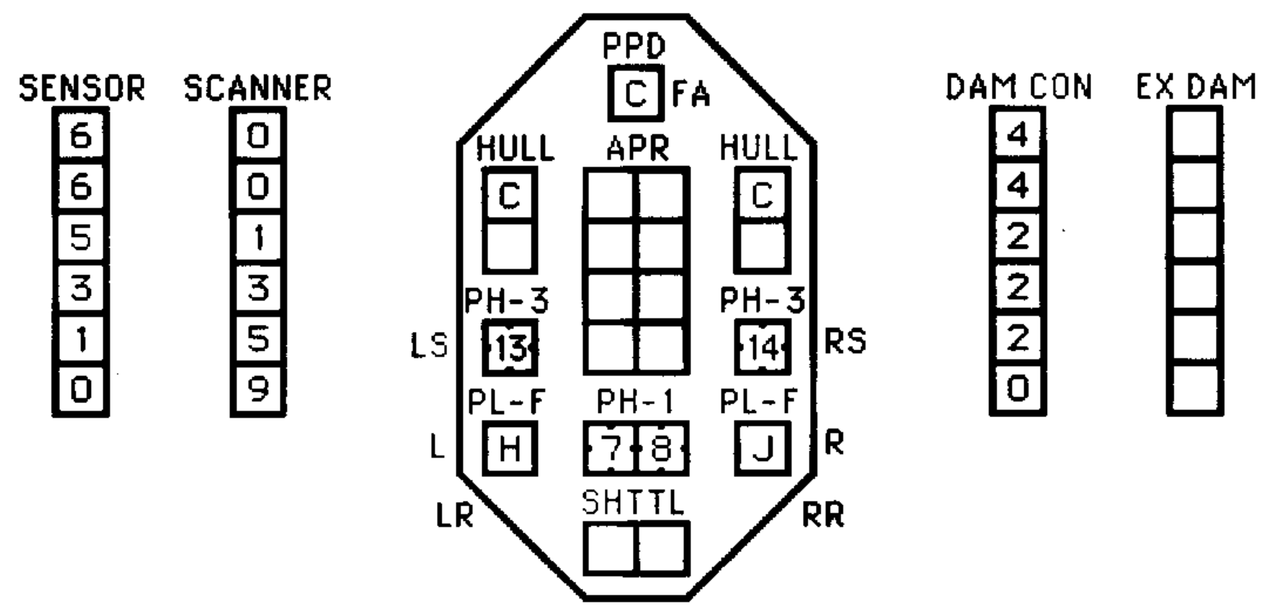
SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs.





MOVEMENT COST = 1 **HET COST = 5** **EM COST = 6**





PHASER-1s #7 AND #8 HAVE 360° FIRING ARCS.

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ISC STRIKE SYSTEM CRUISER

CREW UNITS

			*					10
								20
								30
								40

BOARDING PARTIES

								10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	NCS
POINT VALUE	=	195
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R13.68

CNTR

TURN MODE	SPEED
D 1	2-4
2	5-8
3	9-12
HET 4	13-17
5	18-24
BD 6	25+

PLASMATIC PULSAR DEVICE COMBAT TABLE

RANGE	0-3	4-10	11-15	16-20	21-25	26-30	31-40
HIT*	-	9	8	7	6	5	4
DAMAGE	0	6	5	4	3	2	1
SPLASH	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0
ALT	0	3+3	3+2	2+2	2+1	1+1	1+0

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

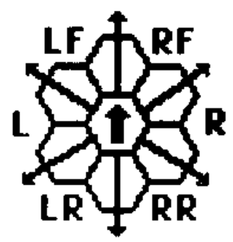
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

PSEUDO-PLASMA TORPEDOES

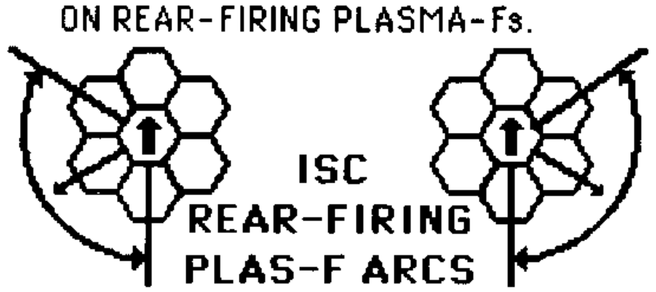
C	S

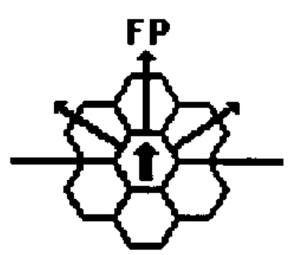


FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

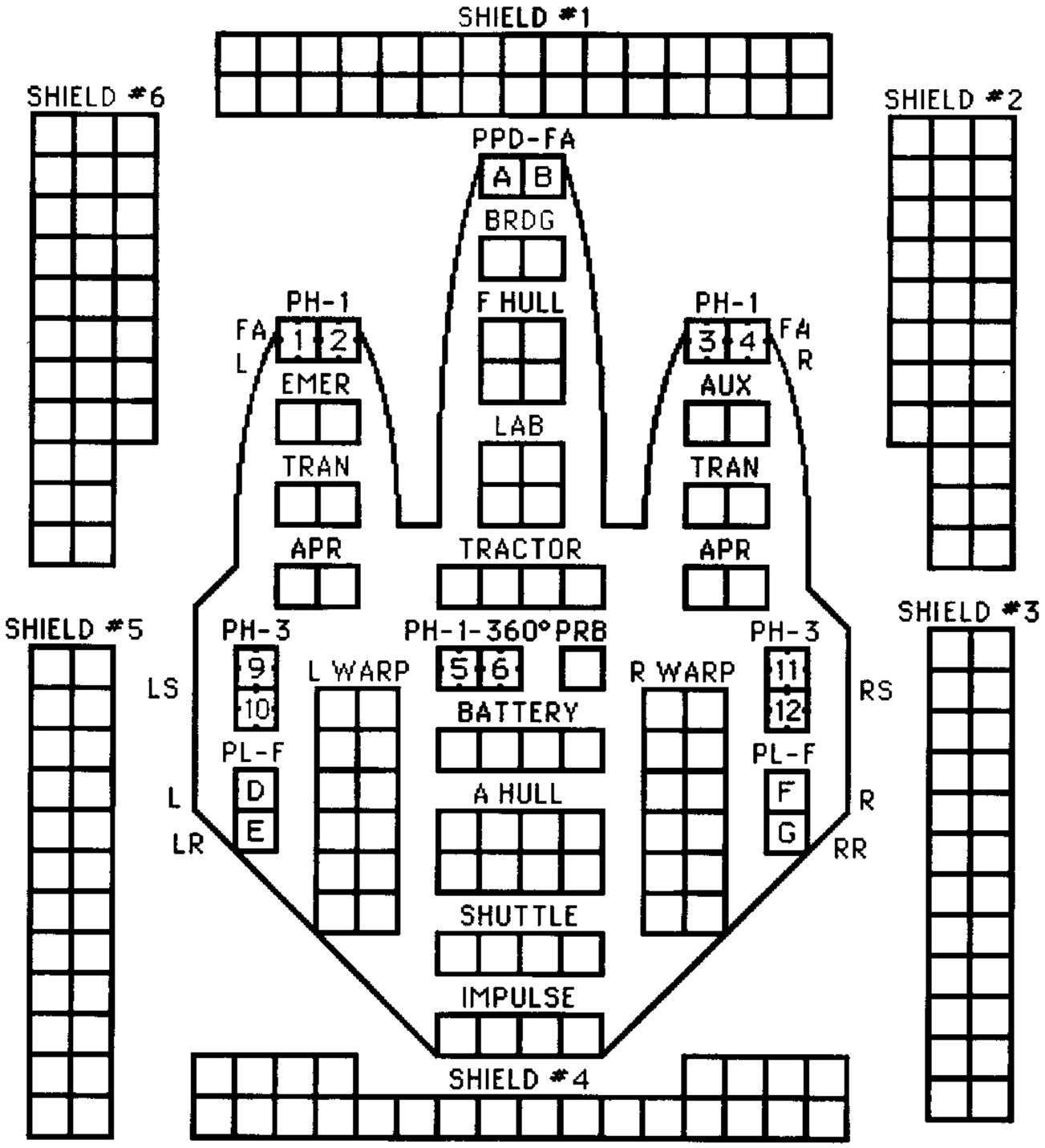
OPERATES AS ONE INTEGRATED UNIT. SECTIONS CANNOT SEPARATE BY ANY MEANS.

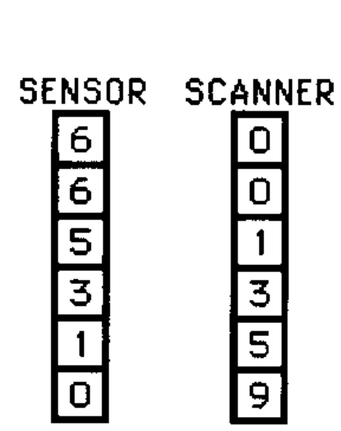
SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs.

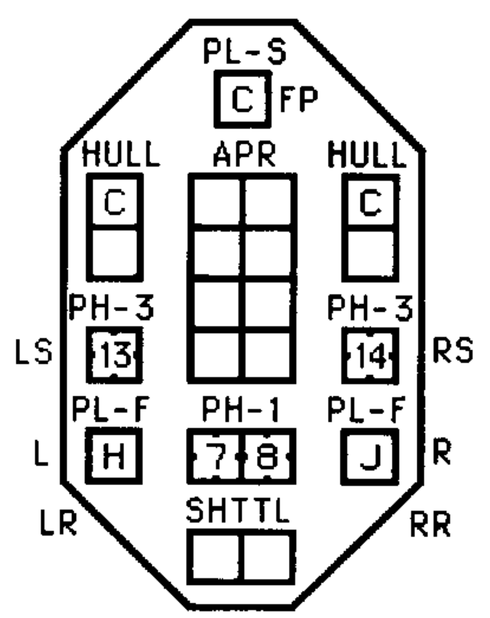


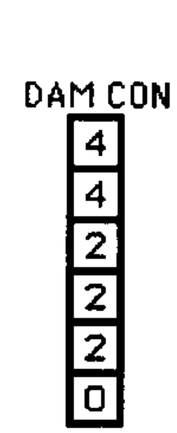


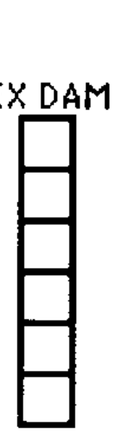
MOVEMENT COST = 1 **HET COST = 5** **EM COST = 6**











PHASER-1s #7 AND #8 HAVE 360° FIRING ARCS.

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LYRAN DEMOCRATIC REPUBLIC NEW COMMAND CRUISER

CREW UNITS

10 20 30 40

BOARDING PARTIES

10 20

PROBES

5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

TRANSPORTER BOMBS

D D D D

SHIP DATA TABLE		
TYPE	=	NCC
POINT VALUE	=	169
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R14.40
MECH LINKS	=	+2
1 UIM STANDARD		

CNTR

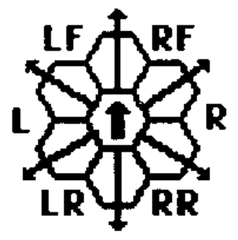
TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE	SPEED
C 1	2-4
2	5-9
3	10-14
HET 4	15-20
5	21-27
BD 6	28+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

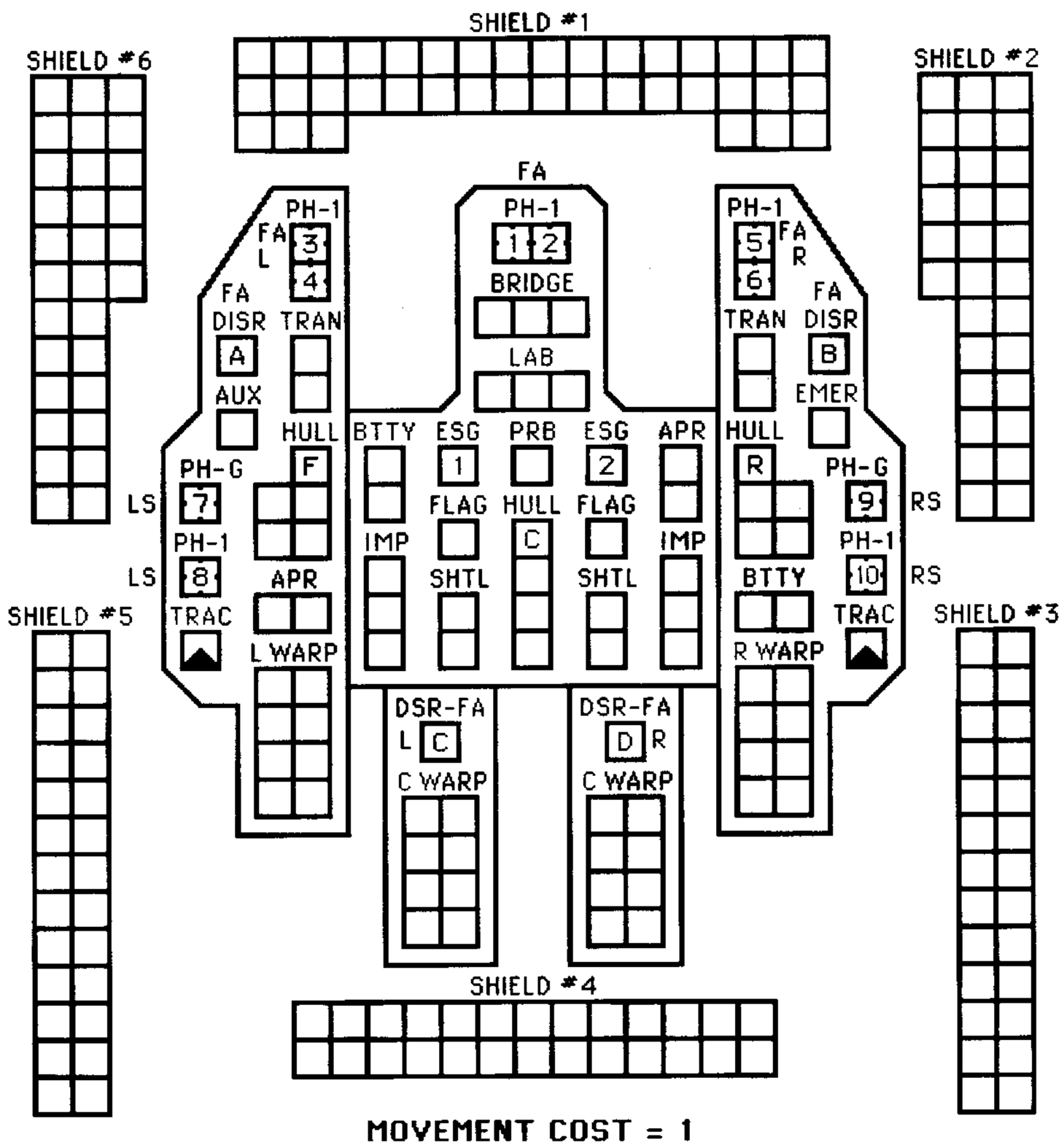
EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

DISRUPTOR TABLE

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

HIT & RUN
UIM
DERFACS



MOVEMENT COST = 1
HET COST = 5
EM COST = 6

SENSOR	SCANNER	DAM CON	EX DAM
6 6 5 3 1 0	0 0 1 3 5 9	4 4 2 2 2 0	

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LYRAN DEMOCRATIC REPUBLIC NEW MEDIUM CARRIER

CNTR

CREW UNITS

10 20 30 40

BOARDING PARTIES

10

DECK CREWS

10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

TRANSPORTER BOMBS

D D D D

PROBES

5

SHIP DATA TABLE		
TYPE	=	NCV
POINT VALUE	=	148/128
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R14.41
MECH LINKS	=	+2

TYPE I OFFENSIVE PHASER TABLE

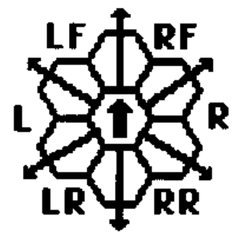
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

TURN MODE		SPEED
C	1	2-4
	2	5-9
HET	3	10-14
	4	15-20
BD	5	21-27
	6	28+

TYPE III DEFENSE PHASER

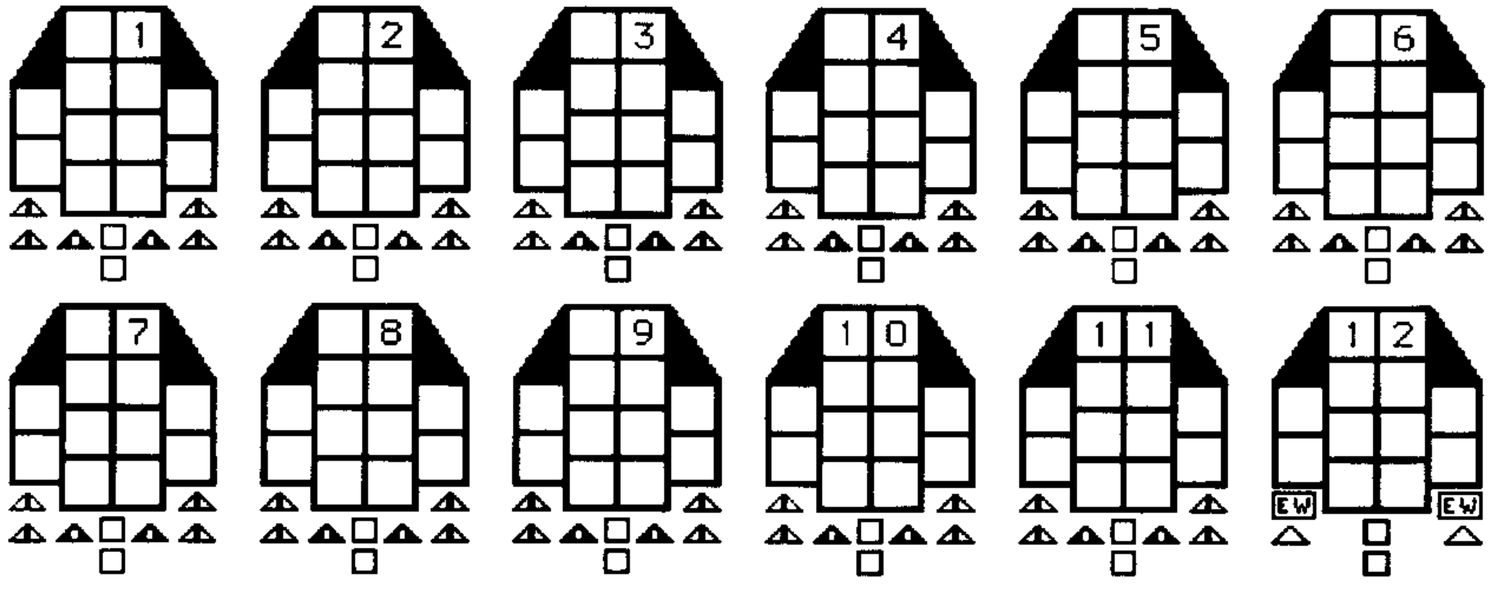
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



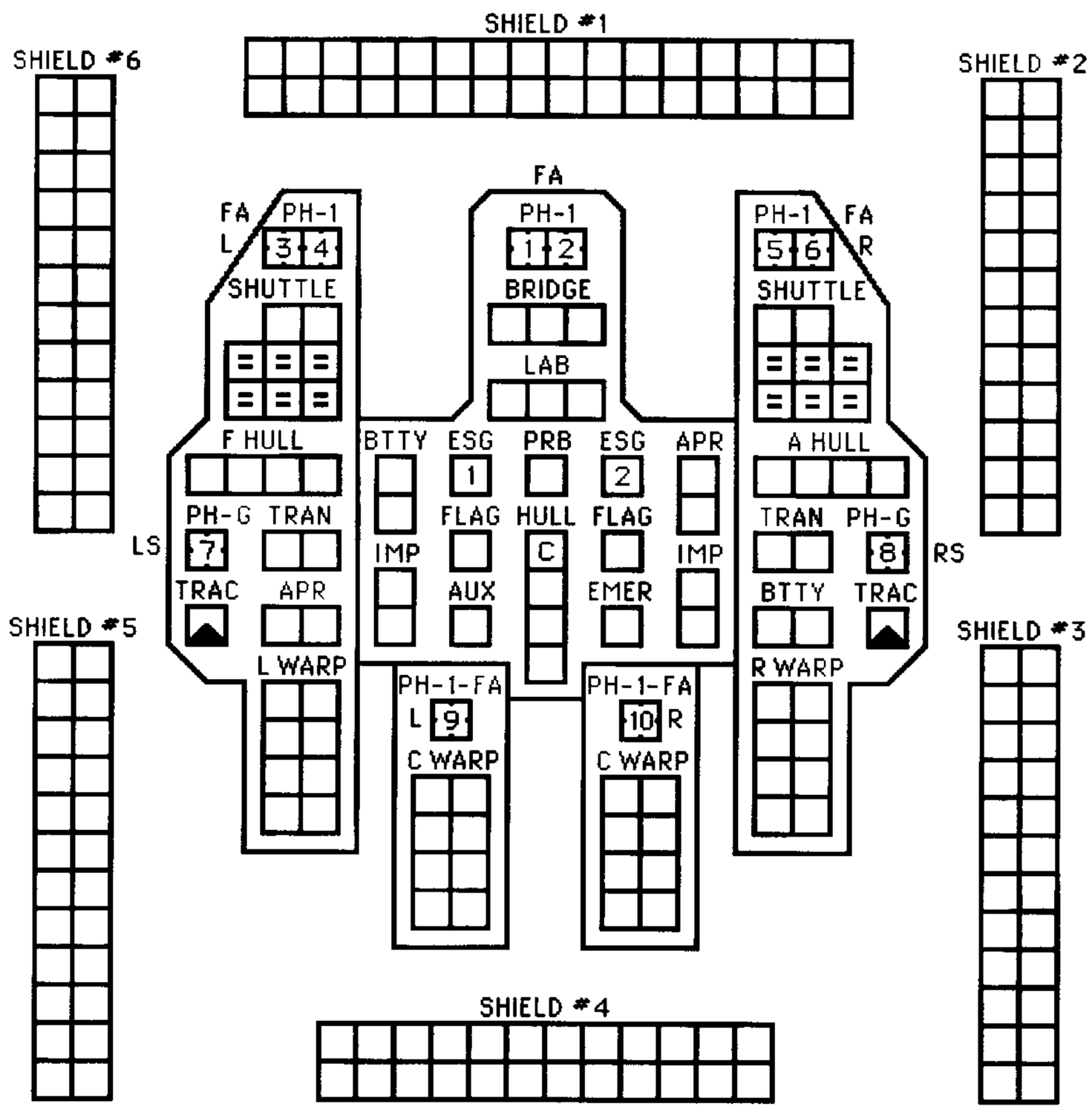
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15



Z-YC FIGHTERS
2xPh-3 -FA
DFR = 4
CRIPPLED = 8
SPEED = 15
BPV = 12



MOVEMENT COST = 1
HET COST = 5
EM COST = 6

SENSOR	SCANNER	DAM CON	EX DAM
6 6 5 3 1 0	0 0 1 3 5 9	4 4 2 2 2 0	

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SELTORIAN NEW HEAVY CRUISER

CREW UNITS

			*						10
									20
									30
									40
									50

BOARDING PARTIES

									10
									20

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		GAS
		GAS

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

				D	D	D	D

Y184 AND AFTER.

CANNOT USE WILD WEASELS, SUICIDE SHUTTLES, OR TRANSPORTER BOMBS IN SCENARIOS SET PRIOR TO Y184.

SHIP DATA TABLE

TYPE	=	NCA
POINT VALUE	=	142
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R15.31

CNTR

SENSOR: 6 6 6 5 3 1 0

SCANNER: 0 0 0 1 3 5 9

DAM CON: 4 4 2 2 2 0

EX DAM

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

WEB BREAKER TABLE

DIE ROLL	RANGE 0-1	2	3	4	5	6	7	8	9	10
1	20	19	18	17	15	13	11	9	7	5
2	18	17	16	15	13	11	9	7	5	3
3	16	15	14	13	11	9	7	5	3	1
4	14	13	12	11	9	7	5	3	1	0
5	12	11	10	9	7	5	3	1	0	0
6	10	9	8	7	5	3	1	0	0	0

SHIELD CRACKER TABLE

RANGE	0	1-2	3-5	6-10
HIT	1-6	1-5	1-4	1-3
DAMAGE	4	4	4	4

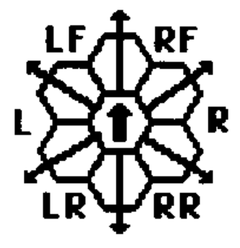
PARTICLE CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2
DAMAGE	NA	4	4	3	3	3	2	1
OL DMG	8	8	8	6	6	NA	NA	NA

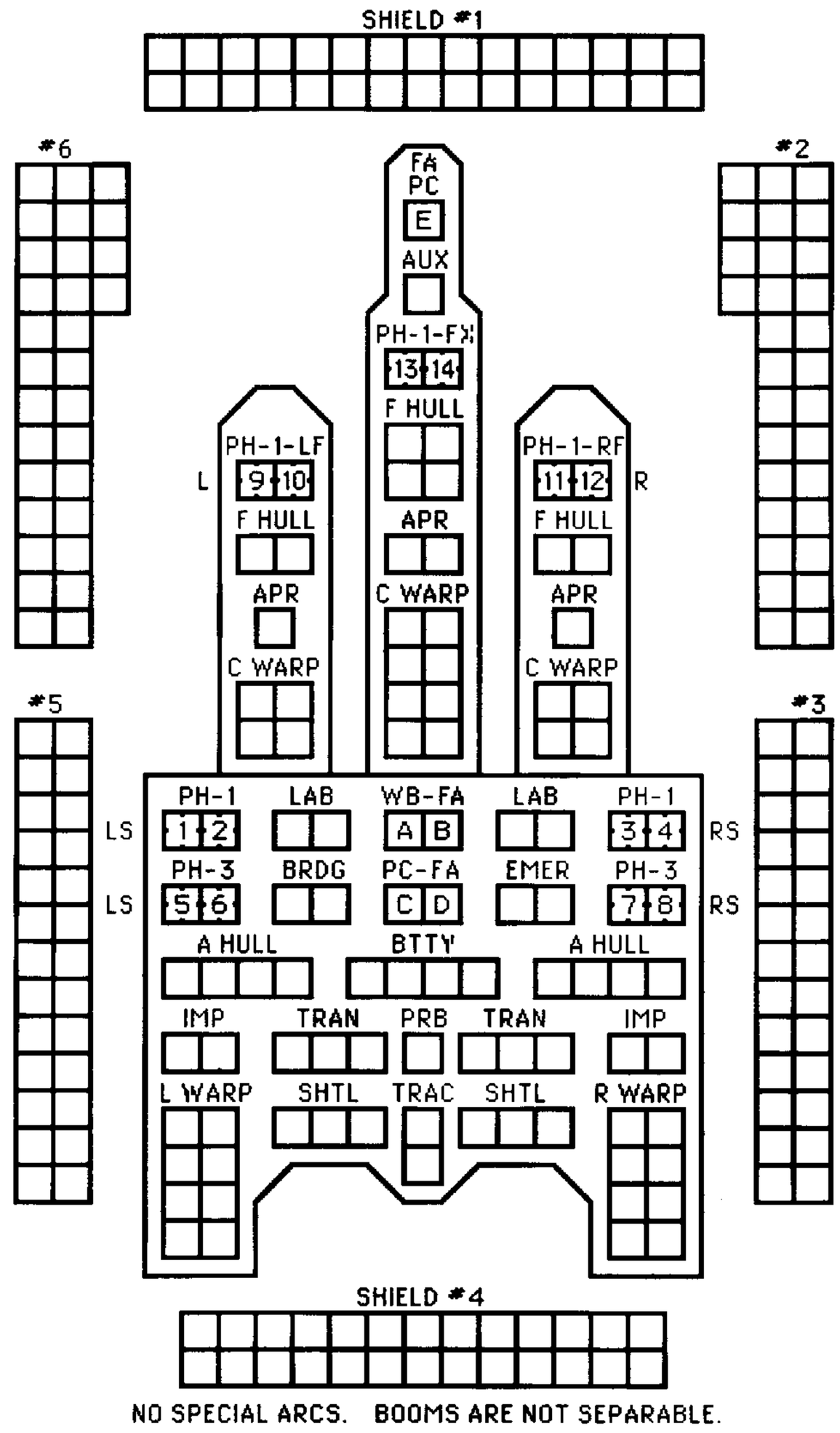
TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R



NO SPECIAL ARCS. BOOMS ARE NOT SEPARABLE.

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

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MODULE R10 — SSD BOOK

SELTORIAN NEW STRIKE CARRIER

CREW UNITS

		*						10
								20
								30
								40
								50

BOARDING PARTIES

								10
								20

DECK CREWS

								10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		GAS
		GAS

THREE BAYS, NO TRANSFERS.

TRANSPORTER BOMBS D D D D

Y184 AND AFTER.

PROBES 5

SHIP DATA TABLE

TYPE	=	NVS
POINT VALUE	=	157
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R15.32

CNTR

SENSOR 6 6 6 5 3 1 0

SCANNER 0 0 0 1 3 5 9

DAM CON 4 4 2 2 2 0

EX DAM

TURN MODE / SPEED

D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

LF RF L R LR RR

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SEE (M2.113) FOR A RESTRICTION ON LAYING T-BOMBS FROM FIGHTER BAYS.

WEB BREAKER TABLE

DIE ROLL	RANGE 0-1	2	3	4	5	6	7	8	9	10
1	20	19	18	17	15	13	11	9	7	5
2	18	17	16	15	13	11	9	7	5	3
3	16	15	14	13	11	9	7	5	3	1
4	14	13	12	11	9	7	5	3	1	0
5	12	11	10	9	7	5	3	1	0	0
6	10	9	8	7	5	3	1	0	0	0

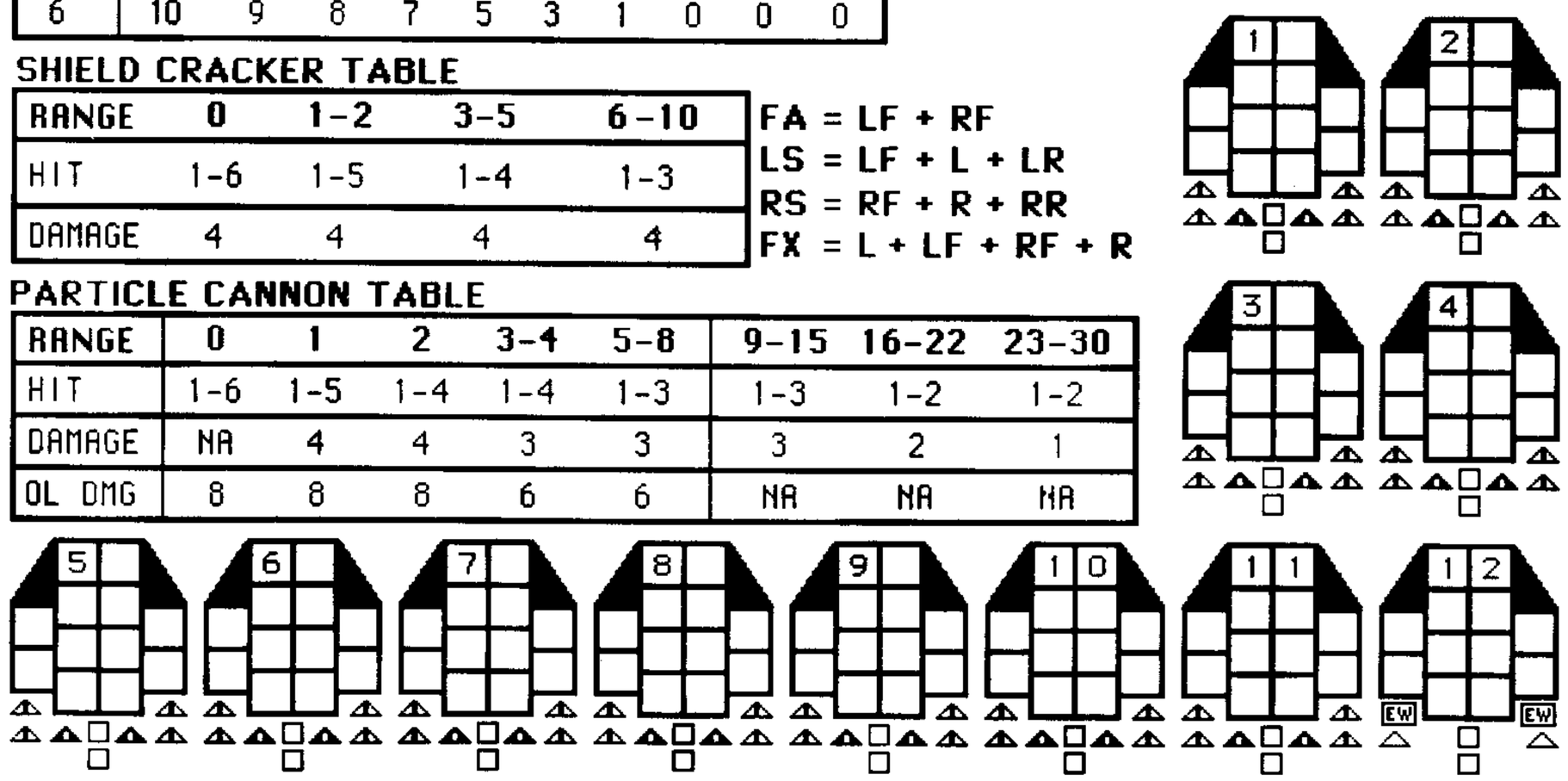
SHIELD CRACKER TABLE

RANGE	0	1-2	3-5	6-10
HIT	1-6	1-5	1-4	1-3
DAMAGE	4	4	4	4

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

PARTICLE CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2
DAMAGE	NA	4	4	3	3	3	2	1
OL DMG	8	8	8	6	6	NA	NA	NA



SHIELD #1

#6 #2 #5 #3

FA PC E AUX PH-1-FX 13 14 F HULL APR C WARP

L PH-1-LF 9 10 SHTL C WARP

R PH-1-RF 11 12 SHTL C WARP

LS PH-1 1 2 LAB WB-FA A B LAB PH-1 3 4 RS

LS PH-3 5 6 BRDG PC-FA C D EMER PH-3 7 8 RS

A HULL BTTY A HULL

IMP TRAN PRB TRAN IMP

L WARP SHTL TRAC SHTL R WARP

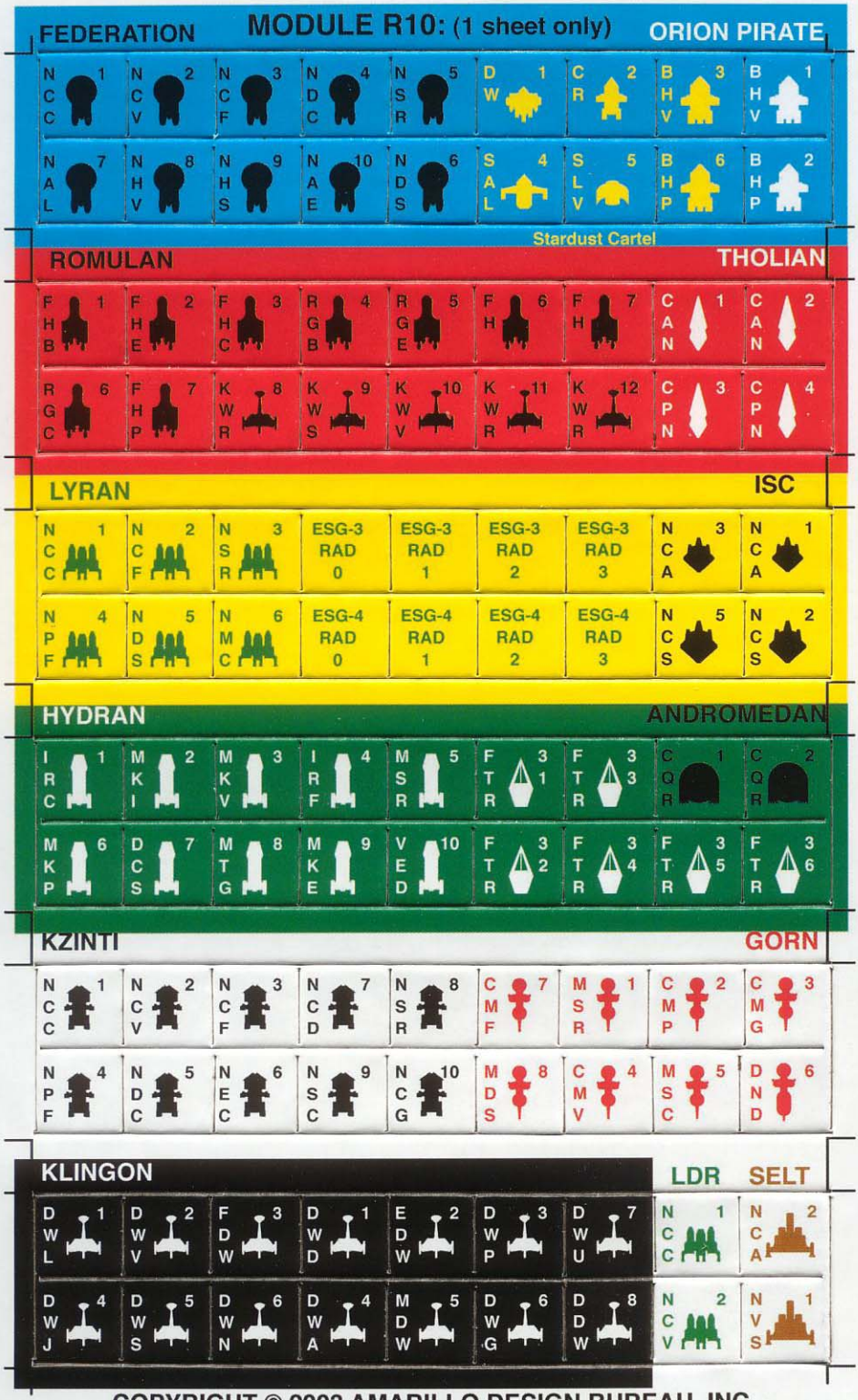
SHIELD #4

Z-YC FIGHTERS
2xPh-3 -FA
DFR = 4
CRIPPLED = 8
SPEED = 15
BPV = 12

NO SPECIAL ARCS. BOOMS ARE NOT SEPARABLE.
CANNOT USE WILD WEASELS, SUICIDE SHUTTLES, OR TRANSPORTER BOMBS IN SCENARIOS SET PRIOR TO Y184.

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

MODULE R10: (1 sheet only)



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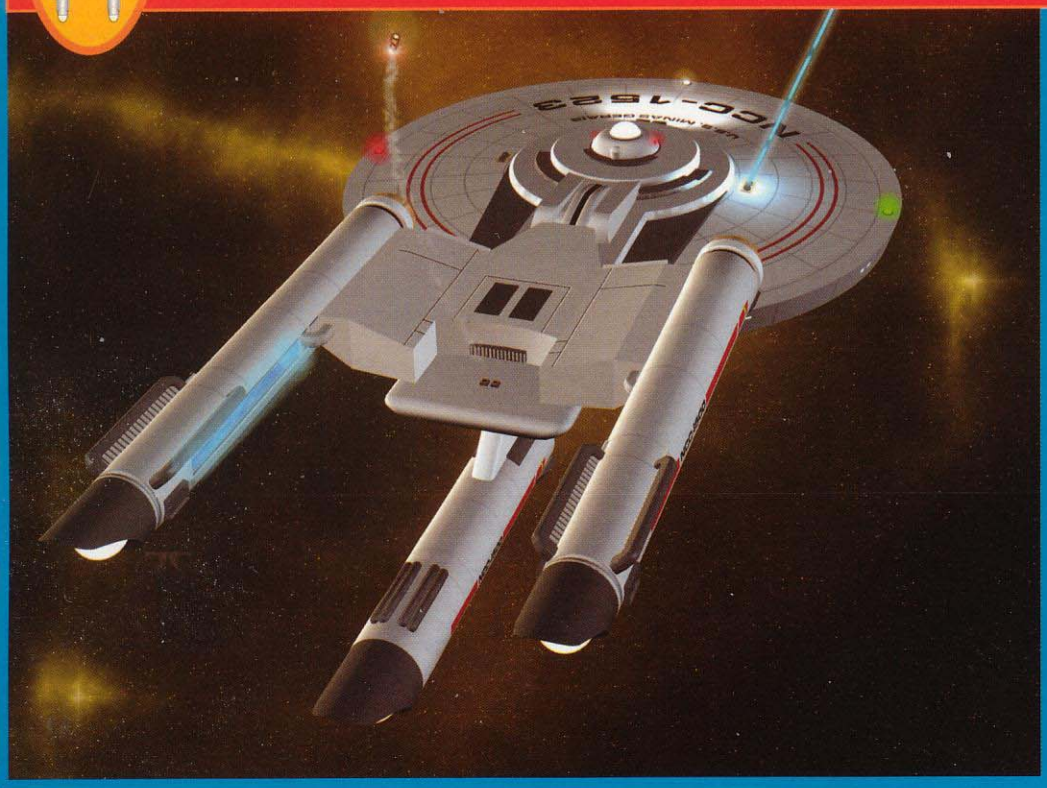
THE NEW CRUISERS



The last decade of the General War was a dangerous time, and light cruiser variants could not survive to do their jobs in fleet battles. Time to bulk up with some extra muscle! Module R10 includes new warships, weapons, and scenarios for these powerful ship — the new cruisers!

- ★ Federation New Command Cruiser, New Attack Carrier, and eight more.
- ★ Klingon New Fast Raider, New Drone Cruiser, New Heavy Scout, eleven more.
- ★ Romulan FireHawk-Carrier, RegalHawk-Scout, KWR, and seven more.
- ★ Kzinti New Strike Carrier, New Survey Cruiser, New PF Tender, seven more.
- ★ Gorn Fast Medium Cruiser, Medium Division Control Ship, and six more.
- ★ Tholians add mass but not engines to create their New Heavy Cruiser.
- ★ Hydran Llama Tug, Heavy Scout Carrier, Divison Control ship, seven more.
- ★ Lyran New Command Cruiser, New PF Tender, four more.
- ★ Orions build Heavy Battle Raider variants to terrorize convoys.
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- ★ High-speed Plasma Sabot, Electronic Jammer Plasma, Gorn Plasma Carronade.
- ★ Six scenarios, 79 SSDs, charts, and annexes complete the package.

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This product adds new game play situations, background material, ships, and rules for *STAR FLEET BATTLES*. You must have SFB Basic Set to use this material. Some material will also require Advanced Missions, New Worlds I, New Worlds II, and New Worlds III for complete use.

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