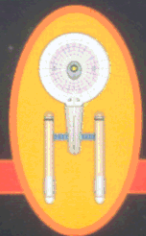


STAR FLEET BATTLES

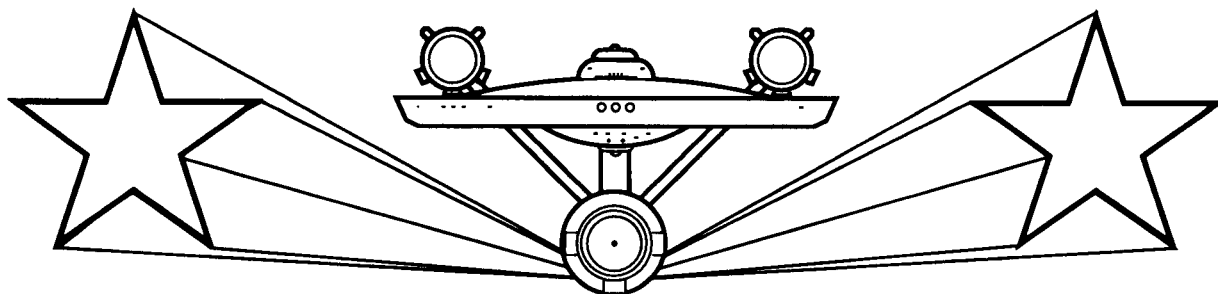
SYSTEM DEFENSE COMMAND



**CAPTAIN'S
MODULE R8**



STAR FLEET BATTLES



CAPTAIN'S MODULE

★ R8 ★

SYSTEM DEFENSE COMMAND

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(Z34.0) NOTES ON MODULE R8 SYSTEM DEFENSE COMMAND

(Z34.1) ORGANIZATION AND COMPONENTS

STAR FLEET BATTLES MODULE R8 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., **Advanced Missions, C1, C2, C3, K**) to use it to the fullest extent.

(Z34.2) DESIGN CREDITS

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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.

All submissions are accepted only under our standard terms as published in **SFB Advanced Missions**. In summary, any submission becomes our property on receipt and may be modified at our sole discretion before publication. The author of a submission receives authorship credit and compensation at our standard rates.

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(Z34.4) DESIGNER'S INFORMATION

This project began as a result of the Module Y1 Early Years, which showed that many races had old ships hanging around as local defense, reserve, and training units. We were originally going to call this module ***The National Guards*** (both because this was a good description and to honor those men and women of the military reserves who risk their lives and careers to improve the security of their homelands) but we were eventually convinced by wholesalers that this title was not “spacey” enough. The next title (seen only briefly) was Planetary Defense Command, but Steve Petrick insisted that the units in this module could defend entire star systems, not just one planet.

Cruisers, destroyers, and frigates seemed obvious for the National Guard. We included carriers (and the required escorts) since carriers were central to the Star Fleet Universe and we felt there would be some kind of pilot training program.

Those lovable lads who play Federation & Empire, our strategic companion game system, asked for and received the police carriers, and the heavy police ships seemed a logical addition since the original police ships were pre-war designs outclassed by the enemy and pirate ships in service by Y175.

The Heavy Auxiliaries are a new series of ships, armed to the teeth but unable to move into or out of trouble. They let their fighters and PFs do the moving (to the target) for them.

A wide range of other auxiliaries were added. Players had long demanded cruise lines and executive transports. The new Sector Bases are a long-awaited expansion of the SFB (and soon the F&E) database.

Many entirely new ships, types, and classes were included in Module R8. The Romulans got the long-missing police flagship and carrier. The Tholians got their previously-unknown police ship. The Orions got their “national” police units. The Andromedans got their equivalent of national guard ships — gun sleds to protect their mining operations. We get the first peek at the ISC ships that were in service before the first saw the weapons flashes of the Gorns and Romulans.

Other minor matters were attended to. The Klingons got the long-missing police variants of their ships and a selection of semi-civilian ships for use by the Irregular Brigades. Those brigades were, themselves, a new addition to Star Fleet Universe history, being based in part on the irregular cavalry brigades of Imboden and Jenkins used during the Gettysburg Campaign to gather supplies.

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Note to Players: The R-section is somewhat condensed with multiple races on several pages. This avoids wasting a lot of paper and increasing the cost of the product. As always, future products (such as R9) will where necessary replace the ship data from previous products. As an example of this, the Tholian page in this issue replaces the Tholian data from Module R10, which was combined on a multi-racial page.

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(R1.0) GENERAL UNITS

THE NATIONAL GUARDS

This product focuses on System Defense Forces, a catch-all term covering the various "reserve" ships (also known as National Guard, Home Defense, System Defense, Local Defense, and by other designations). These include Early Years ships refitted for a later period and used to defend local systems against pirates or rebels, as well as a number of other police and auxiliary ships.

The Federation had a formally organized armed force known as the National Guard which operated these types of units as the armed forces of each member planet. Other races had the same function but treated the ships in various ways. The Lyrans and Kzintis treated them as units of the various nobles; the Romulans treated them as "House" ships belonging to the great houses.

As a general rule, we have used the letter "L" for "Local Defense" in the prefix designation of these ships, e.g., LCA for an early years CA refitted for use by a local defense force. The Federation National Guard ships use the letter "G" (for "guard") in honor of their organization.

CLASSES AND TYPES

This product includes many unique and original units, but also includes a few common types used by most races. These include:

National Guard Ships: These are Early Years warships converted to modern (General War Era) technology and used by local defense and military reserve units. One little-known fact about the true warships of the Star Fleet Universe is that (unlike wet navy warships of 2004) they could not afford the food and other consumables needed to carry around hundreds of new recruits who would try to learn their jobs (as well as carrying dozens of instructors to teach them). Most crewmen came to the various star fleets fully trained, allowing crews to be much smaller on starships than on wet navy warships of three centuries earlier. Those crewmen were trained in the reserve and National Guard units.

The following rules apply to National Guard, Local Defense, and Military Reserve ships.

Transporters: Operate normally (five hexes range).

Tractor Beams: Operate normally (three hexes range).

Overloads: Heavy weapons on national guard ships can be overloaded, and can use all normal rules applicable to them as if they were general war units.

Probe Launchers: The probe launchers carry standard probes as given in (G5.0), but carry fewer of them.

Seeking Weapons: Ships have the normal seeking weapon control abilities, i.e., up to six if armed with seeking weapons, and out to 35 hexes range.

Electronic Warfare: Can generate and use up to six points of EW.

Police ships: The "heavy police ships" came into service during the years of the General War when police forces across the galaxy found themselves outclassed and outgunned by military raiders and new classes of pirates. Police carriers were used mostly as convoy escorts.

The police carriers are, for the most part, converted police cutters carrying a small squadron of fighters. Most of these were built during the General War for use as convoy escorts. This was a cost-effective way to increase police firepower.

BASES

(R1.47) SECTOR BASE (STB): This type of base was created during the middle years of the General War, when the need for a base heavier than a battle station but cheaper than a starbase became evident. This base uses an enlarged battle station core section and heavier shielding. The base included fabrication facilities giving it a limited capability to convert ships to other variants like a starbase could. Only one SSD is provided, with generic weapons. The weapons used by various races include:

Race	W1	W2	W3
Federation	Phot	ADD/Drn‡	Void
Klingon	Disr	ADD/Drn‡	Scty
Romulan	Plas-R/F‡	PI-D¥	Void
Kzinti	Disr/ADD‡	Drone	Void
Gorn	Plas-R/F‡	PI-D¥	Void
Tholian	Ph-4	Ph-3	Web
Hydran	Hellbore	Fusion	Void
Lyrans	Disr	Ph-3/ESG‡	Void
ISC	PPD/Plas-F‡	PI-D¥	Void
LDR	Disr	ESG†	ESG

Bases of this type were not used by the Orions, Neo-Tholians, Andromedans, WYN, or Seltorians.

‡ One weapon of each type.

† One weapon, second box is void.

¥ One plasma rack is LS, the other is RS.

Hydran and LDR STBs have one phaser-G replacing each pair of phaser-3s.

Void boxes are not present; they do not absorb damage.

Klingon, Lyrans, and LDR STBs have one UIM total, it can control all of the disruptors on the STB.

Drone racks are type-D (F3.8); Anti-Drones are ADD-30s (FD3.86).

Crew: The SSD provides a large crew unit table. Determine the actual number of crew units for the base and its modules from the master ship chart.

NOTES: The STB includes positional stabilizer (G29.0), full aegis (D13.0). STBs armed with seeking weapons can control seeking weapons equal to double their sensor rating. STBs not armed with seeking weapons can control seeking weapons equal to their sensor rating. STBs have no internal docking capability, but can be docked to externally normally. STBs have three Module stations for type-A modules, and three Module Stations for type-B modules.

DAMAGE: Damage to STBs is resolved as if they were ships with the exception of AWRs; see (H4.32). Damage that penetrates the shields is scored on armor (D4.12) until that is all destroyed, then distributed by the DAC.

ADVANCED BASE RULES: If using (R1.1G), all rules apply normally except as noted below.

SUPPORT FLOTILLA: This will be the same as a BATS.

SHUTTLE DECK: If using the Optional Shuttle Deck Rule (1.1G5) STBs have a shuttle deck holding two MSS, two MLS, two HTS, and four empty slots, i.e., same as a BATS.

ROTATION: If using the Rotation rule (R1.1G6), an STB can modify its rotation rate at a cost of 16 energy points.

SSD and Counter are in Module R8.

(R1.48A) SMALL HEAVY FIGHTER BASE (HFB-S): Most planets that had fighters used the standard types. But a fairly well developed planet might deploy a flight of three heavy fighters to supplement its forces. The principle drawback in deploying heavy fighters for most races was the need for power to arm the fighter's heavy weapons. As a result, bases of this type were only deployed on planets where an existing planetary defense network could provide the power to rearm the fighters through a Power Grid (R1.28P). Bases of this

type were almost never seen where a power grid was not available. For other data see small fighter base (R1.28A).

SSD is in Module R8; use a generic ground base counter.

(R1.48B) LARGE HEAVY FIGHTER GROUND BASE (HFB):

The larger cousin of the Small Heavy Fighter Ground Base, it had all the same limitations of the small base, although it held a full squadron of six heavy fighters. For other data see Medium Fighter Ground Base (R1.28B). SSD is in Module R8; use a generic ground base counter.

(R1.48C) HEAVY FIGHTER PLANETARY CONTROL GROUND BASE (HFC):

A variation of the Federation Planetary Control Base, it served a squadron of six heavy fighters and another of standard fighters. Like the other heavy fighter ground bases, it required access to a Power Grid (R1.28P) to be able to rearm the heavy fighters quickly. For other data see Federation PCB (R1.28K1). SSD is in Module R8; use a generic ground base counter.

SALVAGE SHIPS AND TUGS

(R1.49) SALVAGE TUG (STG): A well developed planetary system will normally operate at least one of these ships, but sometimes two or three. Like the smaller Harbor Tug, the design allows the ship to use all of its available engine power for "tugging" while general maintenance (and in some cases a little tractor energy) is provided by auxiliary power reactors. While the tractor beam is primarily used to facilitate docking maneuvers, Salvage Tugs are fitted with special adapters that enable them to grip part of the hull of a ship or cargo container to facilitate tugging. However, this "tug" docking is to a "hard point" on the item to be towed and not the same as normal ship-to-ship docking (C13.9). No crew unit, cargo, power, or other transfers are possible except by transporter. Obviously if docking is not possible the Auxiliary power reactors provide enough energy to maintain a short-range (one hex) tractor. While more than able to operate for extended periods within a given system, the ultimate aim of the Salvage Tug is to respond to emergencies nearby, such as the breakdown of a freighter or other ship. The Salvage Tug uses its limited repair capability to prepare the ship being "salvaged" for tow, if it cannot restore engine power. The cargo bay of this class of ship is configured for multiple missions, and can literally be dumped to space if it is necessary to make room to take on a large number of survivors from a wreck. The small detachment of "ship's police" is present both to maintain control of such survivors, and to board and search wrecks about to be salvaged. *Created by S P Petrick.*

SSD and Counter are in Module R8.

(R1.50) HARBOR TUG (HTG): The ship is a singular construct designed to push external loads. The auxiliary power systems deck provides the necessary power to operate the tug's maintenance systems (i.e., life support, fire control, shields) allowing the full power of its engines to be devoted to "tugging". The information on the operations of the Salvage Tug (adapters, etc.) also applies to the Harbor Tug. As harbor tugs are not intended to operate outside of their home systems, amenities for the crew are sparse and there is virtually no room for "passengers" or other nonessential personnel. Prosperous systems would normally operate three or more of this class of ship. *Created by S V Cole.*

SSD and Counter are in Module R8.

(R1.51) FREE SALVOR (FTZ): This class of ship, a variation of the standard Free Trader, was designed to scour the sites

of ancient civilizations and the aftermath of combat for recoverable metals and components. Salvaged materials would mostly be processed into bars of pure metal to maximize the limited cargo space. Recovered components found to still be functional (and for which there was a known market) would not be broken down as finished products were of potentially greater worth than the raw materials from which they were assembled.

The General War, with its titanic struggles and massive destruction, saw this class in increasing use. Salvage shuttles operated from the ships to secure small pieces of wreckage. The Salvor itself would usually take a stationary position near (if not dock outright to) a large piece of wreckage and dispatch space-suited crewmen with cutting torches to reduce the wreckage to more manageable pieces. The class was deemed undermanned for its mission (even the "ship's police" are put to work carving metal), and dozens vanished without trace as they worked their way through the battlefields. (There is a record of one being destroyed when it found out too late that the badly burned object it had recovered was not a log buoy, but a malfunctioning nuclear mine.)

Several of these ships were operated by the various Orion Cartels. *Created by S V Cole.*

SSD and Counter are in Module R8.

SKIFFS

A new class of ships for *Star Fleet Battles*, these are typical of the thousands upon thousands of small starships in use around the galaxy. Skiffs (which is both the overall category and the seeker/security sub-type) operate under the same rules as "Interceptors" (K3.0) but can never have warp packs and were available from Y130. None of them carry T-bombs. None had shuttle bays; all had a "mech link" on their tractor beam to allow them to carry a standard admin shuttle externally. (Some docked a "cargo pack" with 25 points of cargo —one box — at this location to increase cargo capacity.) All Skiffs could land on planets (powered or gravity for Courier, those and aerodynamic for skiff). All skiffs have an explosion strength of one point. Most skiffs have a probe launcher, but it only contains two probes rather than the standard five (sometimes replaced with a prospecting charge cannon). Cargo boxes on skiffs hold only 25 points of cargo. NWOs use the HDW rules (Annex #8H).

(R1.52) SEEKER-CLASS SKIFF (SK): This type of ship is commonly used by governments and some wealthier corporations as a courier. It operates, in some regards, as a "business jet" would, taking passengers who can afford it to places that they cannot afford to wait to get to. All races (except the Andromedans) have one or more designs that are, more or less, similar and the one SSD will approximate any of them. The Non-Weapon Options allow the ship to be fitted for research, passenger, cargo, or other service.

(R1.53) SECURITY-CLASS SKIFF (SSK): This type of ship is used by many planetary governments as a local police and patrol craft. It is built on the hull of a Seeker-class Skiff (which makes it cheaper as that hull is in widespread production) but has more power and weapons. All races (except the Andromedans) have one or more designs that are, more or less, similar and the one SSD will approximate any of them.

(R1.54) MODULAR COURIER (MCR): This ship is "the next thing larger than a heavy shuttle". Tens of thousands of them populate the Alpha Sector; they are used by civilians, governments, and corporations for utility transport and other duties. Dozens of minor variations exist through the Non-Weapon Options.

NAVAL AUXILIARIES

The Heavy Auxiliaries are, quite literally, Large Auxiliaries to which two additional pods were added (pushing them to the size of Ore Carriers). These additional pods had additional power, sustainment, and defense systems. In some regards these ships can be considered extremely overgunned, but they had little chance to outrun any enemy and were too valuable to leave unprotected. Their primary advantage was their ability to operate for longer periods before servicing.

As with Monitors (R1.22), heavy auxiliaries are very slow and cannot disengage by acceleration or use emergency deceleration. They cannot move to attack an enemy as he would either move away or call for reinforcements.

(R1.55) HEAVY AUXILIARY CARRIER (HAV): An expansion of the LAV, the HAV simply adds the two support pods. It was not practical to mount four carrier pods for this ship (or even three) as that would put too many valuable resources into one easily-destroyed hull.

SSD and Counter are in Module R8.

The HAV, HAP, and HSC ships were armed as follows:

Race	W1	W2	W3	W4	W5
Fed	Ph-1	Drn-G	Ph-3	Drn-B	Ph-3
Klin	Ph-2	Drn-B	Ph-3	Drn-B	Ph-3
Rom	Ph-1	Plas-D	Ph-3	Plas-D	Ph-3
Kzin	Ph-1	Drn-C	Ph-3	Drn-B	Ph-3
Gorn	Ph-1	Plas-D	Ph-3	Plas-D	Ph-3
Thol	Ph-1	Ph-1	Ph-3	Web/Snare	Ph-3
Hyd	Ph-2	Ph-2	Ph-G	Sting-F†	Ph-G†
Lyr	Ph-2	Ph-2	Ph-3	ESG†	Ph-3
ISC	Ph-1	Plas-D	Ph-3	Plas-D	Ph-3
LDR	Ph-1	Ph-1	Ph-G	ESG†	Ph-G†

† Only one in each pair of boxes, second box is deleted.

‡ Two fighters in each bay, Hydran ships thus have four shuttle bays. Only Stinger-Fs can be carried.

(R1.56) HEAVY AUXILIARY PF TENDER (HAP): Similar in concept to the HAV, the HAP could not mount more PFs but could operate longer and provide more services for its PFs.

SSD and Counter are in Module R8. See (R1.55).

(R1.57) HEAVY AUXILIARY CONTROL SHIP (HSC): This type was considered all but a portable base, with plenty of firepower and the ability to stay on station.

SSD and Counter are in Module R8. See (R1.55).

LOCAL DEFENSE AUXILIARIES: These ships were auxiliary cruisers (both large and small), basically freighter hulls modified to carry "military" systems and function as cheaper and less capable starships. Most were used as local defense units in planetary systems; a few served temporarily as convoy escorts but the maintenance load precluded this as a regular role. While the more specialized auxiliaries (commando, carrier, PFT, and SCS) supported the fleet (which lacked enough special-mission units built on military hulls) virtually all of the Large Auxiliary Cruisers and Small Auxiliary Cruisers operated away from the fleet as they really had nothing special to contribute and regular warships were much more effective in the "gunship" role.

(R1.58) SMALL AUXILIARY GUARD SHIP (SAC): Ships of this type were used by many planets for local defense. In the Federation, many were operated by National Guard units, and some by the Federation Police. The intention of the design was to produce a "fully capable starship" at a lower cost by using a civilian hull. As such ships would not have to endure the tough service life of warships, this was a cost-effective solution used by most races.

The Small Auxiliary Cruiser was based on a new pod (used for both Small and Large Auxiliary cruisers), the drive unit of a military-class auxiliary freighter, and a new "front end" mounting a pair of heavy weapons. The weapons varied considerably from planet to planet, and while they might almost be considered "option mounts" for game purposes, in point of fact the owning planet used whatever it could afford and obtain and few ships were ever changed to other weapons.

SSD and Counter are in Module R8.

The available weapon choices include:

Federation: Phaser-1-FA, Phaser-2-FA, Drone-A, Drone-G.

Klingon: Disruptor-FA, Phaser-2-FA, Drone-A, Drone-B. Romulan: Phaser-1-FA, Plasma-D (either two one LS, one RS, or one FH), Plasma-F (FP).

Kzinti: Disruptor-FA, Phaser-1-FA, Drone-A, Drone-C.

Gorn: Phaser-1-FA, Plasma-D (either two one LS, one RS, or one FH), Plasma-F (FP).

Tholian: Disruptor-FA, Phaser-1-FA.

Hydran: Fusion-FA, Phaser-2-FA.

Lyr: Disruptor-FA, Phaser-2-FA.

WYN: Did not use this class; had their own design.

ISC: Phaser-1-FA, Plasma-D (either two one LS, one RS, or one FH), Plasma-F (FP).

Note: The Y175 refit can cost from 0 to 3 BPV depending on the systems being upgraded. Plasma racks, type-G drone racks cost zero, but upgrades of type-A drone racks to type-B or type-C cost one point each.

(R1.59) LARGE AUXILIARY GUARD SHIP (LAC): Ships of this type were used by relatively fewer planets as they were more expensive to purchase and operate. As with the SAC, these used a purpose-build "pod", a military drive unit, and a new "front end" with heavy weapons. See (R1.58) for weapons. SSD and Counter are in Module R8.

(R1.60) HEAVY AUXILIARY GUARD SHIP (HAC): Ships of this type could only be operated by well established and wealthy planets. As with the SAC, these used a purpose-build "pod", a military drive unit, and a new "front end" with heavy weapons. This ship used the weapons selections for the SAC (R1.58), but the weapons on the rear hulls were identical to those on the HAV (R1.55). These ships have the same maneuver limits as other heavy auxiliaries.

SSD and Counter are in Module R8.

(R1.61) SMALL HOSPITAL SHIP (FHS): Ships of this type were used in the fleet support echelon to handle both combat casualties and other medical matters. The Federation had several more of these and used them for disaster relief and rescue work. The purpose of such a ship was to stabilize patients for transport to planet-based hospitals farther to the rear, and to return those patients who were less seriously injured to duty. Medical science was very advanced during the General War, and (when not in major combat) even fairly serious surgery (limb replacement, organ transplants) could be conducted on these ships, but rarely was as that was not their function. As these ships supported entire fleets, their patient population was transient at best and few patients remained on board for more than two or three days.

SSD and Counter are in Module R8.

(R1.62) LARGE HOSPITAL SHIP (FHL): A larger version of the small hospital ship, these were used to support major fleets. They served as a clearing house for patients, and sometimes had the facility to keep patients for a week or two if they were key personnel needed back at their stations.

SSD and Counter are in Module R8.

CRUISE LINERS AND EXECUTIVE CRAFT

(R1.63) SMALL CRUISE LINER (FLS): These ships existed primarily for regular passenger service between planets. A very few served as purely pleasure cruises, providing entertainment facilities of all types. It was noted that as gambling was illegal on Rigel, no less than four of these ships were in the system as floating casinos in Y169.

SSD and Counter are in Module R8.

(R1.64) LARGE CRUISE LINER (FLL): A larger version of the FLS, this ship carried more passengers but was otherwise the same in its speed and standard of comfort. (Such standards varied widely, depending on the price paid, but as even considerable luxury was a fraction of the cost of the passage itself, most ships were fairly comfortable.)

SSD and Counter are in Module R8.

(R1.65) FAST LUXURY TRANSPORT (FTT): A variant of the Free Trader, this ship was fitted out for paying guests and was often used as a vacation ship for the extremely wealthy or as a means of travel by the senior executives of major corporations. A few corporations went so far as to maintain their corporate offices and boards of directors on such ships so they could move from planet to planet.

SSD and Counter are in Module R8.

(R1.66) EXECUTIVE PRIORITY TRANSPORT (EPT): A variant of the Armed Priority Transport, this performed basically the same role as the Fast Luxury Transport.

SSD and Counter are in Module R8.

(R1.67) PRIME TRADER (PT): While often associated with Prime Teams, this ship is in fact simply a deluxe version of the civilian Free Trader. The PT, designed for wealthier operators or more dangerous areas, has several improvements over the standard Trader type:

1. The engines are larger, and are military-grade, allowing improved maneuvering. When used for clandestine operations, the ship runs the warp engines at 75% output, making itself indistinguishable from the outside as anything other than a Free Trader. Some Free Troopers and Free Tankers also have engines of this type; their BPV is increased by 16 points.

2. There is a second option mount. Normally, one mount is fitted with a 360° phaser-1 or phaser-2, and the other with a drone rack (or sometimes a disruptor).

3. Half of the cargo volume is used for other things. (This is a common feature on Prime Traders, but some have the original cargo bays without the labs and batteries.) The forward cargo bay is used for more crew quarters and expanded life support, while the upper cargo bays are converted into labs (portside) and batteries (starboard side).

4. There is a second shuttlecraft (stored on the port side).

5. The crew is expanded to 60. In a civilian-owned Prime Trader, these would be passengers. In a government-owned Prime Trader, these could constitute personnel assigned, temporarily or permanently, to the ship for its mission.

SSD and Counter are in Module R8.

FREIGHTER IMPROVEMENTS

(R1.68) FREIGHTER SKIDS: A significant upgrade to freighters were the so-called "skids" that appeared in or before Y140 and became far more prevalent in passing decades; by Y165 about 10% of freighters had a skid of one type or another. These were cylinders that were the standard 40 meters in diameter but which were only *three* meters long.

Skids fastened to the front of the standard cargo pod (or any pod), providing the ship with additional volume and systems. These turned freighters into much more capable ships. Various skids existed including types with passenger accommodations, transporters for rapid cargo handling, shuttle bays for landing cargo on planets where transporters were impractical, weapons for self-defense, and other systems. Some prosperous captains had skids that contained more comfortable accommodations for their crews, and some entire families lived their entire lives in such skids. Using a skid does not increase the movement or life support cost of the freighter. A small freighter could, at least in theory, operate with only a skid (or with up to four of them and no pod). The concept of skids actually grew out of the earlier and similar components that were used (along with freighter drive and control modules) to create the tiny "harbor tugs" and "salvage tugs". The two most common skids were:

(R1.68A) THE GENERAL SKID (GS): The General Skid was used by freighters that were going into areas of some hazard where they would be more reliant on their own resources.

(R1.68B) THE LIGHTER ABOARD SKID (LASH): The LASH Skid was used by freighters that would visit colony planets not developed enough to afford a commercial platform, or even to maintain their own supply of HTS shuttles to move goods to or from the planet's surface. SSD is in Module R8.

(R1.69) FREIGHTER DUCKTAILS: Another innovation was the "ducktail" drive module. The earliest date of these drive units is not known, but there are references dating from Y140 that indicate they were hardly new at that time. Ducktails do not increase the movement or life support cost of the ship.

SSD is in Module R8.

(R1.69A) FREIGHTER DUCKTAILS (S-DT): This was a standard small freighter drive module enlarged to include a tractor beam and a heavy transport shuttle. The tractor beam allowed not only more efficient docking but allowed ships in a convoy to help each other if one broke down, not to mention another option for drone defense. The heavy transport shuttle allowed for an increase in efficiency in bringing cargoes up from, or down to, a planet's surface. This allowed a small freighter to compete with a Free Trader for the trade from an otherwise undeveloped colony. While the Free Trader's ability to land gave it one edge, the volume of cargo that a small freighter could carry in a single lift was an attractive counter, and a small freighter with a ducktail could deliver a small ground base or two, something a Free Trader simply could not do. SSD is in Module R8.

(R1.69B) LARGE FREIGHTER DUCKTAIL (L-DT): Large freighters already included a tractor beam, but the owners of many of them saw the possibility of increased trade with marginal planets if they could carry a few HTS shuttles. The Large Freighter Ducktail brought two HTS shuttles with it. Needless to say, the freebooters who operated the Free Traders were more than a little resentful of the appearance of ducktailed ships poaching their trade routes. These bad feelings may actually be one of the reasons that Skids appeared since the added phasers could make a convincing argument to a Free Trader captain.

There are reports that at least one or more Large Freighters operate two or four F-7 fighters from its ducktail, and at least one known case of a large freighter landing four GAS shuttles as part of a clandestine pirate raid.

SSD is in Module R8.

(R2.0) FEDERATION

THE NATIONAL GUARD

(R2.116) NATIONAL GUARD CRUISER (GCA): These ships were updated versions of the YCA-class. All of them were decades old in the General War, but served with distinction before, during, and sometimes after that conflict. There were never more than 10 of these ships, and (due to some being mothballed or undergoing maintenance, it was unusual for more than eight to be in active service. Each major member planet (Earth, Mars, Vulcan, Andoria, Rigel, Cygnus, Arcturia, Alpha-Centari.) was allocated one of these cruisers as the flagship of their National Guard. Some of these ships were assigned to duty in areas away from the home planet (and paid for by the Federation because the home planet did not want to pay for it to guard their home planet).

These ships had many duties, including defense of the home world, training personnel for duty with Star Fleet or membership in the Star Fleet Reserve (trained personnel who could be called to duty to crew the mothballed ships and new construction), and enhancing the prestige of the home world. When the home world established a new colony somewhere, the National Guard flagship was often dispatched (loaded with planetary officials) to "show the flag".

In wartime, these ships formed a vital part of Star Fleet, covering the Gorn borders, patrolling the off-map region, and dealing with the space monsters who hadn't noticed a war going on. One attempt to use a squadron of three of these ships in a battle against the Klingons in September Y171 ended in disaster as the ships could not maneuver or fight with the first-line ships and became easy targets.

SSD and Counter are in Module R8.

(R2.117) NATIONAL GUARD DESTROYER (GDD): About 15 of these ships were in service in the various Federation National Guards in Y168, many as the flagships of member planets that could not afford (or did not want to pay for) a cruiser. All were used for home world defense, training, and prestige missions. One of these belonged to Orion and went neutral when the enclave did.

SSD and Counter are in Module R8.

(R2.118) NATIONAL GUARD FRIGATE (GFF): About 20 of these ships were in service in various National Guards in Y168. About half were the sole starship of a minor member planet while others were the second, or third, starship in the National Guard of a major member planet. All were used for home world defense, training, and prestige missions. Those assigned to major planets did rather more time away from their homeworlds (visiting colonies sponsored by those home worlds) than the cruisers did.

SSD and Counter are in Module R8.



(R2.119) NATIONAL GUARD MEDIUM CARRIER (GVM): Three ships of this type existed, being owned by the National Guards of Earth (*Gaia*), Cygnus (*Shreshalia*), and Andoria (*Cooperative*). They were used for local defense and for pilot training. The Cygnan ship used locally-built fighters that were not the standard design for National Guard units. All operated with a single escort, although in wartime they were sometimes given a second escort (never a third).

SSD and Counter are in Module R8.

YEAR	ESCORT	Earth, Andor FIGHTERS	Cygnan FIGHTERS
Y168	GDE	12xF4	12xF104
Y170	GDE	12xF-8	12xF104J
Y175	GDE	12xF-16	12xF105S
Y178	GDE	12xF-16	12xA6D
Y183	GDE	12xF-16C	12xA6D

(R2.120) NATIONAL GUARD ESCORT (GDE): Three of these modified destroyers existed to escort the three National Guard carriers. Earth operated the *Luna*, Cygnus operated the *Capra*, while Andor operated the *Pact*.

SSD and Counter are in Module R8.

THE FEDERATION POLICE

(R2.121) FEDERATION POLICE FRIGATE (PFF): Proposed by the Tacoma-Rigel shipyard, the PFF had several design features of interest. The front of the basic cutter was extended slightly to allow the installation of not just an additional photon torpedo, but also two extra phaser-1s. The phaser-3s of the plus refit were replaced with an additional type-G drone rack, and a second 360° phaser-1 was installed. Shielding was again increased as with the other proposals. The increased mass was countered in part by the addition of a third engine mounted on the centerline opposite the 360° phasers (and thus not blocking their firing arcs), while the original engines were moved slightly creating a "V" configuration layout. Despite this effort, the resulting ship was not as nimble as the original cutter, although the design remained highly maneuverable compared to other Federation ships. The design was woefully under-powered (or extremely over-gunned depending on your point of view) having an operating speed of only warp 2.2 (speed 11) while arming all weapons.

It should be noted that the Solar Turbomecha company, which also owned the Tacoma-Rigel shipyard, was the primary contractor providing the 30K MW engines used by Federation Police Cutters. The company had a built-in reason to seek to keep its engines in service (it should be noted that the 30K MW engine had a reputation for reliability and was a "proven design"). The company had already lost out on a bid to the Blohm-and-Vulcan shipyard, which was proposing the Improved Cutter, to provide engines for the new Federation DW class, NCA class, and CCH class, and was in considerable financial straits. If it lost the cutter market for its 30K MW engines, bankruptcy would soon follow. Perhaps for this reason the design was ordered into production.

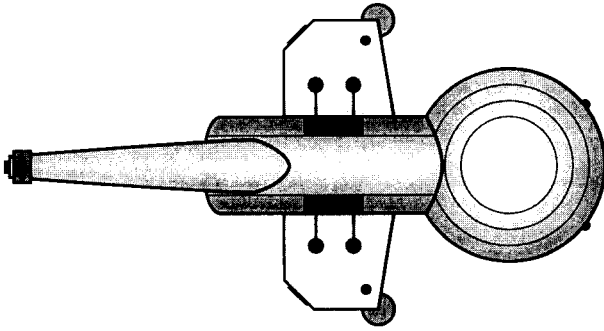
Like the other proposals, the PFF retained the basic operational characteristics of the basic cutter.

(R6.0) GORNS

THE LOCAL DEFENSE FORCES

(R6.79) LOCAL DEFENSE CRUISER (LCL): These were YCLs converted to modern technology. The Gorns, unusually, were first in line for this type of conversion as their legislature was notoriously stingy with money for new construction. Many of these ships actually served as active fleet units until Y150, by which time all had been relegated to local defense.

SSD and Counter are in Module R8.



(R6.80) LOCAL DEFENSE CARRIER (LCV): When the Gorns first developed fighters, no one was entirely sure what role they would play. Some felt that they would be used only for stand-off strikes, with the carrier itself remaining out of action. The Gorn legislature was only too quick to divert money from building real carriers to converting two old LCLs to this carrier design a year before the *Archaeopteryx* entered service. Once the Gorns entered the General War, these ships were relegated to capital security and pilot training. They saw combat only rarely.

SSD and Counter are in Module R8.

YEAR	ESCORTS	FIGHTERS
Y172-Y182	1xLDE	12xG-18
Y182-Y184	1xLDE	12xG-18B
Y183+	1xLDE	12xG-18D or 12xG-18K

(R6.81) LOCAL DEFENSE DESTROYER (LDD): These were YDDs converted to modern technology. Their history is similar to the LCL and they served in the Fleet itself until at least Y155.

SSD and Counter are in Module R8.

(R6.82) LOCAL DEFENSE ESCORT (LDE): The Gorns did not originally build escorts for their LCVs, not realizing how carriers would have to operate. These two ships, converted from LDDs, appeared only after serious skirmishing had developed on the Gorn-Romulan border in Y173.

SSD and Counter are in Module R8.



THE POLICE FORCES

(R6.83) BATTLE FRIGATE (BFF): The first BFF was built in Y167 alongside the BDD prototype. Initially rejected, the BFF prototype was relegated to the *Home Fleet* as a training ship. When the police forces found themselves under increasing pressure without access to heavy ships, the design was rushed into series production in Y175 as the Heavy Police Cutter. The decision was questionable. While the ship had stronger shields, the increase in firepower was, at best, minimal. Habitability was extremely strained and the addition of the rear bubble forced severe reduction of the cargo deck to strengthen the hull.

SSD and Counter are in Module R8.

(R6.84) FRIGATE CARRIER (FFV): Ships of this design began to appear in Y176, but not many were built. The entire cargo bay was converted into facilities to support a demi-squadron of fighters. The fighters were not intended for independent strikes, but rather to deepen the attrition ability of a "Patrol and Convoy Escort Group" (PCEG). The PCEG concept was to assemble a task force of police ships that would operate together in the convoy escort role, rather than constantly assembling different groups of available ships for the mission. The FFVs never received G-12 or G-18B fighters, nor did they operate plasma-F fighters. Due to the low priority of the police forces, these carriers initially operated with surplus G-8s, later upgrading to G-20s and G-18s. The FFV would have relied on the cargo capacity of other ships in its PCEG (or from ships in a convoy) to maintain any reasonable long-term space-keeping ability.

There are indications that in at least one case in Y180 a pair of FFVs, together with some escorts, operated as a light carrier task force with a full squadron of fighters (including an EWF) in a manner similar to the Romulan Warhawk groups. This may have been a deception operation allowing the small force to launch fighter strikes and convince the Romulans that an HDV was operating in the area, but the records are unclear.

SSD and Counter are in Module R8.

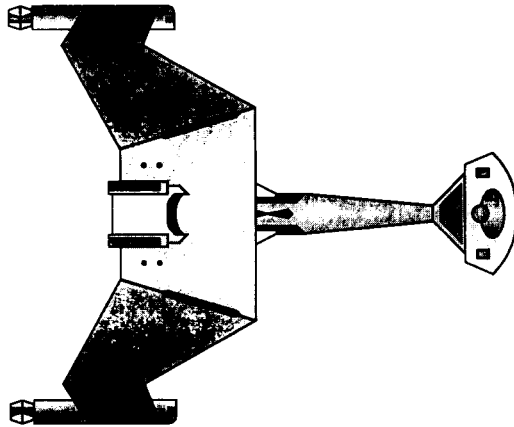
YEAR	ESCORTS	FIGHTERS
Y176-78	N/A	6xG-8
Y178+	N/A	6xG-20
Y180+	N/A	6xG-18
Y185+	N/A	6xG-18D

(R3.0) KLINGONS

NAVAL RESERVE SHIPS

(R3.130) NAVAL RESERVE CRUISER (LD4): These ships were updated D4-class battlecruisers built prior to Y120. There were eight of them in service (some in mothballs were used for maintenance rotation), one with each of the four Dukes and one with each of the four systems of the Capital Complex. The four in the capital served as training and local defense ships, while the four assigned to the Dukes were used by their military lieutenant governors for inspections and some limited operations.

SSD and Counter are in Module R8.



(R3.131) NAVAL RESERVE CARRIER (LDV): Three ships of this type (technically, LD4V) were in service in Y168. Technically, they belonged to the Northern Reserve Fleet, Home Fleet, and Southern Reserve fleets for purposes of pilot training. Unlike the Federation (where National Guard units used their own fighters), the Klingons used standard fighters of the current types on these carriers in order for more effective training to take place. In fact, these ships often got the first prototypes of new fighter designs for testing purposes. When the fleets operating these three carriers deployed to the front, the carriers and their escorts remained at their home stations for pilot training. They were, sometimes, used as convoy escorts. Each had only one escort, but might be assigned a second escort from the fleet if the situation demanded it.

SSD and Counter are in Module R8.

YEAR	ESCORTS	FIGHTERS
167-Y168	LFE	10xZ-1
Y168-Y173	LFE	5xZ-1 & 5xZ-2 or 10xZ-2
Y173-Y177	LFE	10xZ-V
Y177-180	LFE	10xZ-Y
Y180-Y183	LFE	10xZ-YB
Y183+	LFE	10xZ-YC

(R3.132) NAVAL RESERVE FRIGATE (LF4): These were updated F4 frigates built before Y120. There were about 30 of these ships in service at the time of the General War, being assigned to the Military Lieutenant Governors of the 26 Klingon provinces and the four systems of the capital complex. A few were held in mothballs for replacements or maintenance rotations. Some were used in secondary roles during the Klingon invasions of the Hydrans, Kzintis, and Federation.

SSD and Counter are in Module R8.

(R3.133) NAVAL RESERVE ESCORT (LFE): Three modified and updated F4 frigates were used as escorts for the three LD4V carriers, a few others were converted as replacements.

SSD and Counter are in Module R8.

(R3.134) LD5 LIGHT CRUISER (LD5): These ships, the original D5 class (not related to the better known D5 war cruiser), were something of an anomaly. Built around Y120 as the first of a new class of light cruisers, construction of this type was not continued after the initial run of seven ships. (The engines were of an unusual design which was found unreliable when travelling any distance.) Three were lost in combat and the other four, updated with some current technology, were assigned as honor guard and training ships for the four military Warrior Colonies. They were later given the B-refit (without the ADD) but were never given K-refits. Some consideration was given to replacing the balky engines with those from the D5 war cruiser but this never happened.

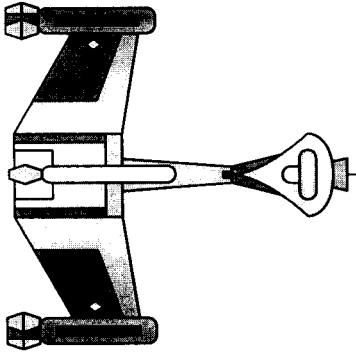
SSD and Counter are in Module R8.

INTERNAL SECURITY FORCES

Of all the Empires of the Star Fleet Universe, only the Klingons had so vast an array of police ships. While other races had one standard police ship (often upgraded to a heavier type during the General War), plus a flagship and carrier type, the Klingons provided their police with entire squadrons of heavier warships, including a dozen or more military-class frigates and a single cruiser! This was partly due to the Klingon penchant for never throwing away weapons, as numerous ships (including the entire E3 class, found to be completely inadequate for fleet use) discarded by the DSF were sent to the ISF police. But this phenomenon was primarily due to the internal Klingon political structure. Without the checks and balances of a democracy, the Klingon military dictatorship was always concerned about the possibilities of corruption and civil war. Because of this, the Deep Space Fleet and Internal Security Forces were organized so that higher headquarters could crush a revolt by any subordinate. Thus, the ISF national commander had a cruiser and nine frigates, while his subordinates had a total of four frigates and a dozen escorts. This maintained a balance of internal power.

(R3.135) G6 HEAVY POLICE SHIP (G6): This improvement of the standard ISF G2 included a third warp engine, a disruptor, and other improvements. The Klingons were fortunate in that they could convert G2s to G6s with relatively little difficulty in smaller facilities. These ships served as anti-piracy, law enforcement, rear security, and convoy escort ships from about Y175.

SSD and Counter are in Module R8.



(R3.136) D6I POLICE CRUISER (D6I): Built in Y133 as the flagship of the Internal Security Forces, it replaced a D4I previously used in that role. The ship remained in service until Y175, when it was retired to become the honor guard ship at Korgal, the warrior colony for the ISF. It never received the B refit, being the only D6 without it for many years.

SSD and Counter are in Module R8.

(R3.137) F5P POLICE FRIGATE LEADER (F5P): This is an F5L frigate leader used by the police and given lower-quality equipment to save money. Prior to the General War, three of these ships existed, each leading a regional police reserve squadron of two F5Is. These squadrons (based with the Home Fleet, Northern Reserve, and Southern Reserve) were under control of the National Police Commander, not the regional police commanders. They were often sent to deal with particularly difficult problems, such as the pirate infestations of the southern Klingon areas in Y140 and the War with the LDR in Y157.

SSD and Counter are in Module R8.

(R3.138) F5I POLICE FRIGATE (F5I): This was a standard F5 frigate in police service, but with some non-improved systems. It received the B-refit but not the K-refit. Prior to the General War only ten of these ships were in service (one with each Duchy's police commissioner, six in the three reserve squadrons) but during the General War the police received several more as their security duties became more difficult. (In F&E terms, these are seen on the map as standard F5s assigned to province garrison duties, not additional ships).

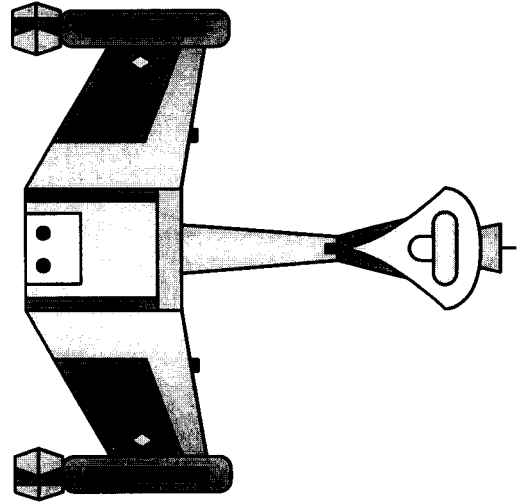
SSD and Counter are in Module R8.

(R3.139) E4C POLICE SQUADRON LEADER (E4C): These ships were originally build as squadron leaders for naval E4 groups, but the DSF found the E4s inadequate by the time of the Four Powers War and turned over its E4Cs to the ISF for use as regional flagships. These were supplemented before the General War with F5Is.

SSD and Counter are in Module R8.

(R3.140) E4I POLICE ESCORT (E4I): This was a standard E4 used by the police. To save money, some upgrades were never installed (such as longer-ranged disruptors). Each of the four regional sub-governments, plus the capital complex, had a squadron of E4Is to use as the heavy muscle of their region and solve any regional problems (such as pirate infestations) before they became national problems. Each of the four regions had one E4C and two E4Is; the Capital Complex squadron had one E4C and four E4Is.

SSD and Counter are in Module R8.



(R3.141) E3C ESCORT LEADER (E3C): These began life as DSF ships, squadron leaders for E3s. When the DSF began discarding its E3s in the Y130s (the ISF thereafter using E3s and G2s interchangeably), it sent the E3Cs to the ISF along with them. These ships were used to supplement the G4 provincial flagships, which entered service about the same time. In theory, each province had a G4 flagship and an E3C or G2C leader, plus one G2 or E3 per hex.

SSD and Counter are in Module R8.

NOTE: The Klingon G4V police carrier and E4V escort carrier are identical ships. Most E4Vs were in fact operated by the ISF by the time of the General War. Some E4Vs were designated for use by the fleet and came under DSF control on the outbreak of hostilities. Some G4Vs were temporarily called into DSF service at various times during the General War.

SECURITY FORCE ORGANIZATION

Level	ISF	Government
National	D6I, 3xF5P, 6xF5I	3x[LD4V + LE4]
Capital	E4C, 4xE4I	4xLD4
Regional	F5I, E4C, 2xE4I	LD4
Provincial	G4, E3C/G2C	LF4
Barony	G2 or E3	APT
Mandate	Skiffs	PT

The Klingon Empire includes four regions, 26 counties, 134 baronies, and about 1,000 mandates. The capital complex counts as the 27th province, each of the four primary systems count as a barony. Some of the more densely populated baronies toward the center of the Empire (and in a few other regions) have extra police ships.

(R4.0) ROMULANS

THE TREATY OF SMARBA SHIPS

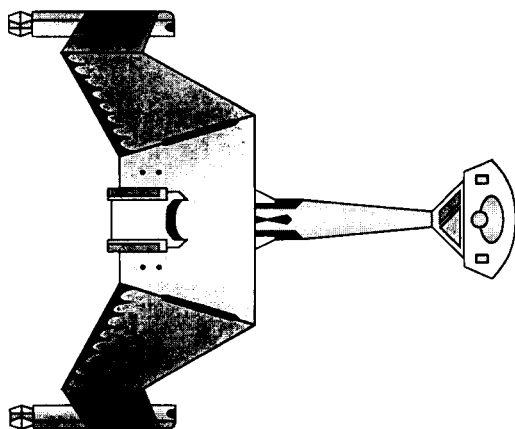
With the signing of the Treaty of Smarba in Y159, the Romulans acquired tactical warp technology. Because of the need to bring as many ships with this technology into service as quickly as possible (for fear that the Gorns or the Federation might decide to crush the Romulan Empire before it could do so), the Romulans sought to buy ships from the Klingons. The Klingons were involved in the Four Powers War and had no first-line ships to spare. What the Klingons did have (given their penchant for never throwing away weapons) were dozens of Early Years ships, such as the D4 cruiser and F4 frigate. While these were hardly up to Federation or Gorn standards, they were worlds beyond anything that the Romulans could build for themselves at the time.

Even better, the Romulans set up factories to build modern components for their own starship designs, and used those components (under the stern tutelage of the Klingons) to upgrade the D4s and F4s to nearly modern standards.

These ships have "fully capable" transporters and tractor beams, and their plasma torpedoes have the normal range of capabilities. The shuttles are warp-drive with phaser-3s.

(R4.117) TREATY CRUISER (KD4): This was a standard Klingon D4 (technically, YD4) upgraded to Y160 technology and converted to use Romulan weapons. The Romulans acquired a dozen of these ships before Y162. As the KRrs and SPs and WEs came on line before the General War, the KD4s were "sold off" to great houses, supposedly for use as local defense ships, but many served in various power plays in the great game of the houses. The KD4s served out the General War as local security ships guarding key facilities.

SSD and Counter are in Module R8.



(R4.118) TREATY FRIGATE (KF4): This was a standard Klingon F4 (technically, YF4) upgraded to Y160 technology and converted to use Romulan weapons. The Romulans acquired 20 of these ships prior to Y162, but quickly sold them off to great houses for local security as the KF5Rs, SKs, SNAs, and BHs came into service.

SSD and Counter are in Module R8.

THE POLICE SHIPS

(R4.119) POLICE CARRIER (SNV): Once workable fighters became available, the Romulan police looked for ways to improve their firepower. One solution, adopted by other races as well as the Romulans, was to convert police ships to carry a few fighters (in this case, four). These ships served as regular police units, convoy escorts, and security garrisons. They operated without escorts (being treated as hybrid ships rather than carriers), this ship can never have an MRS.

This ship does not have a cloak.

SSD and Counter are in Module R8.

YEAR	ESCORTS	FIGHTERS
Y170-Y175	None.	4xG-F
Y174-Y182	None.	4xG-SF
Y181-Y185	None.	4xG-FSF
Y184+	None.	4xGlad-D

(R4.120) POLICE FLAGSHIP (FLG): The Romulans, being no different from other races, had a need for a police flagship with the customary assortment of abilities (scout, repair ship, minesweeper, commando ship). They produced their design on the existing hulls of Hawk-class destroyers. There are unconfirmed reports that sublight versions of the FLG existed prior to the Treaty of Smarba, but the design was standardized (with Klingon help and the sale of one G4 for use as an example). The Romulans never had as many of these ships as they wanted (but then the police forces of every race had the same complaint), and so do not have the "one per province" that would be expected. FLGs for the new provinces explored after Y168 were never built due to wartime emergencies. This ship does not have a cloak.

SSD and Counter are in Module R8.



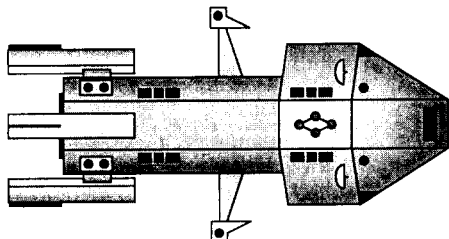
(R5.0) KZINTIS

THE LOCAL DEFENSE FORCES

The Kzintis used older ships (updated Y-series) for local security. These were operated by the nobles who ran the regions of the Hegemony, often as their personal flagships (during those periods when the military had gotten control over the *real* warships away from the nobles and into the hands of the military). These "local defense ships" served many functions, including the legitimate need for local defenses, but they also provided the nobles with starships under their absolute control. More than a few "small scale civil wars" were fought with these ships, which were no great loss if destroyed. The Patriarch had no fear of these ships in the hands of his nobles, as he had the regular warships of the navy.

(R5.94) LOCAL DEFENSE CRUISER (LCS): An updated version of the YCS strike cruiser, these originally served in an unrefitted condition and began refits to "modern" technology only at the start of the Four Powers War. While data is inconclusive, it appears that no more than four or five were in service at any given time. Three (those of the Count, Duke, and Crown Prince) were destroyed in the first months of the General War defending their assigned planets. The last of these ships served out the war on security duties in the Barony.

SSD and Counter are in Module R8.



(R5.95) LOCAL DEFENSE CARRIER (LCV): These ships could, and should, have been a valuable part of the fleet by providing trained pilots. In reality, however, these carriers were jealously guarded by the nobles who owned them for use in internal power struggles, and the owners kept their highly trained pilots where they were. In response, the national military refused to hand over first-line fighters and left these carriers with second-rate fighters. These four ships did fight in secondary roles during the General War (base defense, convoy escort, anti-piracy, counter-raiding) and two of these carriers were destroyed during the opening days of the General War when caught (and totally outclassed) by Coalition warships. Only in Y176 were the last pair of these carriers taken over by the fleet for the pilot training role. They served the remainder of the war in the Barony on training and anti-piracy duties. They sat out the ISC Pacification in the Barony continuing their assigned duties, but both were lost during the Andromedan Conquest.

SSD and Counter are in Module R8.

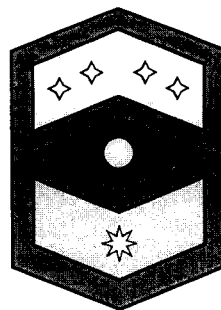
YEAR	ESCORTS	FIGHTERS
Y167-Y175	LEF	9x AAS
Y174-Y176	LEF	9x HAAS
Y176+	LEF	9x Current Fleet Fighters

(R5.96) LOCAL DEFENSE FRIGATE (LFF): About a dozen of old YFFs served at any given time as local security ships and planetary guards starting in Y130. They began to get refits to the LFF standard only in Y156, just before the Four Powers War.

SSD and Counter are in Module R8.

(R5.97) LOCAL DEFENSE ESCORT (LEF): Four of these ships were built as escorts for the LCVs, each of which had only one escort. Two of these escorts were destroyed along with their carrier, and at least one was destroyed and then replaced with a conversion of an existing LFF. The surviving two finished out the General War providing escort for the two surviving LCVs, until they were destroyed by the Andromedans.

SSD and Counter are in Module R8.



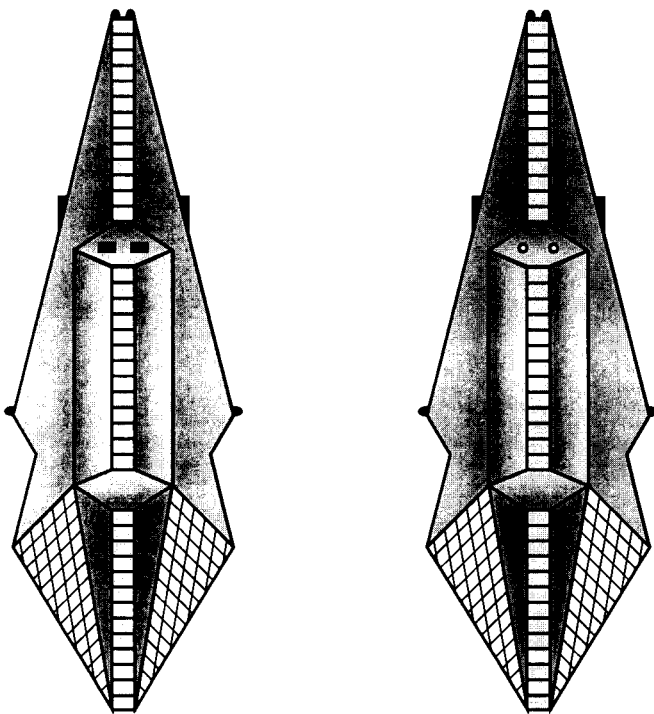
(R7.0) THOLIANS

THE NEW CRUISERS

These two cruiser classes were presented in Module R10 but we have repeated them here in order to allow you to produce a single integrated rulebook in numerical order.

(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.

THOLIAN POLICE FORCES

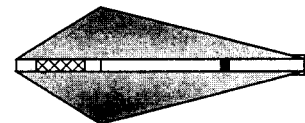
(R7.52) POLICE CUTTER (POL): This small Tholian unit has been overlooked in SFB for some time now. The Tholians used them as an economy-of-force unit, since they could be built in the PC shipyard for half of the price. The ship dates from Y115, the time the Destroyer dates from, and uses the same engine. Indeed, the development of this engine was intended by the Tholians to solve two problems at once, the need for a heavier warship (the destroyer) and the need to have a lot more warships on patrol regardless of their size.

The police cutters were rarely seen in fleet combat since they were too small to be tactically useful after Y120, and the Tholians usually had enough larger units to fill out their command limits. It should be noted that prior to Y120 a Tholian squadron of a DD, PC, and three POLs was more than a squadron of Klingon D4s wanted to tangle with, but the advent of the Klingon D6 and E4 classes ended the POL's heyday as a warship all too soon.

Police cutters had another function, that of patrolling the borders and preventing piracy, smuggling, and raids. No end of independent civilian salvage and mining ships tried to exploit Tholian territory in the days after the Tholians first arrived and ejected the Klingons, and the police cutters were more than adequate to run off these poachers. Police cutters could also prevent high-speed penetrations and raids by warships (which were vulnerable to damage while traveling above Warp factor three-point-two). The police cutter (directed by sensors on bases) simply had to get itself into the path of such a raider to force it to slow to tactical speeds. Once this was done, the police cutter simply had to stay out of direct combat until later patrol corvettes arrived (although this was not always a simple task).

Police ships had another role that was unique to the Tholian defensive situation. The Holdfast was constantly being attacked and raided by the Klingons, and anywhere a Klingon ship went, it was likely to leave behind mines, sensor packages, supplies caches for future raids, etc. It was the larger number of police cutters, not the smaller number of patrol corvettes, which was charged with tracking down and eliminating these problems.

SSD and Counter are in Module R8. Ship design by Steve Cole; background by Loren Knight.

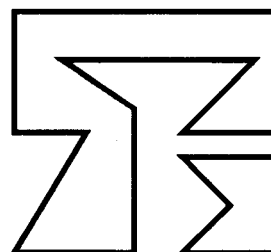


NOTE: It is known that carrier and flagship classes existed, but no details are currently available. As further research reveals this data, we hope to present these ships in Module R11 which will cover various support ship classes.

THOLIAN AUXILIARIES

(R7.53) ARMED WEB TENDER (AWT): The Tholians had used Web Tenders as early as Y150. This armed variant appeared in Y170, when the Tholians feared being dragged into an expanding Four Powers War.

SSD and Counter are in Module R8.



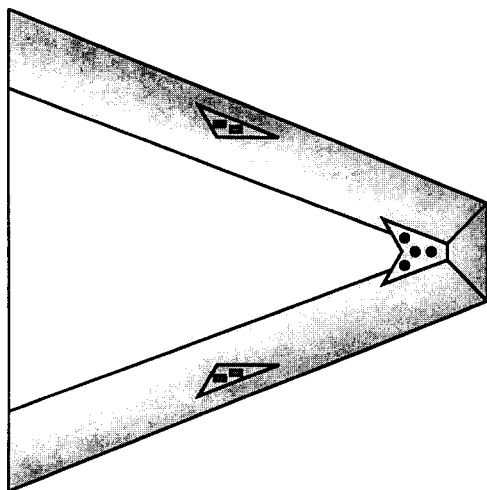
(R9.0) HYDRANS

THE LOCAL DEFENSE FORCES

(R9.103) GRENADIER LOCAL DEFENSE CRUISER (LCA):

Due to the savagery of the Hydran Civil Wars, the Hydrans had relatively few old Y-series Grenadier-class cruisers remaining, but a few were refitted to this design and used by the Royal Navy during the War of Return in Y135. Those that survived soldiered on for another decade with the fleet until Lancer and Ranger production could replace them. The old Grenadiers were then used for local security at key planets. All but one of them were destroyed during the Coalition Invasion of Y171, and that ship served out its time in the Old Colonies as a security ship.

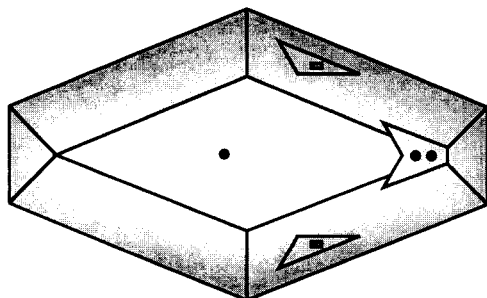
SSD and Counter are in Module R8.



(R9.104) VOLTIGUER LOCAL DEFENSE FRIGATE (LFF):

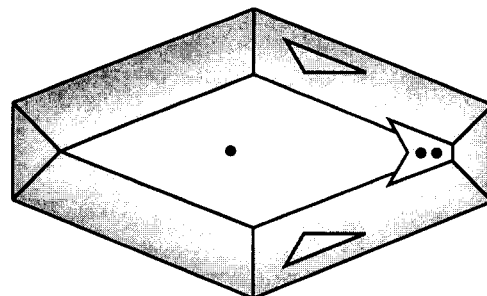
The Hydrans refitted more than a dozen of these ships for use in the Y135 War of Return, and the few survivors of that war remained in service until Y141. At least one fought in (and was destroyed during) the Four Powers War, by which time it was completely outclassed. The others were swept up by the Klingon and Lyran invasion forces during the General War or spent their remaining years in the Old Colonies.

SSD and Counter are in Module R8.



(R9.105) LOCAL DEFENSE ESCORT CARRIER (LFV):

These ships are something of an anomaly. They were pure fighter carriers having no heavy weapons, but the Hydrans did not build any other such ships until they faced the carriers of the Lyrans and Klingons in the General War. An example of an idea whose time had not yet come? Six of these ships fought in the War of Return with Stinger-1 fighters. The survivors remained with the fleet until Y144, being the last of the older ships in service, usually acting as a supplement or resupply ship for the frontline units, but finding themselves in battles where they did not belong all too often. They were operating as convoy escorts and local security ships at the dawn of the General War, and at that time most (but not all) had received an escort to help sustain their operations as convoy guards. At least one had received Stinger-2s before the Hydrans entered the General War. Only one survived the debacle and served its remaining decades in the Old Colonies as a pilot training ship.

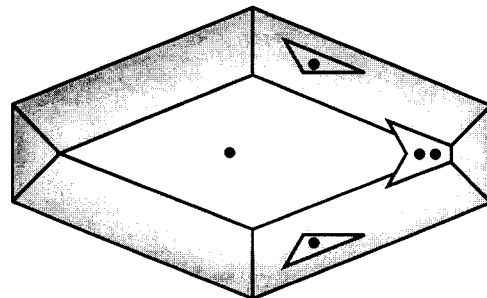


SSD and Counter are in Module R8.

YEAR	ESCORTS	FIGHTERS
Y135	None	6xStinger-1
Y166	LFE	6xStinger-1
Y171+	LFE	6xStinger-2

(R9.106) LOCAL DEFENSE ESCORT (LFE): Several ships of this type were converted for use as escorts for the LFVs by Y168, the Hydrans having determined that carriers needed escorts to protect the fighters during the vulnerable launch and landing cycles.

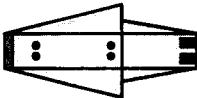
SSD and Counter are in Module R8.



THE HYDRAN POLICE

(R9.107) HEAVY GENDARME POLICE CUTTER (HGN): A heavier version of the Gendarme, this ship was created by widening the Gendarme design. It was possible (but not worth the expense) to convert existing Gendarmes to this design; almost all were new construction. Unlike the Gendarme, this ship carried fighters as a normal part of its operations. The fact that none of these ships were taken over by the Hydran Navy but all remained in the police forces can be taken as a clear indication of the relative power of the Hydran police in protecting their turf. Still, several of these wound up participating as destroyer substitutes in fleet battles.

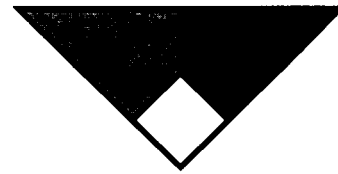
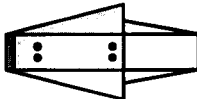
SSD and Counter are in Module R8.



(R9.108) HEAVY POLICE CARRIER (HGV): This is the carrier variant of the Heavy Gendarme, following the same concepts. None were converted from Gendarme-carriers; all were new construction. A few were provided with a one or two escorts (whose carries were out of action) and were almost as capable as an Uhlan, although they lacked any ability to operate Stinger-H fighters.

SSD and Counter are in Module R8.

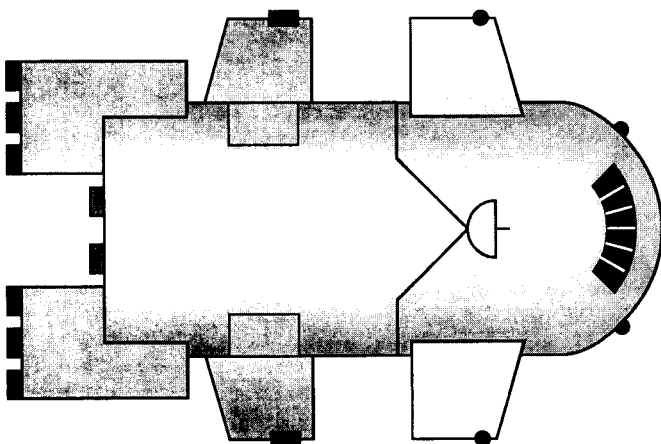
YEAR	ESCORTS	FIGHTERS
Y176+	None or 1xAH or 2xAH, or 1xDWA or 1xDWA and 1xAH	16xStinger-2



(R8.0) ORIONS**THE ORION NATIONAL POLICE**

(R8.47) NATIONAL POLICE DESTROYER (DD): These ships were outwardly very similar to the Orion YDD, but were new construction using advanced (and smaller) components to fit more capabilities and systems into the original basic hull. These ships operated as part of the Orion National Guard, but under another paragraph of the arcane treaty under which the Orions joined the Federation, these ships assumed all police duties and functions within the Orion enclave. The Federation National Police were not allowed to operate in the Orion Enclave.

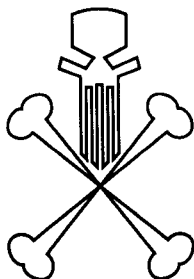
SSD and Counter are in Module R8.



(R8.48) NATIONAL POLICE CARRIER (DV): Seeking improved firepower, the Orions modified at least two police destroyers to carry fighters. These ships operated, as most police carriers did, without escorts. The Orion police carriers were not a major part of the enclave's defenses, and did not receive new fighters until the Federation had pushed the Klingons nearly back to the original border.

SSD and Counter are in Module R8.

YEAR	ESCORTS	FIGHTERS
Y168+	None	6xF-8
Y178+	None	6xF-18

**(R10.0) ANDROMEDANS****ADDITIONAL SLED UNITS**

(R10.61) GUN SLED (GUN): The Andromedans needed resources (metals, key minerals, and who knows what else) and operated far-flung mining operations to get them. Their usual method of operation was to pick an asteroid field (or small moon) in an out of the way system and leave a number of mining and cargo sleds there. A mothership would return to either pick up the cargo sleds and leave more to be filled, or to evacuate the entire operation. In some cases the Andromedans would mine a belt, leave it, and then return.

As their operations spread, the far-flung fleets would sometimes stumble across an operation. Sometimes they would be tipped off by a freighter captain, sometimes by an Orion looking for leverage. Since the Sleds by themselves were not very effective at fighting, if a mothership was not nearby things would go badly. The Gun Sled was an Andromedan solution to the problem. Any large operation might have a few Gun Sleds included. These would suffice to destroy a freighter that nosed into the area, or to at least hold off a small warship until a mothership could arrive to save the situation.

It is curious that the Andromedans did not simply leave standard satellite ships to provide security, and that they did not do so may have been an indication of a limit on their numbers.

SSD and Counter are in Module R8.

(R10.62) MOBILE OPERATIONS SLED (MOS): These sleds could not carry other sleds, but other sleds could dock to them externally. This facilitated transfers of cargo and remote operations without other ships in support. Often, mining and cargo sleds were left with one MOS to control their operations and one or more gun sleds to protect them. Beginning in Y176 ships of this class were encountered operating squadrons of Mobile Weapons Platforms. While it was possible for a warship to outrun a sled, or even an MWP, being attacked by six MWPs at close range in an asteroid field could be a fatal experience for most war destroyers, and was the last thing many a freighter captain saw.

Analysis revealed that the MWPs could not be carried on mech links on the external hulls of Andromedan Motherships as even the slight friction of space (it is not a pure vacuum) would suffice to rip the small ship apart (and damage the mothership) at speeds above warp three. But an MOS is not able to reach those speeds.

In a hasty evacuation, it was noted that the MOS would be transported aboard a mothership, and the MWPs would be left to their fate.

The special sensor of the MOS proved of great value to isolated Andromedan mining operations because of its ability to spot non-scout ships at extended ranges and track them, although this did not always work out and more than a few Andromedan Mining operations found themselves in a battle with an enemy force that appeared suddenly in their midst.

SSD and Counter are in Module R8.



(R12.0) WYN STAR CLUSTER DEFENSE FORCE

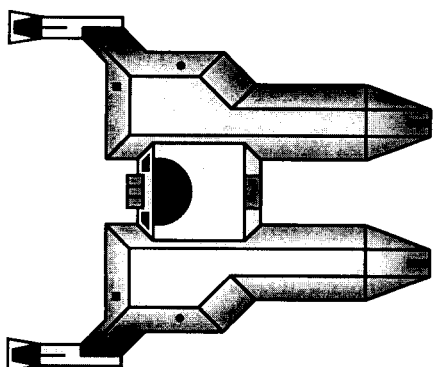
PURCHASED SHIPS

(R12.47) PURCHASED KLINGON F4 (KF4): The WYNs purchased two obsolescent early years Klingon F4s in Y150 (before relations became strained) and converted them to this design for cluster defense. They were some of the first true warships that the WYN cluster had. Both were lost in combat with Kzintis around the time of the Four Powers War.

SSD and Counter are in Module R8.

(R12.48) PURCHASED LYRAN EARLY FRIGATE (LYF): The WYNs were able to purchase three Lyran YFFs in exchange for a diplomatic agreement not to allow Lyran exiles to conduct political machinations against the current nobles from WYN space. They were converted for use as cluster defense ships but had worn out and been removed from service by the time of the General War.

SSD and Counter are in Module R8.



(R14.0) LYRAN DEMOCRATIC REPUBLIC

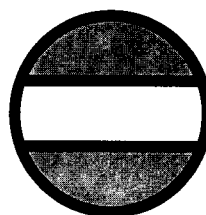
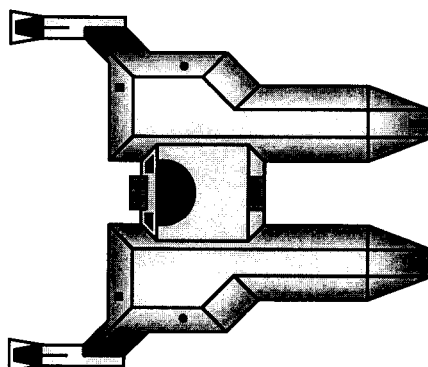
LOCAL DEFENSE FORCES

(R14.42) LOCAL DEFENSE CRUISER (LCA): The Dark Star County had a YCA and, when it was replaced with a CA in Y130, converted it into an LCA identical to the Lyran type. When the LDR became independent in Y145, they kept the ship in service, keeping it around the Capital (which was its purpose) while the regular fleet units fought the various battles that secured their independence. The LDR modified their LCA (along with the rest of their ships) to use gatling phasers, but did not do so until Y164 as the other ships had a higher priority. The expansion of the LDR fleet kept this ship in service as a training unit which never left the Capital, but by Y188 the ship's age and the difficulty of maintaining it caused it to be stricken from the LDR fleet list. It remained in orbit above the LDR capital as a museum, and was destroyed by the Andromedans in one of their first attacks on the capital while LDR technicians were aboard desperately trying to make the ship operable again.

SSD and Counter are in Module R8.

(R14.43) LOCAL DEFENSE FRIGATE (LFF): The Dark Star County had a YFF and, when it was replaced with an FF in Y125, converted it into an LFF identical to the Lyran type. When the LDR became independent in Y145, they retained the ship as a consort for the LCA (indeed, the two ships were almost always in company with on another, save for the occasional cadet cruise). The ship was modified to include phaser-Gs in Y164, just after the LCA received its (even though in the same year). The ship was stricken from the LDR list in Y188 due to the near impossibility of keeping it operational and, after the phaser-Gs had been removed, sold to the Lyran Star Empire as scrap.

SSD and Counter are in Module R8.

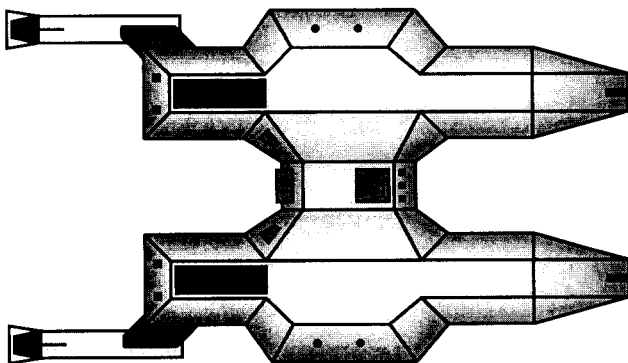


(R11.0) LYRANS

LOCAL DEFENSE FORCES

(R11.79) LOCAL DEFENSE CRUISER (LCA): The Lyrans operated as a feudal fleet, with each noble controlling the ships in his area. When the new CAs came into service, the old YCAs still had plenty of years in them, and the various nobles proceeded to refit their YCAs into these LCAs as early as Y130. They remained a valued part of the fleet until the Four Powers War, when their limited speed and firepower made them less than useful for offensive operations, but good ships for defense. By the time of the General War, these ships were still in service and were used for garrisons and local defenses.

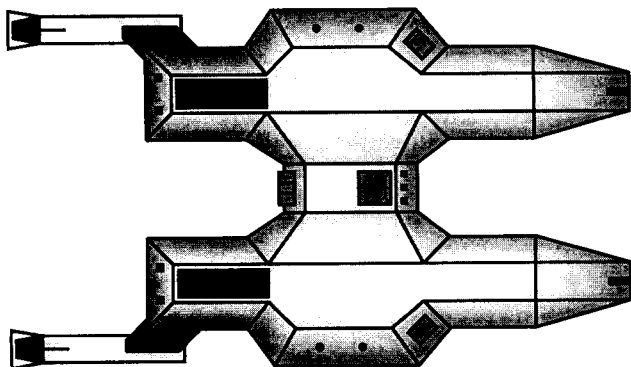
SSD and Counter are in Module R8.



(R11.80) LOCAL DEFENSE CARRIER (LCV): The Lyrans were never a major user of fighters, but were convinced by the Klingons to build one ship of this type in Y167 for pilot training. The Lyrans converted one or two other LCAs into LCVs during the General War, but never pursued the concept with any fervor and used the ships for training. These ships always operated the same first-line fighters as the fleet. It is curious that the Lyrans chose to only assign one escort to these (to train pilots and carrier officers on how to integrate the systems) while assigning three to their fleet CVs.

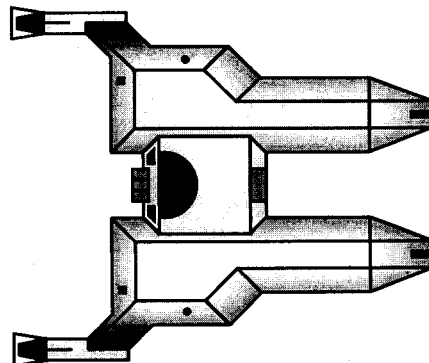
SSD and Counter are in Module R8.

YEAR	ESCORTS	FIGHTERS
Y167-Y168	LFE	8xZ-1
Y168-Y175	LFE or FFE	8xZ-2
Y175-Y180	LFE or DWA	8xZ-V
Y180-Y183	LFE or DWA	8xZ-YB
Y183+	LFE or DWA	8xZ-YC



(R11.81) LOCAL DEFENSE FRIGATE (LFF): These conversions of YFFs followed the same general history as the YCA-LCA class. They served with the fleet until the Four Powers War, then passed into local defense duties. These ships guarded convoys and garrisoned captured provinces during the early part of the General War, but were increasingly outclassed.

SSD and Counter are in Module R8.



(R11.82) LOCAL DEFENSE ESCORT (LFE): Based on Klingon advice, the Lyrans modified a existing LFF into an escort for their LCV. They later built one of these for each of the other LCVs. The LCVs sometimes operated with fleet escorts.

SSD and Counter are in Module R8.

(R11.83) LOCAL DEFENSE PFT (LPF): By the time PFs came into service, few of the original local defense ships were left in service. Some had been destroyed by raiders or pirates, a few were used (unfortunately) in front line combat where they did not do well, and some had been scrapped as too worn out to be of any further use. At least two old LFFs were converted into PFTs in Y178, and perhaps a third and fourth later. These ships were used as, effectively, mobile bases able to temporarily take defensive forces to a system under threat. These ships never operated with the fleet as they did not have the speed or reliability to be effective.

SSD and Counter are in Module R8.

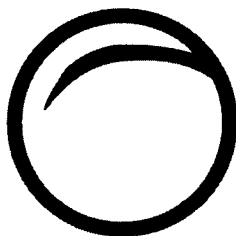
POLICE FORCES

NOTE: The Lyrans “heavy police cutter” has already been published; see the Military Police ship in Module R3.

(R11.84) POLICE CARRIER (PV): Fighters were not a major part of the Lyrans military mindset, and the Lyrans police were no more interested in them than the fleet. While other races built six or ten or more police carriers, the Lyrans built only four, and used them (unescorted) as convoy escorts. They used the standard fighters of the fleet due to the efficiency of spare parts. Also, these carriers could (when delivering their convoys to the front) be stripped of their fighters before returning home.

SSD and Counter are in Module R8.

YEAR	ESCORTS	FIGHTERS
Y170-Y175	None	6xZ-2
Y175-Y180	None	6xZ-V
Y180-Y183	None	6xZ-YB
Y183+	None	6xZ-YC



(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.

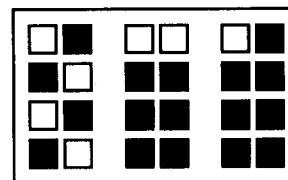
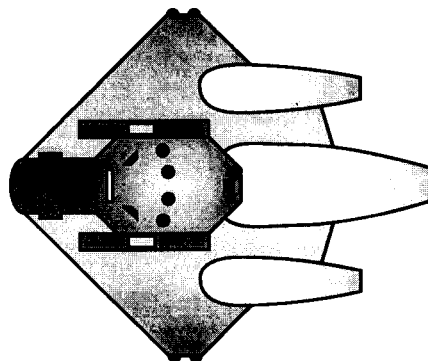
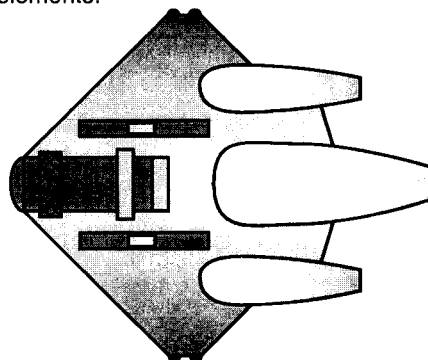
(R13.68) NEW STRIKE CRUISER (NCS): This is simply an alternative version of the NCA with a different weapons suite. All of the isolated cantons built NCAs and NCSs out of at least some of their CLs during Y188-Y195, and each selected the variant most suitable to their situation and circumstances.

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.

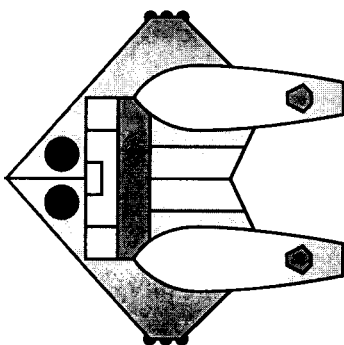


LOCAL DEFENSE FORCES

(R13.69) LOCAL DEFENSE CRUISER (LCA): The original ISC patrol ships were designed before the discovery of the Romulans and Gorns but in view of the earlier wars that gave birth to the ISC. These ships, the equivalent of Early Years technology, became the basis for the true warships that the ISC built during the Y160s and Y170s. The original ISC patrol ships were then converted into these local defense units (for use against pirates and monsters) and defended the ISC during the pacification campaign.

Prior to Y170 they ships were armed with plasma-G torpedoes. These were upgraded to plasma-S, but it was not possible to improve their launching arcs.

SSD and Counter are in Module R8.



(R13.70) LOCAL DEFENSE CARRIER (LCV): The Gorns and Romulans were not major users of fighters, but the ISC took the potential of these ships to heart and produced more than a dozen of these LCVs (modified from YCAs) during the period of Y170-Y180. They served as the basis of the Reserve Pilot Training Program, providing the ISC with thousands of well-trained pilots before the pacification campaign was launched. The converted ships either included the plasma-S torpedo upgrade of the LCA, or were upgraded as part of the conversion process.

SSD and Counter are in Module R8.

YEAR	ESCORTS	FIGHTERS
Y170-Y174	1 or 2 LFE	9xAF
Y173-Y181	1 or 2 LFE	6xSF, 3xTF
Y180-182	1 or 2 LFE	6xFSF, 3xFTF
Y181+	1 or 2 LFE	6xFDF, 3xFTK

(R13.71) LOCAL DEFENSE FRIGATE (LFF): This is another pre-contact Early Years design updated with General War technology and use for local defense during the pacification campaign.

SSD and Counter are in Module R8.

(R13.72) LOCAL DEFENSE ESCORT (LFE): The ISC used these modified LFFs, as well as fleet carrier escorts, with their LCV carriers. Each carrier could operate with one or two escorts.

SSD and Counter are in Module R8.

FORCES OF CIVIL ORDER

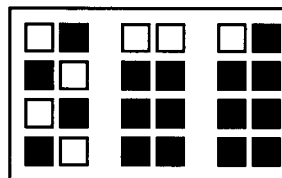
(R13.73) HEAVY POLICE CUTTER (HPL): As the General War dragged on, some Orion cartels began moving into ISC territory in greater numbers. These pirates arrived with increasingly bigger ships, making the job of the police that much harder. The ISC produced this "heavy" police design (based on an enlarged Corvette) in Y175 to provide increased firepower and avoid having to assign fleet units (needed for the Pacification) to anti-piracy duty.

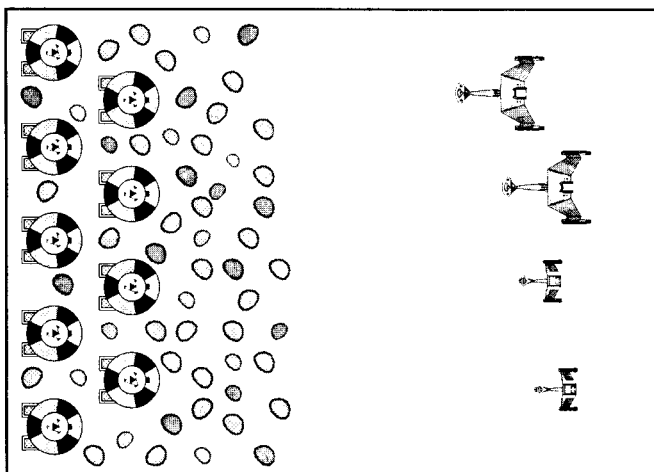
SSD and Counter are in Module R8.

(R13.74) POLICE CARRIER (PV): The ISC police, like other police forces across the Alpha Octant, converted some police cutters into small carriers to provide increased firepower and convoy escorts. They usually operated second-string fighters and were rarely escorted.

SSD and Counter are in Module R8.

YEAR	ESCORTS	FIGHTERS
Y173-Y181	None	6xAF
Y180-Y182	None	6xSF
Y181-Y183	None	6xFSF
Y183+	None	6xFDF



(SG80.0) LOCAL SECURITY**(varies)***by Steven P Petrick, Texas*

Local security forces faced many challenges from monsters, pirates, enemy raiders, and errant asteroids. The worst of their challenges, no doubt, were Andromedans. While a raid by Andromedan warships would bring major fleet elements to the aid of the local system, the local defenses were expected to deal with Andromedan mining operations with their own resources. When scanners detected Andromedan activity in the asteroid field of the home system or a nearby system, the local National Guard or Police were sent to deal with them.

(SG80.1) NUMBER OF PLAYERS: 2; the Security player and the Andromedan player.

(SG80.2) INITIAL SET UP

TERRAIN: Asteroid field (P3.0).

SECURITY: Use one National Guard cruiser, one National Guard destroyer or frigate, one National Guard carrier, and one National Guard escort. Set up within four hexes of 4230, heading F, speed Max, WS-III. See (SG80.6) for alternative orders of battle and (SG80.431) for total allowed BPV.

ANDROMEDAN: two Ore Gathering Sleds, four Cargo Sleds, two Gun Sleds, and a Mobile Operations Sled (with six standard Mobile Weapon Platforms) set up as follows: Place the nine sled counters in a cup. After the Security player sets up his ships the Andromedan player places his sleds as follows: Select a hex of placement anywhere on the map not closer than ten hexes from any Security player ship or any previously placed Sled. Randomly draw a sled and place it in the selected hex. There can be not less than one and not more than two sleds in any one map sector (A, B, C, D, E, or F). Once all nine sleds are placed, determine each Sled's heading randomly by rolling a die and turning the sled to face in the direction indicated in accordance with the diagram surrounding hex 0328. All Sleds begin the scenario at speed zero, WS-0, all MWP begin the scenario docked to the MOS.

REINFORCEMENTS: Before the scenario begins, the Andromedan player can select one of the three reinforcement options. He must record which reinforcement option he has selected, and the hex (his choice) the unit will enter the scenario from. Reinforcement arrive at speed max, WS-III.

Python; Can arrive on Turn #5.

Exploiter: Can arrive on Turn #10.

Infestor: Can arrive on Turn #12, has no satellites, hangar is configured for Sleds.

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.

(SG80.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SG80.4) SPECIAL RULES

(SG80.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Security units can disengage in any direction. The Andromedan sleds can only disengage aboard a Mothership, the Mothership can disengage in any direction. Andromedan units which leave the map not on board a mothership are considered destroyed.

(SG80.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SG80.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SG80.431).

(SG80.422) If using EW fighters, one of the fighters on the carrier can be of this type. If not using EW fighters, it is a standard fighter. Mega fighter packs are not available in this scenario, but might be added to some or all of the fighters as a balance factor.

(SG80.423) There are no PFs in the basic version of this scenario, but one or more on mech links might be added in a variation or as a balance factor.

(SG80.43) COMMANDER'S OPTION ITEMS

(SG80.431) Each Andromedan 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. Drogues are not available in this scenario. The security forces can purchase Commander's Option Points to bring their total force to 600 BPV (including drone speeds).

(SG80.432) All drones are "fast," i.e., speed-32. Special drones are not available to Security forces.

(SG80.433) Prime Teams (G32.0) are not available in this scenario.

(SG80.44) REFITS: If any ships are eligible for refits based on the year selected, these must be included in the total BPV.

(SG80.45) CARGO: The Andromedans have been gathering raw materials and smelting them into bars of pure metal. The holds of the Cargo Sleds and the Ore-Gathering Sleds are completely filled. All they need to do now is wait for the Mothership to come pick them up. For this reason, they cannot disengage. They have to be on this map for the mothership to make its pick up. If they miss this pick up, they know that another Galactic Force will appear to destroy them before another mothership can be sent.

(SG80.5) VICTORY CONDITIONS: Victory in this scenario is determined by the number of cargo boxes on the Andromedan Cargo Sleds and Ore Gathering Sleds that are not destroyed when the scenario ends, but may be modified for security ships destroyed. For this purpose, any cargo box on such a unit that was destroyed and then repaired is counted as destroyed.

Andromedan Victory is determined by the number of cargo boxes remaining as follows:

CARGO	LEVEL OF VICTORY
52-56	Astounding Victory
47-51	Decisive Victory
42-46	Substantive Victory
37-41	Tactical Victory
32-36	Marginal Victory
27-31	Draw
22-26	Marginal Defeat
17-21	Tactical Defeat
12-16	Brutal Defeat
7-11	Crushing Defeat

(SG80.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG80.61) Obviously, the ships of any race could be used.

(SG80.62) Police forces can be used including one FLG, two or more heavy police ships, a police carrier, one or more standard police ships, one small auxiliary cruiser and one large auxiliary cruiser. Adjust the force so that the total BPV including drone speeds and commanders options is 600.

(SG80.63) For a smaller fight, use only 400 BPV of security forces and eliminate the two gun sleds.

(SG80.64) Use fleet elements of 600 BPV (total including Commander's Options and drone speed adjustments).

(SG80.65) Replace the Andromedan mining operation with a Jindarian operation. Use a Prospecting Destroyer, two Frigates, a Light Carrier with eight fighters, and two Frigate Transports. The Reinforcements would be a destroyer, a light strike cruiser, and a heavy strike cruiser respectively.

(SG80.66) Replace the Andromedan mining operation with an Orion mining operation. Use two Free Prospectors, two Slavers, a Light Raider Escort, and a CVL with eight fighters. The Reinforcements would be a War Destroyer, a Battle Raider, and a Heavy Battle Cruiser respectively.

(SG80.67) Replace the Andromedan mining operation with a mining operation from another race. Use two small prospecting freighters, four small freighters, two security skiffs, and a national guard carrier with escort. The Reinforcements would be a War Destroyer, a Battle Raider, and a Heavy Battle Cruiser respectively.

(SG80.7) BALANCE: The scenario can be balanced between players of different skill levels by:

(SG80.71) Change one of the Gun Sleds to a Cargo Sled, but do not count its cargo against the total.

(SG80.72) Raise the Andromedan at start weapon status.

(SG80.73) Delete one or more MWP's from the Andromedan forces, or one or more fighters from the security force.

(SG80.8) TACTICS

SECURITY: Individually, any of the Andromedan units is a quick kill, but massed they can kill your ships quite effectively. It would be nice to just ignore the MWP's and Gun Sleds, but the most you can hope for is that they will be out of position and you can isolate the Ore-Gathering and Cargo Sleds for quick kills. If the Python shows up, ignore it as best you can and keep killing your primary targets. Once you think you have wrecked as much cargo as you can, disengage your force.

ANDROMEDAN: You cannot run (at least not very fast, and definitely not very far). Worse, your forces are spread out doing some last-minute surveying of future mining sites before the Mothership comes. Get your escorts where they can try to keep the bad guys off the cargo carriers, and either wait for a real warship (Python or Exploiter) to come in and go to town, or if you think you can hold off the cops until the Infestor arrives, it can evacuate your survivors. Stock up on T-bombs, you will need them, and stay away from map edges if you do not have the power to fight a tractor.

PLAYTESTERS AND PROOFREADERS

Frank Brooks, Robert Cole, Loren Knight, Scott Moellmer, Andrew Palmer, John Sickels, John Wyszynski.

NOTES ON PREVIOUS SCENARIOS

Many of the ships from Module R8 could be used quite effectively in previously-published scenarios. Some examples could include:

(SG1.0) *Duel*. Obviously, any two ships can duel.

(SG3.0) *Base Defense*. National Guard or police ships could be some of the defending ships or reinforcements.

(SG4.0) *Basic Piracy*. National Guard or police ships could serve as the escort.

(SG7.0) *The Pirates Go For Big Game*. The pirates might very possibly try to pick off a National Guard cruiser as the Fleet would be reluctant to replace it.

(SG8.0) *Assault on a Starbase* can be played with a sector base defended by National Guard units and a smaller attacking force.

(SG11.0) *The First of its Kind*. National Guard or police units could be the defending ship replacing the frigate.

(SG13.0) *Carrier Strike*. National Guard or police units could be the convoy escorts.

(SG15.0) *The Interrupted Minesweeper*. National Guard or police units could be the ship trying to drive off the sweeper.

(SG23.0) *Monitor Duty*. AuxHSC could replace the Monitor.

(SG34.0) *Merchant, Pirate, Soldier, Spy*. This scenario was just made for a National Guard cruiser.

(SG75.0) *Raider Rampage*. National Guard or police units could be the defending force.

(SH3.0) *Coming of the Meteor*. National Guard or police units could be the defending ship.

(SH4.0) *Cruise Drones*. Police units could be the escort ship.

(SH20.0) *Romulan Privateers*. National Guard or police units could replace some of the defending ships.

(SH68.0) *Flawed Trap*. National Guard ships can replace the fleet units in the police forces.

(SH69.0) *Surprise Fight*. National Guard or police units could be some of the reinforcing Federation units.

(SH71.0) *Attrition Assault*. National Guard or police units could be some of the forces defending the base under attack.

(SH85.0) *World Killer*. National Guard or police units could replace some of the defending units.

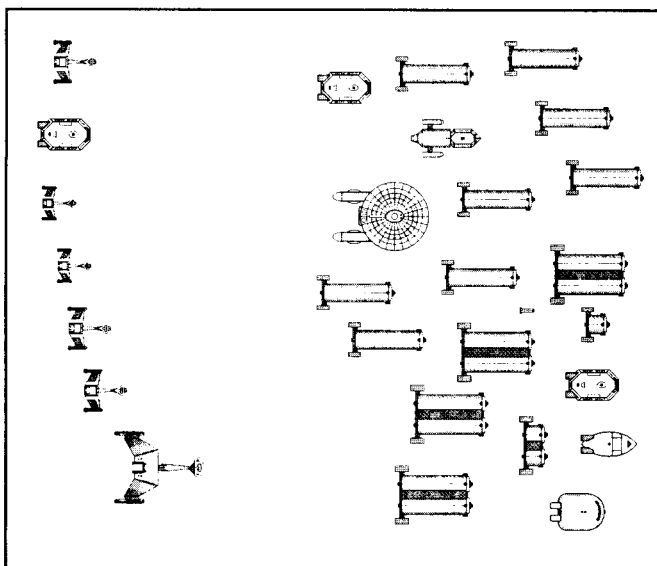
(SH98.0) *Invulnerable for the Defense*. Naval Reserve units could be some of the ships supporting the boom.

(SH220.0) *Strike at Picadilly*. National Guard or police units could replace some of the defending units.

(SH221.0) *Strike at Rigellax*. National Guard or police units could replace some of the defending units.

(T3.0) *The Lone Gray Wolf*. Some of the intercepting ships could be police or security units.

Any monster scenario could be played with National Guard units defending their homes from the monster.

(SH226.0) KEJNIK'S CONVOY

(Y171)

by Stephen V Cole, Texas

During the Klingon invasion of the Federation, each of the four invading fleets was followed by an "irregular brigade" of ships assigned to loot resources and occupy bypassed planets. While these irregulars were inefficient, brutal, and corrupt, they did deliver millions of tons of vital captured supplies to the advancing fleets and even more vital resources to Klingon factories within the Empire.

One of these brigades was commanded by Kommodore Kejnik, whose collection of armed freighters, police ships, reserve vessels, and other odds and ends left a trail of war crimes and other barbarities in its wake. Kejnik's ships were spread across the entire sector, but when his scout detected a convoy of fleeing freighters and other civilian ships, he called in nearby ships to help gather the loot. By the time the initial Klingon assault ground to a halt, Kejnik's brigade had more than tripled in size due to captured ships.

(SH226.1) NUMBER OF PLAYERS: 2; the Klingon player and the Federation player.

(SH226.2) INITIAL SET UP

TERRAIN: Open space.

FEDERATION: All ships set up within five hexes of 2215, heading A, speed max, WS-III.

Escorts: POL, FLG, S-AC, S-Q, F-AL.

Civilians: 5xF-S, 2xF-L, EPT, HTG, MCR, F-LS, FTT.

Government: F-HS, APT, FDX.

KLINGON: LD4, LF4, G4, E3, G2, APT, G4V (6xZ-2), enter anywhere from the xx30 map edge, heading A, B, or F, speed max, WS-III.

(SH226.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH226.4) SPECIAL RULES

(SH226.41) MAP: Use a floating map.

(SH226.42) SHUTTLES AND PFs: No warp booster packs.

(SH226.421) If using the optional MRS shuttles, the FLG and G4 each have one MRS.

(SH226.422) The G4V is an ISF E4V operating without escorts. It has no special drones.

(SH226.423) There are no PFs in this scenario.

(SH226.43) COMMANDER'S OPTION ITEMS

(SH226.431) 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.

(SH226.432) All Federation and half of the Klingon drones (on each ship) are "medium," i.e., speed-20; the remainder of the Klingon drones are "slow", i.e., speed-8. Special drones were not available to the irregulars.

(SH226.433) To use the optional rules for Prime Teams (G32.0), the FLG and the G4 each normally carry one.

(SH226.44) REFITS: None.

(SH226.45) FEDERATION: Historically the F-AL was a drone version and the S-AC was a phaser version.

(SH226.46) SELF-DESTRUCTION: The Civilian ships and the Hospital freighter cannot self-destruct.

(SH226.47) SUBLIGHT DISENGAGEMENT: Federation units cannot attempt sublight disengagement if, at the start of any turn, they have more than 25% of their warp power remaining. If at the start of a turn a ship has 25% or less of its warp power remaining, the ship can attempt sublight disengagement. If successful, such a ship counts as "destroyed" for victory purposes.

(SH226.5) VICTORY CONDITIONS: Kejnik's objective is to capture as many ships as possible, destroy anything he cannot capture, and scatter the rest. He must do this without getting any of his ships destroyed or crippled. The objective of the Federation player is to preserve the ships, cargoes, and crews and get them to safety.

The Klingon player scores points as follows:

Each civilian or government ship captured	2
Each civilian or government ship destroyed	1
Each escort destroyed or captured	2

The Federation scores points as follows

Each Klingon ship destroyed	3
Each Klingon ship crippled	1
Initial points	4
Each ship that disengages	1

Victory goes to the side with the most points.

(SH226.6) VARIATIONS

(SH226.61) Replace one (or both) sides with equivalent ships from a different race.

(SH226.62) For a smaller scenario, remove half of the ships from each side.

(SH226.7) BALANCE: The scenario can be balanced between players of different skill levels by deleting one or more of the Klingon ships or the Federation escorts.

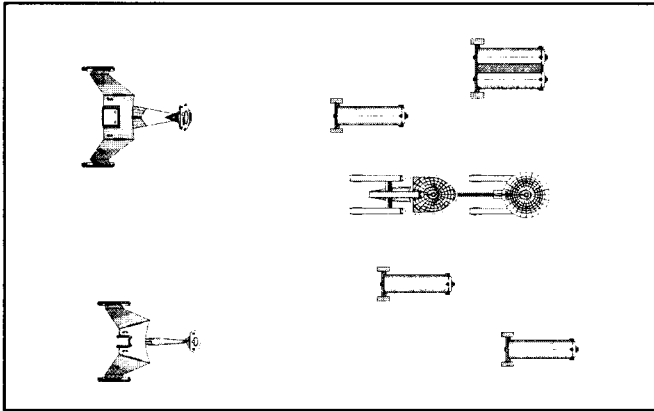
(SH226.8) TACTICS

FEDERATION: Have the FedEx disengage for points.

Keep the rest together to maximize firepower. Launch shuttles to gain their phaser-3s. When your defense collapses, scatter (he cannot catch you all) and disengage by acceleration any ship that can. Consider using your Commander's Options for marines to it harder for him to capture ships.

KLINGON: This is a game of numbers. Every ship you capture counts, so get busy! Blast the escort ships (with their photons) and cripple any of the ships able to disengage by acceleration, then round up the rest of that rabble at your leisure. Remember, it is a game of numbers, and one of the numbers is that copious supply of phaser-3s they have.

HISTORICAL OUTCOME: Kejnik destroyed or captured all but two ships without significant loss among his own forces.

(SH227.0) COVER THE *TIGER*!

(Y171)

By John Sickels, Kansas

Before the General War, military theorists, led by Federation Admiral Jack E. Fisher, believed that fast raiding forces would play a decisive role in disrupting enemy military supply lines, space commerce, and economic infrastructure. The ships designed to perform this function, the light dreadnoughts and the fast cruisers, proved less effective than anticipated once the war actually began. Although the fast ships were certainly useful, their ability to cause chaos in the enemy rear was not as decisive as Fisher and others predicted. Once war began, the combatants discovered what the Orion pirates knew many years before: a convoy (or anything else) of sufficient size or importance to be a "decisive" target was often quite able to defend itself, or at least hold off raiders long enough for help to arrive.

A good example of this principle occurred late in Y171, several months after the Klingon invasion of the Federation. The light dreadnought *Star Tiger*, one of Star Fleet's famous "Splendid Cats," was severely damaged in battle. A Klingon raiding force led by the C5B *Kommander Kuyper* struck deep into the rear of the Federation Third Fleet, in coordination with a larger general attack along the front. The Klingon force came upon a group of Federation ships desperately trying to tow the *Star Tiger* away from the active combat sector.

The officer in charge of the convoy was the senior captain present, Commander Tellne of the tug *Ptolemy*. As the Klingons approached at Warp 7, the Tellarite officer sent out a general distress call for help to any Star Fleet, Federation Police, or National Guard ships in the vicinity. He then signaled the ships in his convoy: "Cover the *Tiger*! Defend her at all costs!" Fortunately for Tellne there were several ships close enough to respond quickly.

(SH227.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SH227.2) INITIAL SET UP

FEDERATION: DNL *Star Tiger* in 2316, Tug+ *Ptolemy* in 2316, AuxCVL *Campania* (12xF-8) in 2314, SAC *Rawalpindi* (1xF-7) in 2318, F-L *Dame Vera Lynn* (1xF-7) in 2516, F-AS (phaser) *City of Ayutthaya* in 2116, all ships Heading B, Speed 6, WS-II. The *Ptolemy* is towing the *Star Tiger* at the beginning of the scenario. The Federation may deploy 2xF-8 as combat patrol within 6 hexes of the AuxCVL (leaving 10xF-8 on board the AuxCVL at the start of the scenario).

KLINGON: C5B *Kommander Kuyper* in 0115, FD7 *Swiftsword* in 0117, heading B or C, Speed Max WS-III.

(SH227.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or disengaged.

(SH227.4) SPECIAL RULES

(SH227.41) MAP: Use a floating map. Klingon units can only disengage in direction F. Federation units can only disengage in directions B or C. Any unit disengaging in an unauthorized direction is considered destroyed.

(SH227.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH227.421) Historically, no ship in this scenario carried an MRS shuttle, MRS shuttles may not be purchased as Commander's Option items.

(SH227.422) If using EW fighters, one F-8 fighter is an F-8E fighter, if not using EW fighters it is a standard F-8. Note that the F-L and the SAC each carry one F-7 fighter in place of one admin shuttle.

(SH227.423) There are no PFs in this scenario.

(SH227.43) COMMANDER'S OPTION ITEMS:

(SH227.431) Each Klingon 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.

Federation convoy units can purchase additional or special equipment as Commander's Option items (e.g., T-bombs, extra marines, etc.) up to 10% of its combat BPV. The *Star Tiger* cannot purchase Commander's Option items.

Federation reinforcements (see below) can purchase additional or special equipment as Commander's Option items (e.g., T-bombs, extra marines, etc.) up to 20% of its combat BPV.

See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions as victory points for the enemy.

(SH227.432) All drones are "medium," speed-20. Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option items. Note that (S3.2) allows drone ships extra points for this purpose.

(SH227.433) Historically, there were no Prime Teams in this scenario. The C5B often carried one Prime Team, but it had been lost in preceding action. This Prime Team could be included as a balance factor.

(SH227.44) REFITS: The C5 has the B refit, the Tug has the plus refit. The F-L and the F-AS both have General Skids.

(SH227.45) *STAR TIGER*: The *Star Tiger* was critically damaged in a previous battle, and is being towed to Earth to be rebuilt. The *Star Tiger* begins the scenario towed by the *Ptolemy*.

(SH227.451) SAUCER: Apply 24 points of damage to the saucer section, in one volley through the front shield (do not apply damage to the secondary hull). Treat all "warp" results as "no hit." The Federation player may then repair three boxes of his choice in the saucer.

(SH227.452) REAR HULL: The secondary hull of the *Star Tiger* was gutted in the previous battle. Mark all boxes in the secondary hull destroyed. Mark two excess damage boxes destroyed (representing the severe damage to the ship's structural integrity). Then repair one Aux Con box, one shuttle box, one tractor beam, and one rear hull box.

(SH227.453) WARP ENGINES: Both the left warp engine and the right warp engine are completely inactive; mark all boxes destroyed. The center warp engine is partially functional, mark three boxes destroyed (it can generate 12 points of power).

(SH227.454) SHIELDS: The shield system has been fully repaired and all shields function normally at the beginning of the scenario.

(SH227.455) MANEUVER LIMITS: The *Star Tiger* cannot disengage by acceleration, and due to structural damage cannot disengage by sublight evasion.

(SH227.456) REPAIRS: The *Star Tiger* has exhausted all of her own repair capability and may not repair any boxes (including shield boxes) during the scenario by any method.

(SH227.457) CREW: The *Star Tiger* begins the scenario with 32 crew units, 10 boarding parties, and one shuttle.

(SH227.46) FEDERATION REINFORCEMENTS: At the beginning of the scenario, the Federation player places six Gorn plasma torpedo counters (numbered 1 through 6) and six Romulan plasma torpedo counters (numbered 1 through 6) in a cup. At the beginning of each turn before Energy Allocation, beginning with Turn #3, the Federation player draws a counter from the cup. If the counter is a Romulan torpedo, discard the counter (do not place it back in the cup) and no reinforcement is received. If the counter is a Gorn torpedo, discard the counter (do not place it back in the cup) and a reinforcement is received per the chart below, depending on the number on the counter. All reinforcements arrive with a heading of the Federation player's option, speed Max, WS-III.

Counter #1: CC+ *Bon Homme Richard*, DDG+ *Golda Meir*, FFG *Churchill*, arrive within three hexes of 4201

Counter #2: Large Q-ship *Mendez Nunez*, arrives in hex 4201

Counter #3: GCA *General Teloma Monora*, arrives in hex 4229

Counter #4: GDD *Almirante Grau*, GFF *O'Higgins*, arrive within two hexes of 4229

Counter #5: LAC *Ulsan*, arrives anywhere on 42xx hexrow

Counter #6: POL+ *Deckerd*, arrives anywhere on 42xx hexrow

(SH227.5) VICTORY CONDITIONS: Use the Modified Victory Conditions. The Klingon player receives a 200-point bonus if the *Star Tiger* is destroyed or captured, the Federation gains a 200-point bonus if the *Kommodore Kuyper* is captured or destroyed, and a 50 point bonus if the *Swiftsword* is captured or destroyed. The Klingon player receives no points for damaging or crippling the *Star Tiger* (since she begins the scenario in a crippled condition) or forcing her to disengage (since she is already leaving the fighting front). Any Klingon ship not able to disengage by acceleration at the end of the scenario is considered destroyed.

(SH227.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH227.61) Replace the Klingon force with a mercenary Orion raiding force consisting of a CA+, BR, and CR+.

(SH227.62) Change the year to Y183. Give all applicable refits to all ships. Add 2xG1 fast patrol ships to the Klingon force (and two mech links on the C5K). Change the Federation fighters from F-8 to F-18CM.

(SH227.63) To enhance the use of electronic warfare, add an F5SB to the Klingon force and a Large Auxiliary Scout to the Federation convoy.

(SH227.7) BALANCE: This scenario can be balanced between players of different skill levels by one or more of the following:

(SH227.71) Decrease the chance for Federation reinforcements by increasing the number of Romulan counters in the reinforcement cup. Alternatively, the chance

for reinforcements can be improved by decreasing the number of Romulan counters.

(SH227.72) Add K-refits to the Klingon ships.

(SH227.73) Add a D5 cruiser to the Klingon force.

(SH227.74) Replace the Federation AuxCVL with an AuxCVA (24xF-8, or 12xF-8 and 12xF-4).

TACTICS

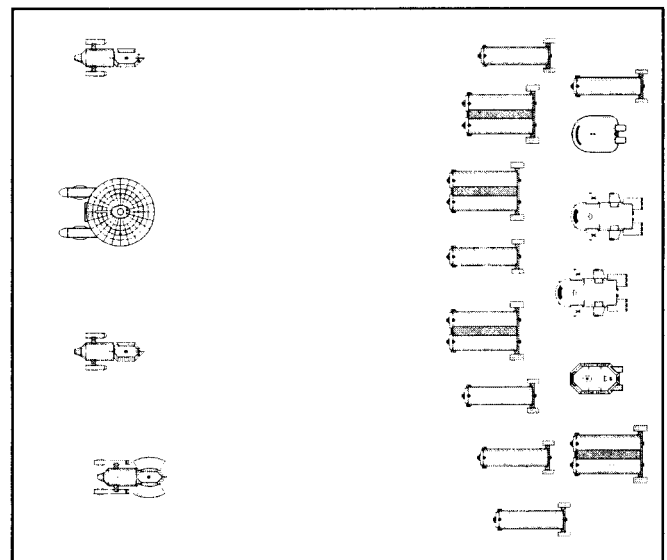
FEDERATION: Keep moving, put all the power you can into reinforcement, get the fighters out and flood his approach zone with drones, but keep moving.

KLINGON: The *Star Tiger* is the thing, but if you are not careful, you will become the thing. Time is not on your side as inevitably more and more Federation ships will turn up, and you only need to be crippled to cancel anything you can gain by killing the *Tiger*.

(SH227.X) DESIGNER'S NOTES: The hard part for fast raiders is killing the target before help arrives. I wanted to make the target something valuable enough for the Klingons to press forward despite the risks involved.

HISTORICAL OUTCOME: The *Rawalpindi* was destroyed and the *Campania's* fighter group was annihilated, sacrificing themselves protecting the *Star Tiger*. This bought enough time for the arrival of the Alpha Centaurian National Guard cruiser *General Teloma Monora* and the Star Fleet squadron led by the *Bon Homme Richard*. This turned the tide of the battle and drove the Klingon ships off. The *Star Tiger* suffered some additional damage, but was successfully towed to Earth and rebuilt as a fast carrier. Commander Tellne was wounded in the battle, but survived and eventually rose to head Star Fleet Transport Command during the later stages of the Andromedan War. The *Kommander Kuyper* suffered moderate damage before being forced to withdrawal in the face of Federation reinforcements. The commander of the *Swiftsword*, Captain Valk, later planned and executed the PF ambush that destroyed the rebuilt *Star Tiger* later in the war.

(SH228.0) THE ORION STAMPEDE



(Y175)

by Stephen V Cole, Texas

The Orion Cluster had declared neutrality in Y171, exercising the clause in its membership treaty with the Federation to opt out of any war. After the initial Klingon thrust

at the Federation central region was pushed back, the Federation began active trading with the Orions, but under tight controls. The Orions, aggressive businessmen above all else, resented these controls and wanted to sell their products to the Federation on their own terms. Being a democracy, and a federation of worlds not a monolithic empire, there were always Federation businessmen willing to trade and willing to bend the rules for extra profits.

The situation escalated until this incident, in which the Orions attempted to send a stampede of freighters across the border all at once, hoping that in the confusion some of them would reach their intended markets.

(SH228.1) NUMBER OF PLAYERS: 2; the Orion player and the Federation player.

(SH228.2) INITIAL SET UP

TERRAIN: The Federation-Orion border is between hex columns 37xx and 38xx.

FEDERATION: FLG+ *Mackie* in 2215, POL+a *Tavon*, PV+a *Marshal* (12xF-18), PFF *Wagenbach*. Enter the map anywhere along the 01xx map edge, heading B or C, speed max, WS-III.

ORION: DD *Capone*, DDV *Dillinger* (6xF-8), DD *Floyd*, anywhere in Orion territory, heading at player's option, speed 10, WS-III.

Freighters: 6xF-S, 4xF-L, FT, APT, enter map anywhere along the 42xx map edge, heading E or F, speed max, WS-III. These ships can enter Federation territory (and must to win).

(SH228.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH228.4) SPECIAL RULES

(SH228.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Federation units can only disengage from hexes of Federation territory. The Orion units can only disengage from hexes of Orion territory. The freighters must exit from the 01xx map edge in order to qualify for victory conditions.

(SH228.42) SHUTTLES: No shuttles have warp booster packs. There are no PFs in this scenario.

(SH228.421) The FLG has one MRS.

(SH228.422) If using EW fighters, one of the F-18s is an F-18E. If not using EW fighters it is a standard F-18.

(SH228.43) COMMANDER'S OPTION ITEMS

(SH228.431) Each Federation or Orion 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. No Commander's Option Points are available to the freighters.

(SH228.432) All drones are "medium," i.e., speed-20.

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

(SH228.433) If players wish to use the optional Prime Teams (G32.0), the FLG may purchase one. (It will have to "borrow" points from other ships in order to afford one, such borrowing is not allowed for any other purpose).

(SH228.44) REFITS: The Federation ships have the refits listed in (SH228.2).

(SH228.45) ORION ENCLAVE SPACE: Hex columns 38xx, 39xx, 40xx, 41xx, and 42xx are Orion territory. Orion warships cannot leave this territory and Federation ships cannot enter it. (Violation of this rule forfeits the scenario.) Orion fighters

may move into Federation territory as far as hex column 23xx but the Orions lose the scenario if one of their fighters voluntarily moves beyond that line. Orion ships may fire across the line at any Federation ship which has fired on or tractored a freighter; they cannot fire on their own freighters.

(SH228.46) FEDERATION RULES OF ENGAGEMENT: Federation units may fire only at Orion ships which fire at that specific Federation unit. Federation ships can fire at freighters only to damage shields and force boarding attempts. Federation units cannot fire on the down shield of a freighter. If any freighter is destroyed by Federation weapons fire, the Federation loses. Federation fighters may fire at Orion fighters only if those fighters fire on a Federation unit, for this purpose an Orion fighter launching a drone is considered to have fired on the nearest Federation unit, even if the drone is launched on a ballistic trajectory. In all cases, a Federation unit may fire on an Orion unit only within eight impulses of the offending action.

(SH228.47) FREIGHTER SURRENDER: Any of the freighters will surrender immediately if a Federation boarding party is placed on board.

(SH228.5) VICTORY CONDITIONS: Victory depends on the number of freighters which leave the map. Five or more is an Orion victory, four is a draw, three or less is a Federation victory. For every ten boxes of internal damage caused to freighters by Federation weapons, the Orions get credit for one additional escaped freighter.

(SH228.6) VARIATIONS: The scenario can be played again by making any of the following changes:

(SH228.61) Use the police ships of any race.

(SH228.62) For a smaller scenario, eliminate five of the freighters (Orion choice) and two Federation ships (Federation choice).

(SH228.63) For a simpler scenario, eliminate the two carriers.

(SH228.7) BALANCE: The scenario can be balanced between players of different skill levels by the following:

(SH228.71) Change the size of some of the freighters.

(SH228.72) Replace the PV and its fighters with a POL.

(SH228.73) Delete or add a couple of freighters.

(SH228.8) TACTICS

ORION: Have the freighters run for the border at top speed. A few of them should spread out so the Federation cannot catch all of them at once, but keep some bunched up so that their combined phasers can give a bloody nose to any Federation police ship that tries to arrest them. Fire on any Federation ship that gives you a valid target, and use your fighters to harass his ships.

FEDERATION: You need to shut this thing down right away. Tractor freighters, board them, do whatever you have to do, but don't let them get loose inside the Federation. You have no idea how many Klingon spies may be aboard! While there is some risk, use Non-Violent Combat (D6.4) to minimize the internal damage on the freighters. You will not be able to hurt the Orion warships much. Try to beam your marines from five hexes away to minimize that return phaser shot the freighter will throw your way when you lower your shield. Make sure that your down shield does not face the Orion warships.

HISTORICAL OUTCOME: Some of the ships escaped, but most were caught. The Federation council, shocked by the boldness of the Orions, authorized that ships leaving the Orion Enclave without authorization could be confiscated as prizes of war, rather than being fined and released.

The Orions quickly agreed to negotiate a new trade pact.

ANNEX #3 MASTER SHIP CHART

See Page 30.

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

TUG CLASS	0 PODS	1 POD	2 PODS	3 PODS
Generic HTG*	-	-	-	-
Generic STG*	-	-	-	-

*These tugs are fitted with special linkages enabling them to dock to any unit for purposes of towing, but their movement cost is always the combined movement costs of the tug and the object being towed, see Annex #7L.

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: Generic SK, SSK, MCR; Tholian POL; Orion DD, DV.
AERODYNAMIC: The following ships can use the Aerodynamic Landing System: Generic SK, SSK; Romulan SNV, FLG.
ENGINE: Generic FTZ, FTT, PT, SK, SSK, MCR; Orion DD, DV; Andromedan GUN, MOS.
BONUS: All ships that can land under engine power and Federation saucers receive the 1-5 bonus for crash landing (P2.431).

ANNEX #7F NIMBLE UNITS

The following units are added to the list of units considered to be nimble for the purposes of (C11.1):
 Generic: MCR, SK, SSK; Klingon: E3C; Romulan: SNV; Tholian: Pol; Orion: DD, DV; Lyran: PV; ISC: LFF, LFE, PV.

ANNEX #7G: CARRIER INFORMATION

Race	CV	Ftrs	Admin	Bays	Store	DC
Generic	HFB-S	3H	1	OS	100†	6
	HFB	6H	2	OS	200†	12
	HFC	12+6H	6	OS	200†	24
	HAV	24-28	6	2-4	R1.13	24-28
	HAP	0-4	2	2-4	R1.13	0-4
	HSC	12-16	4	2-4	R1.13	12-16
	HAC	0-4	3	1-3	0	0-4
Fed	GVM	12	3	1	200	12
Klingon	LDV	10	2	2	100	10
Romulan	SNV	14	1	1	50¥	4
Kzinti	LCV	9	1	1	100	9
Gorn	LCV	12	2	2	100¥	12
	FFV	6	3	1	50¥	6
Orion	DV	6	2	1	75†	6
	LCA	2	2	2	0	2
	LFV	6	1	1	0	6
	HGN	3	2	1	0	3
Hydran	HGV	16	2	2	0	16
Lyran	LCV	8	2	2	100	8
	PV	6	2	2	75	6
ISC	LCV	9	3	1	100¥	9
	PV	6	3	1	50¥	6

¥ 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 meclinks 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 #7H CLOAKING DEVICE ENERGY COST

SHIP.....	ENERGY COST
STB	12
STB that shut down its warp reactors.....	6

ANNEX #7N: DRONE RELOADS

RULE	SHIP	TYPE	STORAGE
R2.120	Fed GDE	FE	50

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.

ANNEX #7R SHIPS ABLE TO PINWHEEL

POL CLASS: Pol. While not listed in the existing (C14.0) rules set, ships of this class may form pinwheels with each other.

ANNEX #10 TACTICAL INTELLIGENCE
HULL TYPE CLASSIFICATIONS

GENERAL SHIPS AND UNITS

Bases.....when in space, see note #4
 Ground Base.....All small ground bases are of one type. Medium bases are \$. Specific type is determined only by observation of systems or actions.
 Ducktail.....Presence of a ducktail on a freighter hull is detected at level D.
 Skids.....presence of a skid, or skids, on a freighter hull is detected at level D, the type of skid, or skids, is detected at level F.
 F-L Ballast.....F-L, F-AL\$, STG\$.
 F-S Ballast.....F-S, F-AS\$, HTG\$.
 F-L.....L-AC\$, F-HL, F-LL.
 F-S.....S-AC\$, F-HS, F-LS, Tholian AWT.
 Free Trader.....FTZ, FTT, PT.
 Skiff.....SK, SSK.
 MCR.....MCR.
 F-OL.....HAV\$, HAP\$, HSC\$, H-AC\$.
 APT.....EPT.

FEDERATION OF PLANETS SHIPS

GCA.....GCA, GVM\$.
 GVM†.....GVM.
 GDD.....GDD, GDE\$.
 GFF.....GFF.
 PFF.....PFF.

KLINGON EMPIRE SHIPS

LD4.....LD4, LDV†, Romulan KD4.
 LDV.....LDV.
 LF4.....LF4, LFE; Romulan KF4\$; WYN KF4\$.
 LD5.....LD5.
 G6.....G6.
 D6.....D6I.
 F5.....FC†, F5I.
 E4.....EC†, E4I.
 EC†.....E4C.
 E3.....E3C†.
 E3C†.....E3C.
 FC.....F5P.

ANDROMEDAN INVADERS' SHIPS

SS-Small.....Sled†.
Sled†.....GUN, MOS§.

LYRAN STAR EMPIRE SHIPS

LCA LCA, LCV\$.

LDD LPF\$.

LFF LFF, LFE; WYN LYF\$.

POL PV

LDR ships..... Distinguished from Lyran ships at Level "I" when
their phaser-Gs are discernable
(assuming that they have phaser-Gs)
or when other changes are noted.

WYN AUXILIARY SHIPS

See Also Klingon LF4; Lyran LFF.

INTERSTELLAR CONCORDIUM SHIPS

LCA LCA, LCV.
LFF LFF, LFE§.
HPL HPL.
POL PV.

LYRAN DEMOCRATIC REPUBLIC SHIPS

LDR ships are included in the Lyran section.

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.

4. Each type of base is a separate hull type, with the exception that SAMS and ComPlats are of a ‡ Group.

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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 Svc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmd Ratng	Notes
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MERCHANT SHIPS

EPT	10	2	77/22	3-6	0.20	—	4	C	1.66	130	1	5	0	
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FREE TRADERS

FTZ	5	2	70/20	4-6	0.50	1	4	C	1.51	125	3	5	0	
FTT	20	2	80/22	4-6	0.50	1	4	C	1.65	130	3	7	0	
PT	6	2	82/34	4-6	0.50	—	4	C	1.67	130	3	8	3	

SKIFFS AND CUTTERS

SK	1	0	16	4-6	0.25	—	5	B	1.52	130	1	1	3	N
SSK	3	2	24	4-6	0.25	—	5	B	1.53	130	1	1	3	N
MCR	1	0	15/11	4-6	0.25	—	5	C	1.54	130	1	1	3	N

SKIDS AND DUCKTAILS

GS	1	0	+6	—	■	—	5°	—	1.68A	140	1	+1	+0	
LASH	1	0	+6	—	■	—	5°	—	1.68B	140	1	+1	+0	
S-DT	0	0	+3	—	■	—	5°	—	1.69A	140	1	+0	+0	
L-DT	0	0	+3	—	■	—	5°	—	1.69B	140	1	+0	+0	

N-A: Class A Augmentation Module.

N-F: This unit becomes available two years after the owning race has deployed fighters, except that Kzintis cannot deploy them prior to Y165, and the Hydrans cannot deploy them prior to Y166.

N-H: This unit becomes available when the owning race has deployed heavy fighters.

N-P: This unit becomes available when the owning race has deployed fast patrol ships.

N-SCS: This unit becomes available when the owning race has deployed a warship SCS.

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

D% for HAV, HAP, and SAC applies only to drone-armed ships, PFTs, and Carriers, or those carrying drone-armed PFs or fighters, or to ground bases operating drone-armed fighters or heavy fighters.

Orions do not operate auxiliaries. Auxiliaries cannot have cloaking devices even in Romulan service.

UNITED FEDERATION OF PLANETS

GCA	38	10	100	5-6	1.00	2	3	D	2.116	120	8	13	8	
GDD	17	6	75	3-6	0.50	—	4	C	2.117	120	6	8	5	
GFF	13	6	60	5-6	0.33	—	4	B	2.118	120	4	6	3	
GVM	41	10	105	5-6	1.00	2+2	3	D	2.119	169	8	13	8	V, D%
GDE	17	6	80	3-6	0.50	1+2	4	C	2.120	169	6	7	5	LA, E
PFF	12	4	75	6	0.50	1	4	A	2.121	175	3	10	3	

KLINGON EMPIRE

LD4	38	14	92	5-6	1.00	1	3	B	3.130	121	7	14	8	
LDV	39	14	80	5-6	1.00	1+2	3	B	3.131	167	7	13	8	V, D%
LF4	18	8	63	4-6	0.50	—	4	A	3.132	121	4	7	4	
LFE	18	8	70	4-6	0.50	—	4	A	3.133	167	4	7	4	LA, E
LD5	40	12	95	5-6	0.67	1	3	B	3.134	120	6	14	6	
LD5B	40	12	102	5-6	0.67	1	3	B	3.134	168	6	14	6	R
G6	12	4	65	4-6	0.50	—	4	A	3.135	175	3	9	3	
D6I	38	10	107	5-6	1.00	1	3	B	3.136	133	7	18	8	ISF
F5P	26	12	86	4-6	0.50	1	4	A	3.137	152	4	11	5	ISF
F5I	22	8	68	4-6	0.50	—	4	A	3.138	150	4	10	5	ISF
F5IB	22	8	73	4-6	0.50	—	4	A	3.138	165	4	10	5	ISF, R
E4C	18	10	70	4-6	0.33	1	4	A	3.139	129	3	8	4	ISF
E4I	14	6	50	4-6	0.33	—	4	A	3.140	140	3	8	3	ISF
E4IB	14	6	54	4-6	0.33	—	4	A	3.140	165	3	8	3	ISF, R
E3C	15	8	49	5-6	0.33	—	4	A	3.141	127	2	7	4	ISF, N

ROMULAN STAR EMPIRE**K-SERIES ("KESTREL") SHIPS PURCHASED FROM THE KLINGONS**

KD4	35	10	100	5-6	1.00	1	3	B	4.117	160	7	14	8	
KF4	18	5	68	4-6	0.50	—	4	A	4.118	160	4	7	4	

E-SERIES ("EAGLE") SHIPS

SNV	10	2	57/30	5-6	0.25	1+2	4	D	4.119	170	2	4	3	*, V, N
SNVR	10	2	60/33	5-6	0.25	1+2	4	D	4.119	171	2	4	3	*, V, N, R
FLG	26	26	97/75	5-6	0.50	1	4	D	4.120	162	5	9	7	◆, *, MS
FLGR	26	26	100/79	5-6	0.50	1	4	D	4.120	171	5	9	7	◆, *, MS, R

Romulan SNV and FLG were police ships and did not have cloaking devices.

MASTER SHIP CHART

STAR FLEET BATTLES

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 Srv	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmdr Rtnng	Notes
KZINTI HEGEMONY														
LCS	36	16	93	5-6	1.00	2	3	C	5.94	157	7	15	8	
LCV	36	16	96	5-6	1.00	2+2	3	C	5.95	167	7	14	8	V, D%
LFF	18	6	49	5-6	0.33	1	4	A	5.96	156	4	7	3	
LEF	18	6	47	5-6	0.33	1	4	A	5.97	169	4	7	3	E, LA
GORN CONFEDERATION														
LCL	28	8	60	4-6	0.67	2	3	D	6.79	121	6	9	6	
LCL	28	8	76	4-6	0.67	2	3	D	6.79	172	6	9	6	R
LCV	32	8	80	4-6	0.67	2+4	3	D	6.80	172	6	9	6	V
LDD	18	6	53	4-6	0.50	1	4	C	6.81	121	4	6	4	
LDE	18	6	60	4-6	0.50	1	4	C	6.82	174	4	7	4	E, LA
BFF	15	6	60	4-6	0.33	1	4	B	6.83	167	4	8	3	Y1
FFV	14	4	55	4-6	0.33	1+2	4	B	6.84	176	3	8	3	V
THOLIAN HOLDFAST														
POL	7	4	40	6	0.25	—	4	AA	7.52	115	3	5	3	N
AWT	16	5	80/44	3-6	0.33	—	4	C	7.53	170	3	14	3	
ORION MERCHANTS' ASSOCIATION														
DD	12	6	55	6	0.50	1	4	A	8.47	125	5	9	5	N
DV	14	6	61	6	0.50	1+2	4	A	8.48	168	5	9	5	V, N
HYDRAN KINGDOM														
LCA	30	12	86	5-6	1.00	1+1	3	C	9.103	134	9	12	8	
LFF	9	6	58	6	0.33	—	4	C	9.104	134	3	6	3	
LFV	14	6	65/55	6	0.33	0+1	4	C	9.105	150	3	5	3	V
LFE	9	6	65	6	0.33	—	4	C	9.106	171	3	6	3	E, LA
HGN	14	8	70	5-6	0.50	1+1	4	A	9.107	175	4	10	4	
HGV	19	8	80/65	5-6	0.50	1+3	4	A	9.108	176	4	8	6	V
ANDROMEDAN INVADERS														
GUN	10	4	40	6	0.33	—	4	A	10.61	170	3	10	3	
MOS	12	2	48/26	6	0.33	—	4	A	10.62	166	3	30	20	◆
LYRAN STAR EMPIRE														
LCA	38	12	105	5-6	1.00	1	3	C	11.79	130	7	14	9	
LCV	39	12	101	5-6	1.00	1+2	3	C	11.80	167	7	14	9	V, Y1
LFF	18	4	60	6	0.33	—	4	A	11.81	130	4	6	3	
LFE	18	4	66	6	0.33	—	4	A	11.82	167	4	6	3	E, LA
LPF	24	4	56/40	5-6	0.05	—	4	B	11.83	178	4	7	4	◆, P
PV	17	4	59	6	0.33	1+1	4	A	11.84	170	2	6	4	V, N
WYN STAR CLUSTER														
KF4	18	4	90	4-6	0.50	—	4	A	12.47	150	4	11	4	CP, N2
LYF	18	4	85	6	0.33	—	4	A	12.48	146	3	8	3	CP, N2
N2: Limited Deployment. See (R12.1F).														
INTERSTELLAR CONCORDIUM														
LCA	40	10	100	5-6	1.00	1	3	D	13.69	162	8	13	8	
LCA	40	10	100	5-6	1.00	1	3	D	13.69	170	8	13	8	R
LCV	44	10	105	5-6	1.00	1+2	3	D	13.70	170	8	13	8	V
LFF	10	6	50	6	0.33	—	4	A	13.71	162	3	6	3	
LFE	10	6	50	6	0.33	—	4	A	13.72	170	3	7	3	E, LA
HPL	17	6	65	6	0.50	1	4	A	13.73	175	4	10	4	
PV	12	2	52	6	0.33	1+2	4	A	13.74	173	4	6	4	V, N
LYRAN DEMOCRATIC REPUBLIC														
LCA	38	12	116	5-6	1.00	1	3	C	14.42	163	7	14	9	
LFF	18	4	68	6	0.33	—	4	A	14.43	162	4	6	3	

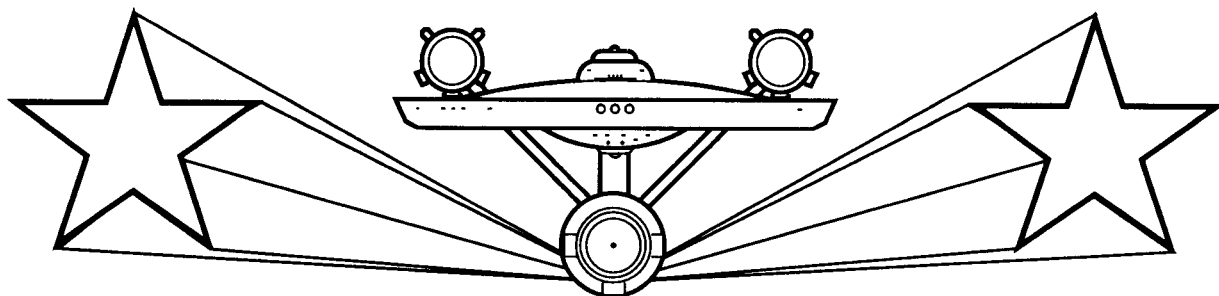
NOTE: Listing of spare shuttles is: Shuttles, Fighters. Year in Service dates marked with ‡ indicate the earliest year where a ship of that type might have entered service, but none of the ships listed here were ever built, so all such dates are purely conjectural.

R8 RULEBOOK — SKU-5627

A complete copy of SFB Module R8 includes one 32-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.

★ STAR FLEET BATTLES ★



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R9.105.....	Local Defense Escort Carrier.....	59
R9.106.....	Local Defense Escort Frigate.....	60
R9.107.....	Police Heavy Destroyer.....	61
R9.108.....	Police Heavy Carrier	62

LYRAN LOCAL DEFENSE UNITS

R11.79.....	Local Defense Cruiser.....	65
R11.80.....	Local Defense Carrier.....	66
R11.81.....	Local Defense Frigate	67
R11.82.....	Local Defense Escort Frigate.....	68
R11.83.....	Local Defense PF Tender.....	69
R11.84.....	Police Carrier.....	70

ISC LOCAL DEFENSE UNITS

R13.69.....	Local Defense Cruiser.....	73
R13.70.....	Local Defense Carrier.....	74
R13.71-72..	Local Defense Frigates.....	75-76
R13.73.....	Heavy Police Ship	77
R13.74.....	Police Carrier.....	78

OTHER UNITS

R7.52.....	Tholian Police Cutter.....	53
R7.53.....	Tholian Armed Web Tender.....	54
R8.47.....	Orion National Police Destroyer.....	55
R8.48.....	Orion National Police Carrier.....	56
R10.61-62..	Andromedan Sleds	63-64
R12.47-48..	WYN Purchased Frigates.....	71-72
R14.42.....	LDR Local Defense Cruiser	79
R14.43.....	LDR Local Defense Frigate.....	80

SECTOR BASE


$$\begin{aligned}LS &= LF + L + LR \\RS &= RF + R + RR \\FX &= L + LF + RF\end{aligned}$$

SHIP DATA TABLE	
TYPE	= STB
POINT VALUE	= 280
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R1.47
HANGAR MODULE +10	
PF MODULE	+12
CLOAK = 12/6 BPV +30	
ROM/ORION ONLY	

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
"PHASER" DAMAGE POINTS.**

TYPE IV PHASE TARIFF

[illegible]

TYPE III DEFENSE PHASE		4-9-15		3-8-15	
DIE	RANGE	1	2	3	8
ROLL	0	1	2	3	8
1	4	4	4	4	3
2	4	4	4	4	1
3	4	4	4	4	1
4	4	4	4	3	0
5	4	4	3	2	0
6	3	3	1	0	0

SEE (D4.12) FOR ARMOR RULES.
SEE (R1.02) FOR WEAPONS.
SEE (C3.7) FOR ROTATION.
FABRICATION DESTROYED ON
"CARGO" DAMAGE POINTS.
REPAIR DESTROYED ON
"CARGO" DAMAGE POINTS.
SEE (H4.32) FOR DAMAGE TO AV

HANGAR
MODULE

**HANGAR
MODULE**

DAM CON

0	1	2	3	4	5	6	7
---	---	---	---	---	---	---	---

EX DAM

--	--	--	--	--	--	--	--

SCANNER
0 0 0 1 3 5 9

SENSOR
6 6 6 5 3 1 0

CNTR

SHIELD # 4

HEAVY FIGHTER GROUND BASES

BASE MODULES

HEAVY FIGHTER GROUND BASE

SHIELD

CNTR

BASE DATA TABLE

TYPE = HFB
 BPV = 15
 SHIELD = 1/2+1/2
 LIFE = 0
 SIZE = 5
 REF = R1.48B

SHUTTLE

PH-3-FH
 AUX
 CARGO
 HULL
 C

BRDNG PRTS

2

CREW UNITS

10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SMALL HEAVY FIGHTER GROUND BASE

SHIELD

CNTR

BASE DATA TABLE

TYPE = HFB-S
 BPV = 12
 SHIELD = 1/2+1/2
 LIFE = 0
 SIZE = 5
 REF = R1.48A

SHUTTLE

PH-3
 AUX
 CARGO
 HULL
 C

BRDNG PRTS

2

CREW UNITS

6

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SKIDS

PHASER-2s

ADDED BY

SKIDS HAVE

360° FIRING

ARCS.

TYPE = GS

BPV = +6

REF = R1.68A

CREW UNIT

APR

PH-2

BTTY

TRAN

LAB

TRAC

HEAVY FIGHTER PLANETARY CONTROL BASE

SHIELD

CNTR

BASE DATA TABLE

TYPE = HFC
 BPV = 30
 SHIELD = 1/2+1/2
 LIFE = 0
 SIZE = 5
 REF = R1.48C

SHUTTLE

PH-4
 PH-3-FH
 AUX
 CARGO
 HULL
 C

BRDNG PRTS

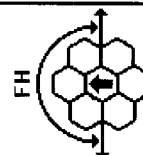
6

CREW UNITS

10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES



HEAVY FIGHTER HANGAR BAY MODULE

FIGHTER

CARGO

HULL

C

CREW UNITS

8

DECK CREWS

10

TYPE = HFM

BPV = 12

REF = R1.70

NOTE: FIGHTER BOXES ARE DESTROYED ON "SHUTTLE" DAMAGE POINTS AND CAN FUNCTION AS TRACTORS, SEE (J1.561) AND (K2.24).

DUCKTAILS

LARGE FREIGHTER

DUCK TAIL

TYPE = L-DT
 BPV = +3
 REF = R1.69B

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES	HTS

SMALL FREIGHTER

DUCK TAIL

TYPE = S-DT
 BPV = +3
 REF = R1.69A

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES	HTS

LASH SKID

TYPE = LASH

BPV = +6

REF = R1.68B

CREW UNIT

TRAN

PH-2

SHTL

APR

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES	HTS

SALVAGE TUG

CNTR

SHIP DATA TABLE	
TYPE	= STG
POINT VALUE	= 30/20
BREAKDOWN	= 1-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.49

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

NO T-BOMBS

CREW UNITS

★	4
---	---

BOARDING PARTIES

2

TYPE II PHASER TABLE

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

KLINGON
ONLY

TURN MODE	SPEED
D	1 2-4
NO	2 5-8
HET	3 9-12
BONUS	4 13-17
BD	5 18-24
	6 25+

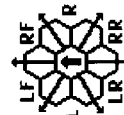
TYPE III DEFENSE PHASER

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

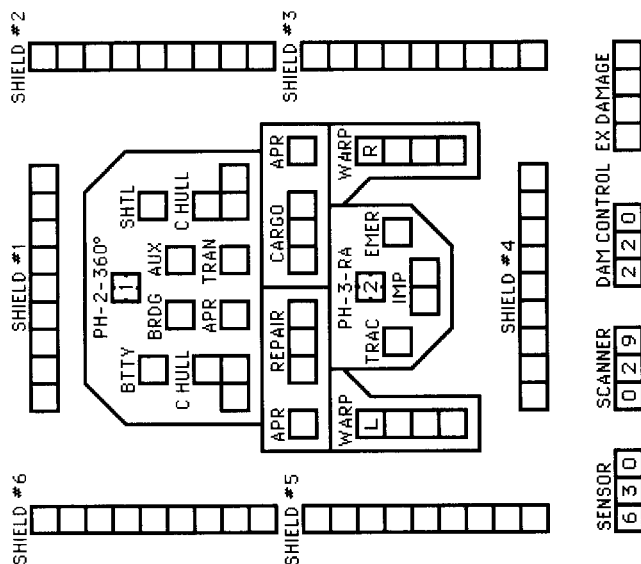
THIS SHIP CANNOT DISENGAGE BY ACCELERATION.

THIS SHIP CAN ACCELERATE BY NO MORE THAN 4 MOVEMENT POINTS PER TURN.

THIS SHIP DOES NOT CARRY T-BOMBS.



RA = LR + RR



WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST [6] = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

HARBOR TUG

CNTR

SHIP DATA TABLE	
TYPE	= HTG
POINT VALUE	= 18/14
BREAKDOWN	= 1-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.50

ADMINISTRATIVE SHUTTLE

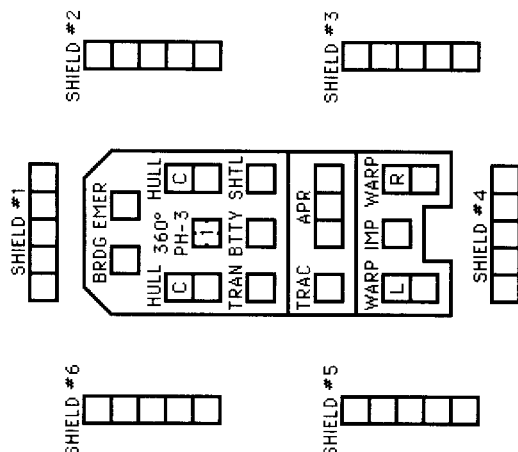
IDENT	HIT POINTS	NOTES

NO T-BOMBS

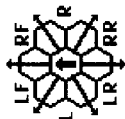
KLINGON SCTY
ONLY

CREW UNITS

2



TURN MODE	SPEED
C	1 2-4
NO	2 5-9
HET	3 10-14
BONUS	4 15-20
BD	5 21-27
	6 28+



TYPE III DEFENSE PHASER

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

THIS SHIP CANNOT DISENGAGE BY ACCELERATION.

THIS SHIP CAN ACCELERATE BY NO MORE THAN 3 MOVEMENT POINTS PER TURN.

THIS SHIP DOES NOT CARRY T-BOMBS.

WARP ENERGY MOVEMENT COST = 1/4 ENERGY POINT PER HEX [5] = HET COST [6] = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	7	7	7	7	8	8
Fract.	1/4	1/2	3/4	1	1 1/4	1 1/2	1 3/4	2	2 1/4	2 1/2	2 3/4	3	3 1/4	3 1/2	3 3/4	4	4 1/4	4 1/2	4 3/4	5	5 1/4	5 1/2	5 3/4	6	6 1/4	6 1/2	6 3/4	7	7 1/4	7 1/2

FREE SALVOR

CREW UNITS	5
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ADMINISTRATIVE SHUTTLES

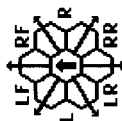
IDENT	HIT POINTS			NOTES
				SAL
				SAL
				HTS

BOARDING PARTIES

2

NO T-BOMBS

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



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

THIS SHIP CAN LAND ON PLANETS USING
THE POWERED LANDING SYSTEM (P2.434).
WORKS ARE DESTROYED ON "CARGO"
DAMAGE POINTS.

THIS SHIP DOES NOT CARRY T-BOMBS.

TYPE III DEFENSE PHASER

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

KLINGON SCTY ☐

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

PH-2-360°

TRAC

TRAN

BRDG

C HULL

SHTL

CARGO

R WARP

IMP

LAB WRK

L WARP

C HULL

SENSOR

SCANNER

DAM CON

EX DAM

WARP ENERGY MOVEMENT COST = $1/2$ ENERGY POINT PER HEX

[5] = HET COST

⑥ = ERRATIC MANEUVER WARP COST

WIND		WIND ENERGY POINT PER HOUR										WIND ENERGY POINT PER HOUR										WIND ENERGY POINT PER HOUR									
		⑤										⑥										⑦									
		1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
SPEED		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract	$\frac{1}{4}$	1	$\frac{1}{4}$	2	$2\frac{1}{4}$	3	$3\frac{1}{4}$	4	$4\frac{1}{4}$	5	$5\frac{1}{4}$	6	$6\frac{1}{4}$	7	$7\frac{1}{4}$	8	$8\frac{1}{4}$	9	$9\frac{1}{4}$	10	$10\frac{1}{4}$	11	$11\frac{1}{4}$	12	$12\frac{1}{4}$	13	$13\frac{1}{4}$	14	$14\frac{1}{4}$	15	

SEEKER SKIFF

SECURITY
SKIFF[illegible]

CWIK	SHIELD FH					

CNIK	SHIELD FH
------	-----------

BRDG	☐	TRNPH-3	HULL	☐	CREW	☒
	☐	TRAC 360°	PRB	☐	SENSOR	60
	☒	NWO	1	2	SCANNER	09
	☐	NWO	1	2	DAMCON	20
	☐	BTTY	☐	☐	EX DAM	☐
	☐	LW	☐	☐		
	☐	RW	☐	☐		
	☐	IMP	☐	☐		

DAMCON 2 0 EX DAM

RW

DRN 1 PRB TRAN

BRDG

C HULL

CARGO

PH-2 1 2 360° IMP

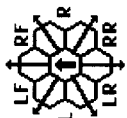
APR

BTTY

TRAC

SENSOR 6 0 CANNER 0 9

LW



SHIELD RH							
-----------	--	--	--	--	--	--	--

SHIELD RH							
-----------	--	--	--	--	--	--	--

SHIELD RH							
-----------	--	--	--	--	--	--	--

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

NIMBLE SHIP	
NO	
HET	
BONUS	
BD	

TURN MODE		SPEED
B	1	2-5
NO	2	6-10
HET	3	11-15
BONUS	4	16-21
BD	5	22-28
	6	29+

NIMBLE SHIP

SHIP DATA TABLE	
TYPE	= SK
POINT VALUE	= 16
BREAKDOWN	= 4-6
SHIELD COST	= 0
LIFE SUPPORT	= 0
SIZE CLASS	= 5
REFERENCE	= R152

SHIP DATA TABLE	
TYPE	= SSK
POINT VALUE	= 24
BREAKDOWN	= 4-6
SHIELD COST	= 0
LIFE SUPPORT	= 0
SIZE CLASS	= 5
REFERENCE	= R1.53
RACK UPGRADE	= +1

THE MCR CAN LAND ON
PLANETS USING THE
POWERED (P2.434) OR
GRAVITY (P2.432)
LANDING SYSTEMS.

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

TYPE III DEFENSE PHASE		4- 9-		
DIE RANGE	2	3	8	15
ROLL 0	1	2	3	8
1	4	4	4	3
2	4	4	4	2
3	4	4	4	1
4	4	4	3	0
5	4	3	2	0
6	3	3	1	0

NON-WEAPON OPTIONS	
1	
2	

RACK UPGRADE = +1

PROBES **CHRGD**

THE SK AND SSK CAN LAND ON PLANETS
USING THE POWERED (P2.434), GRAVITY
(P2.432) OR AERODYNAMIC (P2.433)
LANDING SYSTEMS.

DRONE RACK IS TYPE-A WITH ONE RELOAD.
SOME SHIPS LATER HAD TYPE-B OR TYPE-G
DRONE RACKS, DEPENDING ON AVAILABILITY.

PROBES	CREW	MARINES	CARGO
2	* 3	2	

WARP ENERGY MOVEMENT COST = 1/4 ENERGY POINT PER HEX										⑤ = HET COST										③ = ERRATIC MANEUVER WARP COST										
SPEED	1	2	③	4	⑤	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	7	7	7	7	8	8
Fract.	1/4	1/2	3/4	1	1 1/4	1 1/2	1 3/4	2	2 1/4	2 1/2	2 3/4	3	3 1/4	3 1/2	3 3/4	4	4 1/4	4 1/2	4 3/4	5	5 1/4	5 1/2	5 3/4	6	6 1/4	6 1/2	6 3/4	7	7 1/4	7 1/2

CNTR

[illegible][illegible]

TYPE I OR TYPE II PHASER TABLE

**INSERT CORRECT PHASER TABLE, SEE
(R1.55) FOR TYPE.**

TURN MODE	SPEED
E	1
	2-3
	4-6
	7-10
NO	11-14
HET	15-20
BONUS	21-29
BD	30+

**KLINGON
ONLY**

SCTV ☐
SCTV ☐

TYPE III DEFENSE PHASE						
DIE RANGE		4- 9-			3 8 15	
ROLL	0	1	2	3	8	15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

IF THE SHIP HAS SEEKING WEAPONS, IT CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING. IF IT DOES NOT HAVE SEEKING WEAPONS, IT CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO HALF ITS SENSOR RATING.

THIS SHIP CAN ACCELERATE BY NO MORE THAN FIVE MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION.

$$\begin{aligned} RA &= LR + RR \\ LS &= LF + L + LR \\ RS &= RF + R + RR \end{aligned}$$

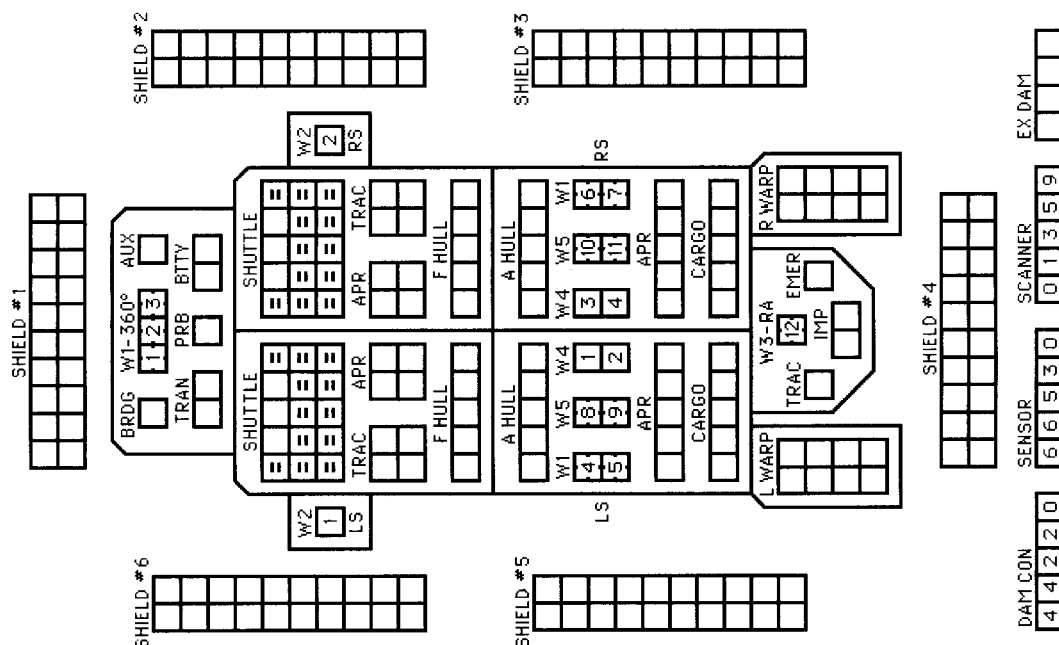
SHIP DATA TABLE	
TYPE	= HAV
POINT VALUE	= 160/120
BREAKDOWN	= 3-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R1.55
Y175 REFIT	= +2

PROBES	5
--------	---

TURN	MODE	SPEED
E	1	2-3
	2	4-6
	3	7-10
	4	11-14
	5	15-20
	6	21-29
	7	30+

INSERT WEAPON SPECIFIED BY (R1.55).

INSERT WEAPON SPECIFIED BY (R1.55).



CNTR	
------	--

[illegible]

INSERT CORRECT PHASER TABLE, SEE
(R1.55) FOR TYPE.

$$\begin{aligned}LS &= LF + L + LR \\RS &= RF + R + RR\end{aligned}$$

INSERT WEAPON SPECIFIED BY (R1.55).

TURN MODE	SPEED
E	1 2-3
	2 4-6
	3 7-10
	4 11-14
	5 15-20
	6 21-29
	7 30+

**KLINGON
ONLY**

SCTY ☐ SCTY ☐

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.**

IF THE SHIP HAS SEEKING WEAPONS, IT CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING. IF IT DOES NOT HAVE SEEKING WEAPONS, IT CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO HALF ITS SENSOR RATING.

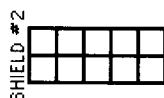
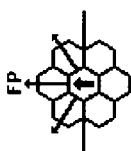
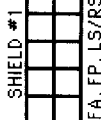
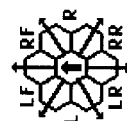
THIS SHIP CAN ACCELERATE BY NO MORE THAN FIVE MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION.

MOVEMENT COST = 1

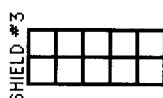
HET COST = 5

EM COST = 6

SMALL AUXILIARY CRUISER



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



FEDERATION SAC HAD
TYPE-A DRONE RACKS
(ONE RELOAD) UNTIL
THE Y175 REFIT, WHICH
CONVERTED THESE TO
TYPE-G (THREE
RELOADS). ONE RELOAD
IS ENTIRELY ADDS.

THE SMALL AUXILIARY CRUISER
CAN ACCELERATE BY FIVE MOVEMENT
POINTS PER TURN. IT CAN DISENGAGE
BY ACCELERATION.

CNTR

SHIP DATA TABLE	
TYPE	= S-AC
POINT VALUE	= 50
BREAKDOWN	= 1-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.58
Y175 REFIT	= +0/+2

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
10	20
8	

TRANSPORTER BOMBS	
D	D

KLINGON SCTY ONLY	
A	B
A	B

TYPE II PHASER TABLE

TYPE II PHASER TABLE	
DIE RANGE	4-9-16-31-50
ROLL 0	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
1	6 5 4 3 2 1
2	6 5 4 4 2 1 1 0
3	6 4 4 4 1 1 0
4	5 4 4 3 1 0
5	5 4 3 3 0
6	5 3 3 3 0

TYPE I OFFENSIVE PHASER TABLE

TYPE I OFFENSIVE PHASER TABLE	
DIE RANGE	6-9-16-26-51-75
ROLL 0	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75
1	9 8 7 6 5 4 3 2 1
2	8 7 6 5 4 3 2 1 1 0
3	7 5 4 4 3 1 0
4	6 4 4 4 3 2 0
5	5 4 4 4 3 3 1 0
6	4 4 3 2 2 0

DISRUPTOR TABLE

DISRUPTOR TABLE	
RANGE	0 1 2 3-4 5-8 9-15
HIT (STD)	NR 1-5 1-5 1-4 1-4 1-4
HIT (OVERLOAD)	1-6 1-5 1-5 1-4 1-4 NR
DAMAGE, STD	0 5 4 4 3 3
DAMAGE, OULD	10 10 8 8 6 0

PLASMA TORPEDO WARHEAD TABLE

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

DRONE RACKS

DRONE RACKS	
A	B
A	B

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX	
SPEED	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
Standard	1 1 1 2 2 2 2 3 3 3 3 4 4 4 4 5 5 5 5 6 6 6 6 7 7 7 7 8 8 8 8 9 9 9 9 10 10 10 10
Fract.	1/3 2/3 1 1 1/3 1 2/3 2 2 2/3 3 3 3/3 3 4 4 4 4 5 5 5 5 6 6 6 6 7 7 7 7 8 8 8 8 9 9 9 9 10 10 10 10

TYPE III DEFENSE PHASER

TYPE III DEFENSE PHASER	
DIE RANGE	4-9-15
ROLL 0	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1	4 4 4 3 1 1 1 1 1 1 1 1 1 1 1
2	4 4 4 4 2 1 0 0 0 0 0 0 0 0 0
3	4 4 4 4 1 0 0 0 0 0 0 0 0 0 0
4	4 4 4 3 0 0 0 0 0 0 0 0 0 0 0
5	4 4 3 2 0 0 0 0 0 0 0 0 0 0 0
6	4 3 3 1 0 0 0 0 0 0 0 0 0 0 0

FUSION BEAM TABLE

FUSION BEAM TABLE	
DIE RANGE	3-11-16-24
ROLL 0	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24
1	13 8 6 4 3 2 1
2	11 8 5 3 2 1 1 0
3	10 7 4 2 1 0
4	9 6 3 1 1 0
5	8 5 3 1 0
6	8 4 2 0

FUSION OVERLOAD

FUSION OVERLOAD	
DIE RANGE	3-8
ROLL 0	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100
1	19 12 9 6 3 2 1 0
2	16 12 7 4 1 0
3	15 10 6 3 1 0
4	13 9 4 1 0
5	12 7 4 1 0
6	12 6 3 0

PLASMA-D RACKS

PLASMA-D RACKS	
A	B
A	B

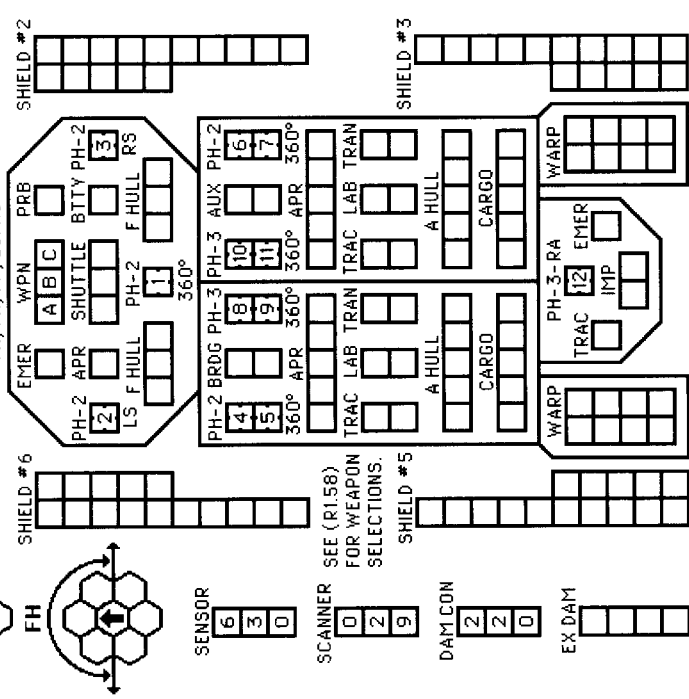
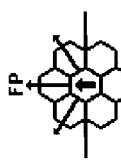
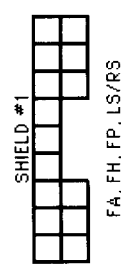
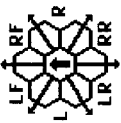
ONE RELOAD PRIOR TO Y175;
TWO RELOADS Y175 & AFTER.

Ⓢ = HET COST

Ⓢ = ERRATIC MANEUVER WARP COST

LARGE AUXILIARY CRUISER

CNTR



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

THE LARGE AUXILIARY CRUISER CAN ACCELERATE BY 5 MOVEMENT POINTS PER TURN. IT CAN DISENGAGE BY ACCELERATION.

KLINGON LAC HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-B (TWO RELOADS). THESE TO TYPE-C (TWO RELOADS). IS ENTIRELY ADDS.

⑥ = ERRATIC MANEUVER WARP COST

SHIP DATA TABLE	
TYPE	= L-AC
POINT VALUE	= 90
BREKDOWN	= 1-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.59
Y175 REFIT	= +0/+3

TURN MODE		SPEED	
D		1	2-4
NO		2	5-8
HET		3	9-12
BONUS		4	13-17
BD		5	18-24
		6	25+

FUSION OVERLOAD	
DIE RANGE	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 RANGE	3-11-16-24
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

PLASMA-D RACKS	
A	
B	
C	

ONE RELOAD PRIOR TO Y175; TWO RELOADS Y175 & AFTER.

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS

TRANSPORTER BOMBS	

KLINGON SCTY ONLY	

TYPE III DEFENSE PHASER	
DIE RANGE	4-9-16-31-50
1	1 4 4 4 3 1 1
2	2 4 4 4 2 1 0
3	3 4 4 4 1 0 0
4	4 4 4 3 0 0 0
5	5 4 3 2 0 0 0
6	6 3 3 1 0 0 0

TYPE I OFFENSIVE PHASER TABLE	
DIE RANGE	6-9-16-26-51-75
1	9 8 7 6 5 5 4 3 2 1 1
2	8 7 6 5 4 3 2 1 0 0
3	7 5 4 4 3 1 0 0 0
4	6 4 4 3 2 0 0 0 0
5	5 4 4 3 1 0 0 0 0
6	4 4 3 2 0 0 0 0 0

DISRUPTOR TABLE	
RANGE	0 1 2 3-4 5-8 9-15 16-22
HIT (STD)	NR 1-5 1-4 1-4 1-4 1-3
HIT (OVERLOAD)	1-6 1-5 1-4 1-4 NR NR
DAMAGE, STD	0 5 4 4 3 3 2
DAMAGE, OVERLOAD	10 10 8 8 6 0 0

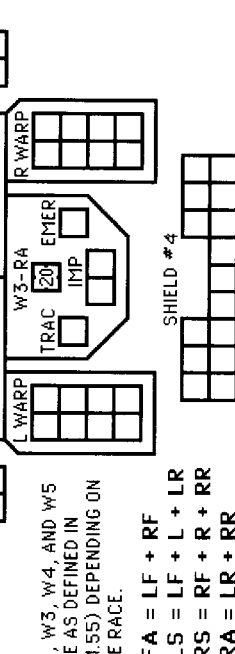
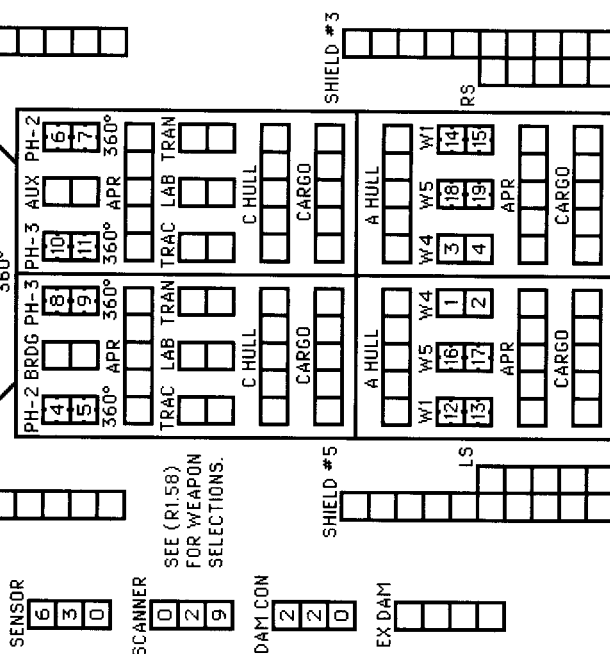
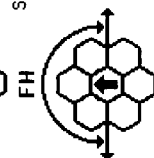
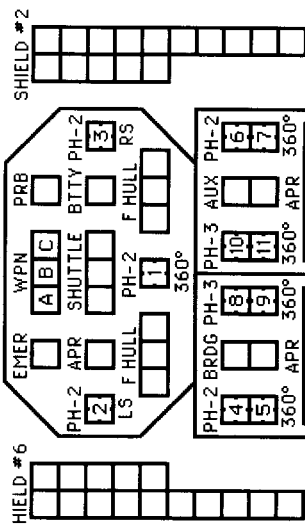
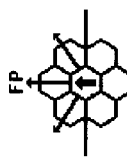
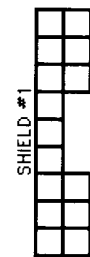
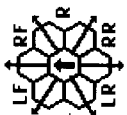
PLASMA TORPEDO WARHEAD TABLE	
RANGE	0-5 6-10 11-12 13-14 15
TYPE F	20 15 10 5 1
TYPE D	10 8 5 2 1
BOLT	1-4 1-3

PSEUDO-PLASMA TORPEDOES	
A	
B	
C	

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX	
SPEED	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
Standard	1 2 3 3 4 4 5 5 6 6 7 7 8 8 9 9 10 10 11 11 12 12 13 13 14 14 15 15
Fract.	1/2 1 1 1/2 2 2 1/2 3 3 1/2 4 4 1/2 5 5 1/2 6 6 1/2 7 7 1/2 8 8 1/2 9 9 1/2 10 10 1/2 11 11 1/2 12 12 1/2 13 13 1/2 14 14 1/2 15

HEAVY AUXILIARY CRUISER



THE HEAVY AUXILIARY CRUISER CAN ACCELERATE BY 5 MOVEMENT POINTS PER TURN. IT CAN DISENGAGE BY ACCELERATION.

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

SHIP DATA TABLE	
TYPE	= H-AC
POINT VALUE	= 125
BREAKDOWN	= 1-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R1.60

TURN MODE SPEED	
E	1 2-3
	2 4-6
	3 7-10
	4 11-14
	5 15-20
	6 21-29
	7 30+

DIE RANGE ROLL 0 1 2 3	FUSION OVERLOAD
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

WIN BEAM TABLE											
RANGE		3-		11-		16-					
0	1	2	10	15	24						
13	8	6	4	3	2						
11	8	5	3	2	1						
10	7	4	2	1	0						
9	6	3	1	1	0						
8	5	3	1	0	0						
8	4	2	0	0	0						

[illegible]

CREW UNITS

			*	10
				20
				30
				40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

--	--	--	--	--

HYDRAN: THREE BAYS, NO TRANSFERS.

TRANSPORTER BOMBS

--	--	--	--	--

PROBES

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TYPE II PHASER TABLE							TYPE III DEFENSE PHASER						
DIE RANGE		4-9-16-31-					DIE RANGE		4-9-15				
ROLL	0	1	2	3	4	5	ROLL	0	1	2	3	4	5
1	6	5	5	4	3	2	1	1	4	4	4	3	1
2	6	5	4	4	2	1	1	2	4	4	4	2	1
3	6	4	4	4	1	1	0	3	4	4	4	1	0
4	5	4	4	3	1	0	0	4	4	4	3	0	0
5	5	4	3	3	0	0	0	5	4	3	2	0	0
6	5	3	3	3	0	0	0	6	3	3	1	0	0

[illegible]

DISRUPTOR TABLE								FUSION
RANGE	0	1	2	3-4	5-8	9-15	16-22	DIE ROLL
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	2
DAMAGE, STD	0	5	4	4	3	3	2	3
DAMAGE, OULD	10	10	8	8	6	0	0	4
								5
								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		

FRONT BACKS

PSEUDO-PLASMA

TORPEDOES

☐ A ☐ F
☐ B ☐ F
☐ C ☐ F

BACKS

DRUMME KACKS

A	✓	✓	✓	✓	✓	✓	G
B	✓	✓	✓	✓	✓	✓	G
C	✓	✓	✓	✓	✓	✓	G

ZZINTI HAD ALWAYS HAD TYPE-C DRONE RACKS (TWO RELOADS).
FEDERATION HAD ALWAYS HAD TYPE-G DRONE RACKS (THREE RELOADS). ONE RELOAD IS ENTIRELY ADDS.

SMALL HOSPITAL
FREIGHTER

Crew Units

Boarding Parties

Medical Staff

Patient Crew Units

Administrative Shuttle

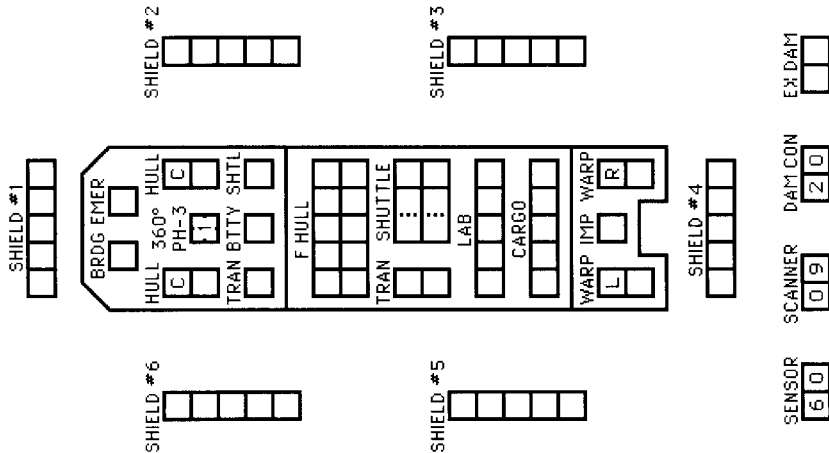
Two Bays, No Transfers

Ship Data Table

Reference = R1.61

CNTR

KLINGON ONLY



TYPE III DEFENSE PHASER						
DIE RANGE		4- 9- ROLL 0 1 2 3 8 15				
1	4	4	4	4	3	1
2	4	4	4	4	2	1
3	4	4	4	4	1	0
4	4	4	4	3	0	0
5	4	4	3	2	0	0
6	3	3	3	1	0	0

TURN MODE

1 2-4

2 5-9

3 10-14

4 15-20

5 21-27

6 28+

LF

RF

L

R

LR

RR

THIS SHIP CANNOT DISENGAGE BY ACCELERATION.

THIS SHIP CAN ACCELERATE BY NO MORE THAN 3 MOVEMENT POINTS PER TURN.

THIS SHIP DOES NOT CARRY T-BOMBS.

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX																														
5 = HET COST															6 = ERRATIC MANEUVER WARP COST															
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	4	5	5	5	6	6	6	7	7	7	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

CNTR

ADMINISTRATIVE SHUTTLE

[illegible][illegible][illegible]

	PATIENT CREW UNITS
	10
	20
	30
	40
	50
	60

SHIP DATA TABLE	
TYPE	= F-HL
POINT VALUE	= 81/18
BREAKDOWN	= 1-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.62

TURN MODE		SPEED
D	1	2-4
NO	2	5-8
HET	3	9-12
BONUS	4	13-17
BD	5	18-24
	6	25+

THIS SHIP CANNOT DISENGAGE BY ACCELERATION.

THIS SHIP CAN ACCELERATE BY NO MORE THAN 4 MOVEMENT POINTS PER TURN.

THIS SHIP DOES NOT CARRY T-BOMBS.


$$RA = LR + RR$$

TYPE III DEFENSE PHASER		4-9-15	
DIE	RANGE	2	3
ROLL	0	1	2
1	4	4	3
2	4	4	2
3	4	4	1
4	4	3	0
5	4	3	0
6	3	3	1

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

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

[illegible][illegible]

THREE BAYS NO TRANSFERS.

[illegible]

PH-2-360°
BTYY 1 SHTL

SHIELD #6

SHIELD #5							
-----------	--	--	--	--	--	--	--

SHIELD #2							
-----------	--	--	--	--	--	--	--

SHIELD #3

[illegible]

EX	DAMAGE			
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DAM CONTROL 220

6	3	0
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SENSOR

SCANNER 029

CNTR

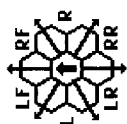
CREW UNITS				ADMINISTRATIVE SHUTTLES			
	*			IDENT	HIT POINTS	NOTES	
			10				
			20				
			30				

BOARDING PARTIES			
	2		

PASSENGERS			
			10
			20

SHIP DATA TABLE	
TYPE	= F-L5
POINT VALUE	= 30/14
BREAKDOWN	= 1-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.63

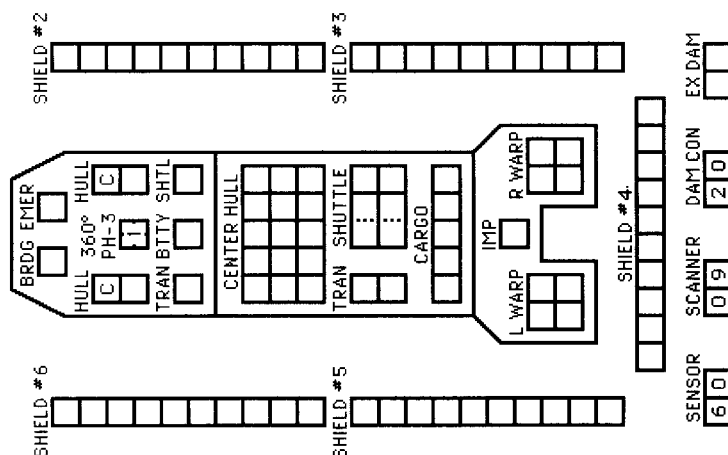
TYPE III DEFENSE PHASER									
DIE RANGE		4- 9-							
ROLL	0	1	2	3	8	15			
1	4	4	4	3	1	1			
2	4	4	4	2	1	0			
3	4	4	4	1	0	0			
4	4	4	3	0	0	0			
5	4	3	2	0	0	0			
6	3	3	1	0	0	0			



THIS SHIP CAN ACCELERATE NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION.

TURN MODE		SPEED
C	1	2-4
NO	2	5-9
HET	3	10-14
BONUS	4	15-20
BD	5	21-27
	6	28+

NOTE: PASSENGERS ARE COUNTED AS PART OF THE CREW TOTAL, BUT DO NOT COUNT FOR OPERATING THE SHIP. THE ACTUAL CREW OF THE SHIP IS TEN CREW UNITS, FIVE OF WHICH OPERATE THE SHIP'S SYSTEMS. THE REMAINING FIVE CREW UNITS OF THE CREW ARE FOUR CREW UNITS OF "STEWARDS" AND ONE CREW UNIT THAT IS THE TWO BOARDING PARTIES REPRESENTING THE SHIP'S POLICE/SECURITY FORCE.



WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX																⑤ = HET COST										⑥ = ERRATIC MANEUVER WARP COST									
SPEED		1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30				
Standard	1	1	1	2	2	2	2	3	3	3	4	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	10	10	10				
Fract.	1/2	2/3	1	1 1/2	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4	4 1/4	4 2/5	5	5 1/5	5 3/5	6	6 1/5	6 2/5	6 3/5	7	7 1/5	7 2/5	7 3/5	8	8 1/5	8 2/5	8 3/5	9	9 1/5	9 2/5	9 3/5	10	

LARGE CIVILIAN CRUISE LINER

CNR[illegible][illegible][illegible][illegible]

EX	DAMAGE
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DAM CONTROL

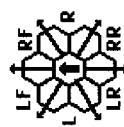
SCANNER
029

SENSOR 630

SHIP DATA TABLE	
TYPE	= F-LL
POINT VALUE	= 70/24
BREAKDOWN	= 1-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.64

THIS SHIP CAN ACCELERATE NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION.

TURN	MODE	SPEED
D	1	2-4
NO	2	5-8
HET	3	9-12
BONUS	4	13-17
BD	5	18-24
	6	25+


$$RA = LR + RR$$

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		HTS
		HTS
		HTS
		HTS

THREE BAYS, NO TRANSFERS.

THIS SHIP DOES NOT CARRY T-BOMBS.

CREW UNITS

[illegible]

BOARDING PARTIES

[illegible]

PASSENGERS

NOTE: PASSENGERS ARE COUNTED AS PART OF THE CREW TOTAL, BUT DO NOT COUNT FOR OPERATING THE SHIP. THE ACTUAL CREW OF THE SHIP IS SEVENTEEN CREW UNITS, TEN OF WHICH OPERATE THE SHIP'S SYSTEMS. THE REMAINING SEVEN CREW UNITS ARE SIX CREW UNITS OF "STEWARDS" AND ONE CREW UNIT THAT IS THE TWO BOARDING PARTIES REPRESENTING THE SHIP'S POLICE/SECURITY FORCE.

TYPE III DEFENSE PHASER

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

KLINGON SCTY ☐

⑥ = ERRATIC MANEUVER WARP COST

5 = HET COST

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
SPSPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	$\frac{1}{2}$	1	$1\frac{1}{2}$	2	$2\frac{1}{2}$	3	$3\frac{1}{2}$	4	$4\frac{1}{2}$	5	$5\frac{1}{2}$	6	$6\frac{1}{2}$	7	$7\frac{1}{2}$	8	$8\frac{1}{2}$	9	$9\frac{1}{2}$	10	$10\frac{1}{2}$	11	$11\frac{1}{2}$	12	$12\frac{1}{2}$	13	$13\frac{1}{2}$	14	$14\frac{1}{2}$	15

CIVILIAN LUXURY FAST TRANSPORT

CNTR

SHIP DATA TABLE	
TYPE	= FTT
POINT VALUE	= 80/22
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.65
Y175 REFIT	= +1

TURN MODE		SPEED
C	1	2-4
NO	2	5-9
HET	3	10-14
BONUS	4	15-20
BD	5	21-27
	6	28+

KLINGON SCTY ☐

THIS SHIP CAN LAND ON PLANETS USING
THE POWERED LANDING SYSTEM (P2.434).
BPV MAY BE MODIFIED BY ANNEX #8B.

SELECTION OF OPTION MOUNT:

PH-2	PH-3	DRONE	ADD
☐ 360°	☐ 360°	☐ 360°	☐

ANTI-DRONE TABLE				
RANGE	0	1	2	3 4+
HIT#	-	1-2	1-3	1-4 -

NOTE: PASSENGERS ARE COUNTED AS PART OF THE CREW TOTAL, BUT DO NOT COUNT FOR OPERATING THE SHIP. THE ACTUAL CREW OF THE SHIP IS TEN CREW UNITS, FIVE OF WHICH OPERATE THE SHIP'S SYSTEMS. THE REMAINING FIVE CREW UNITS OF THE CREW ARE FOUR CREW UNITS OF "STEWARDS" AND ONE CREW UNIT THAT IS THE TWO BOARDING PARTIES REPRESENTING THE SHIP'S POLICE/SECURITY FORCE.

WARP ENERGY MOVEMENT COST = $1/2$ ENERGY POINT PER HEX

[5] = HET COST

(6) = ERRATIC MANEUVER WARP COST

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	$\frac{1}{4}$	$\frac{1}{2}$	$\frac{1}{2}$	2	$2\frac{1}{2}$	3	$3\frac{1}{2}$	4	$4\frac{1}{2}$	5	$5\frac{1}{2}$	6	$6\frac{1}{2}$	7	$7\frac{1}{2}$	8	$8\frac{1}{2}$	9	$9\frac{1}{2}$	10	$10\frac{1}{2}$	11	$11\frac{1}{2}$	12	$12\frac{1}{2}$	13	$13\frac{1}{2}$	14	$14\frac{1}{2}$	15

ANTI-DRONES

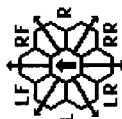
PRIOR TO Y175 REFIT, ADD HAD 6 ROUNDS.

ADMINISTRATIVE SHUTTLES

THIS SHIP DOES NOT CARRY T-BOMBS.

PASSENGERS	
10	

DIE RANGE	4-9-16-31-	4-9-16-31-	4-9-16-31-	4-9-16-31-
ROLL 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31	0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31	0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31	0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31	0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
1 6 5 5 4 3 2 1 1	1 6 5 5 4 3 2 1 1	1 6 5 5 4 3 2 1 1	1 6 5 5 4 3 2 1 1	1 6 5 5 4 3 2 1 1
2 6 5 4 4 2 1 1 0	2 6 5 4 4 2 1 1 0	2 6 5 4 4 2 1 1 0	2 6 5 4 4 2 1 1 0	2 6 5 4 4 2 1 1 0
3 6 4 4 4 1 1 0 0	3 6 4 4 4 1 1 0 0	3 6 4 4 4 1 1 0 0	3 6 4 4 4 1 1 0 0	3 6 4 4 4 1 1 0 0
4 5 4 4 3 1 0 0 0	4 5 4 4 3 1 0 0 0	4 5 4 4 3 1 0 0 0	4 5 4 4 3 1 0 0 0	4 5 4 4 3 1 0 0 0
5 5 4 3 3 0 0 0 0	5 5 4 3 3 0 0 0 0	5 5 4 3 3 0 0 0 0	5 5 4 3 3 0 0 0 0	5 5 4 3 3 0 0 0 0
6 5 3 3 3 0 0 0 0	6 5 3 3 3 0 0 0 0	6 5 3 3 3 0 0 0 0	6 5 3 3 3 0 0 0 0	6 5 3 3 3 0 0 0 0



TYPE III DEFENSE PHASE					
DIE ROLL	RANGE		4- 9- 3 8 15		
	0	1	2	3	0
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	0
4	4	4	3	0	0
5	4	3	2	0	0
6	3	3	1	0	0

DRONE RACKS							
1						A	B

SHIP CAN HAVE TYPE-A DRONE RACK IN OPTION MOUNT (ONE RELOAD); AFTER THE Y175 REFIT, THIS CAN BE A TYPE-B DRONE RACK (2 RELOADS)

ANTI-DRONES

PRIOR TO Y175 REFIT, ADD HAD 6 ROUNDS.

THIS SHIP CAN LAND ON PLANETS USING
THE POWERED LANDING SYSTEM (P2.434).

BPY MAY BE MODIFIED BY ANNEX #8B.

PHASER-3 FIRING ARC IS 360°.

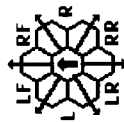
⑥ = ERRATIC MANEUVER WARP COST

CNTR

THIS SHIP DOES NOT CARRY T-BOMBS.

KLINGON SCTY ☐

TYPE III DEFENSE PHASE		4- 9- 4- 8 15		
DIE RANGE	2	3	8	15
ROLL 0 1				
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



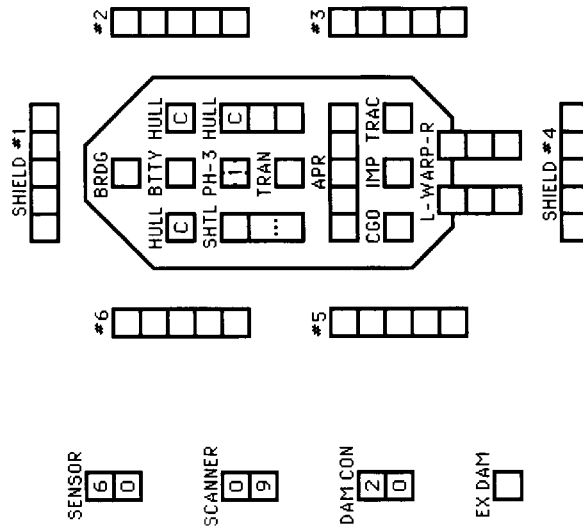
NOTE: PASSENGERS ARE COUNTED AS PART OF THE CREW TOTAL, BUT DO NOT COUNT FOR OPERATING THE SHIP. THE ACTUAL CREW OF THE SHIP IS SIX CREW UNITS, THREE OF WHICH OPERATE THE SHIP'S SYSTEMS. THE REMAINING THREE CREW UNITS OF THE CREW ARE TWO CREW UNITS OF "STEWARDS" AND ONE CREW UNIT THAT IS THE TWO BOARDING PARTIES REPRESENTING THE SHIP'S SECURITY FORCE.

WARP ENERGY MOVEMENT COST = 1/5 ENERGY POINT PER HEX

WITTHIN ENERGY PROPORTION SECT. OF ENERGY SECT.																														
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5	5	5	5	6	6	6	6	6
Fract.	$\frac{1}{4}$	$\frac{2}{5}$	$\frac{3}{5}$	$\frac{4}{5}$	1	$\frac{1}{5}$	$\frac{1}{5}$	$\frac{1}{5}$	$\frac{1}{5}$	2	$2\frac{1}{5}$	$2\frac{2}{5}$	$2\frac{3}{5}$	$2\frac{4}{5}$	3	$3\frac{1}{5}$	$3\frac{2}{5}$	$3\frac{3}{5}$	$3\frac{4}{5}$	$4\frac{1}{5}$	$4\frac{2}{5}$	$4\frac{3}{5}$	$4\frac{4}{5}$	5	$5\frac{1}{5}$	$5\frac{2}{5}$	$5\frac{3}{5}$	$5\frac{4}{5}$	6	

SHIP DATA TABLE	
TYPE	= EPT
POINT VALUE	= 77/22
BREAKDOWN	= 3-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.66

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



THE FIRING ARC OF THE PH-3 IS 360°.

PRIME TRADER

ADMINISTRATIVE SHUTTLES

CREW UNITS	1	2	3	4	5	6

IDENT	HIT POINTS	NOTES

NO T-BOMBS

BOARDING PARTIES

2

SHIP DATA TABLE	
TYPE	PT
POINT VALUE	= 82/34
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.67
Y175 REFIT	= +2

TYPE II PHASER TABLE

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

KLINGON ONLY

TURN MODE	SPEED
C	1 2-4
NO	2 5-9
HET	3 10-14
BONUS	4 15-20
BD	5 21-27
	6 28+

TYPE III DEFENSE PHASER

DIE RANGE ROLL 0	RANGE			4- 9- 8 15					
	1	2	3	4	5	6	7	8	9
1	4	4	4	3	1	1			
2	4	4	4	2	1	0			
3	4	4	4	1	0	0			
4	4	4	3	0	0	0			
5	4	3	2	0	0	0			
6	3	3	1	0	0	0			

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE										6-9					16-26					51-75											
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
1	9	8	7	6	5	5	4	3	2	1																						
2	8	7	6	5	5	4	3	2	1	1	0																					
3	7	5	5	4	4	4	3	1	0	0	0																					
4	6	4	4	4	4	3	2	0	0	0	0																					
5	5	4	4	4	3	3	1	0	0	0	0																					
6	4	4	3	3	2	2	0	0	0	0	0																					

DRONE RACKS

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30

SHIP CAN HAVE TYPE-A DRONE RACK IN OPTION MOUNT (ONE RELOAD); AFTER THE Y175 REFIT, THIS CAN BE A TYPE-B DRONE RACK (2 RELOADS).

ANTI-DRONES

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

PRIOR TO Y175 REFIT, ADD HAD 6 ROUNDS.

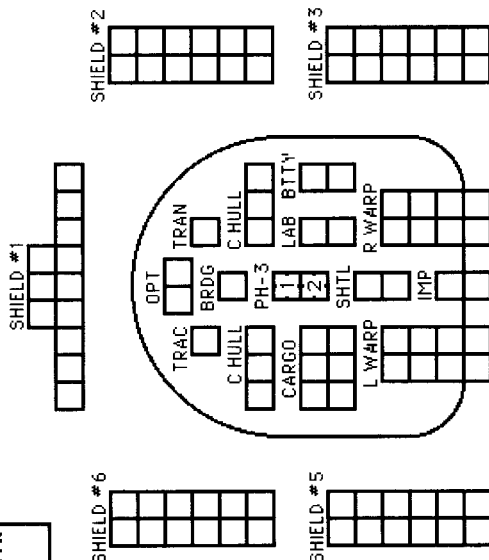
ANTI-DRONE TABLE

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

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15	15
Fract.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15

CNTR



SENSOR 6300 SCANNER 039 DAM CON 220 EX DAM



PHASER-3 FIRING ARC IS 360°.

THIS SHIP CAN LAND ON PLANETS USING THE POWERED LANDING SYSTEM (P2.434).

BPY MAY BE MODIFIED BY ANNEX #8B.

⑥ = ERRATIC MANEUVER WARP COST

**FEDERATION NATIONAL
GUARD HEAVY CRUISER**

CNTR

SHIP DATA TABLE	
TYPE	= 5CA
POINT VALUE	= 100
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.116

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

ADMINISTRATIVE SHUTTLES

[illegible][illegible]

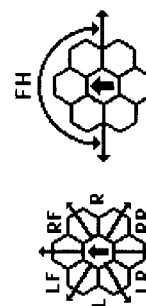
PROBES	3
--------	---

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

TYPE III DEFENSE PHASER									
DIE RANGE		4- 9-			4- 9-				
ROLL	0	1	2	3	8	15			
1	4	4	4	3	1	1			
2	4	4	4	2	1	0			
3	4	4	4	1	0	0			
4	4	4	3	0	0	0			
5	4	3	2	0	0	0			
6	3	3	1	0	0	0			

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

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


$$FA = LF + RF$$

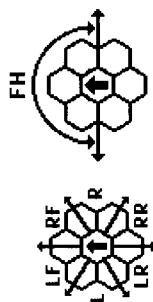
THE RIGHT AND LEFT PHASERS CAN FIRE DOWN THE ROW
OF HEXES DIRECTLY TO THE REAR OF THE SHIP.

**FEDERATION NATIONAL
GUARD DESTROYER**

CNTR

SHIP DATA TABLE	
TYPE	= GDD
POINT VALUE	= 75
BREAKDOWN	= 3-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R2.117

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


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$

ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	

		D	D
--	--	---	---

TRANSPORTER BOMBS[illegible]

BOARDING PARTIES	
	6

PROBES	3
--------	---

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	3	1	0	0	0	0
4	6	4	4	4	3	2	0	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASE									
DIE RANGE		4- 9-		3 8 15					
ROLL	0	1	2	3	8	15			
1	4	4	4	4	3	1	1		
2	4	4	4	4	2	1	0		
3	4	4	4	4	1	0	0		
4	4	4	4	3	0	0	0		
5	4	4	3	2	0	0	0		
6	3	3	1	0	0	0	0		

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

Diagram of the Star Trek: Voyager ship layout, showing various sections and shields.

Ship Sections:

- PHOT
- LAB
- C HULL
- BRIDGE
- PH-1
- PH-2
- BTTY
- TRAN
- C HULL
- PH-1
- PRB
- SHTL
- TRAC
- EMER
- IMPULSE
- C WARP

Shields:

- SHIELD #1
- SHIELD #2
- SHIELD #3
- SHIELD #4
- SHIELD #5
- SHIELD #6

Sensors:

- SENSOR
- SCANNER
- DAM CON
- DAM
- EX DAM
- EX DAM

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

5 = HET COST

6 = ERRATIC MANEUVER WARP COST

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Frac	$\frac{1}{4}$	1	$\frac{1}{4}$	2	$2\frac{1}{4}$	3	$3\frac{1}{4}$	4	$4\frac{1}{4}$	5	$5\frac{1}{2}$	6	$6\frac{1}{4}$	7	$7\frac{1}{2}$	8	$8\frac{1}{2}$	9	$9\frac{1}{2}$	10	$10\frac{1}{2}$	11	$11\frac{1}{2}$	12	$12\frac{1}{2}$	13	$13\frac{1}{2}$	14	$14\frac{1}{2}$	15

FEDERATION NATIONAL GUARD FRIGATE

CREW UNITS		ADMINISTRATIVE SHUTTLES									
			*								
											10

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES	6
------------------	---

TRANSPORTER BOMBS

D	D
---	---

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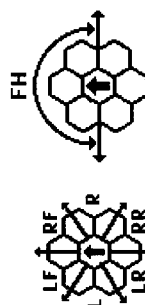
DIE ROLL	RANGE		2	3	4	5	6	7	8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1	1	1
2	8	7	6	5	5	4	3	2	1	1	1	0	0
3	7	5	5	4	4	3	1	0	0	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0	0

TYPE III DEFENSE PHASER									
DIE RANGE		4- 9-		3- 8-		2- 7-		1- 6-	
ROLL	0	1	2	3	4	5	6	7	8
1	4	4	4	3	1	1			
2	4	4	4	2	1	0			
3	4	4	4	1	0	0			
4	4	4	3	0	0	0			
5	4	3	2	0	0	0			
6	3	3	1	0	0	0			

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
ONGE, OVERLOAD	-----	-----	-----	-----	-----	-----

SHIP DATA TABLE	
TYPE	= 6FF
POINT VALUE	= 60
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R2.118

TURN MODE	SPEED
B	1 2-5
	2 6-10
	3 11-15
	4 16-21
	5 22-28
	6 29+


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	2	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	$\frac{1}{4}$	$\frac{2}{4}$	1	$\frac{1}{4}$	$\frac{1}{4}$	2	$\frac{1}{4}$	$\frac{2}{4}$	3	$\frac{3}{4}$	$\frac{3}{4}$	4	$\frac{4}{4}$	$\frac{4}{4}$	5	$\frac{5}{4}$	$\frac{5}{4}$	6	$\frac{6}{4}$	$\frac{6}{4}$	7	$\frac{7}{4}$	$\frac{7}{4}$	8	$\frac{8}{4}$	$\frac{8}{4}$	9	$\frac{9}{4}$	$\frac{9}{4}$	10

**FEDERATION NATIONAL
GUARD MEDIUM CARRIER**

CNTR

ADMINISTRATIVE SHUTTLES

[illegible]

CREW UNITS

[illegible]

BOARDING PARTIES						TRANSPORTER BOMBS							
										D	D	D	D
					10								

DECK CREWS						
						10

SHIP DATA TABLE	
TYPE	= GVM
POINT VALUE	= 105
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.119

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE		6-9			16-26			51-75		
	0	1	2	3	4	5	6	7	8	9	10
1	9	8	7	6	5	5	4	3	2	1	1
2	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
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+

TYPE III DEFENSE PHASER

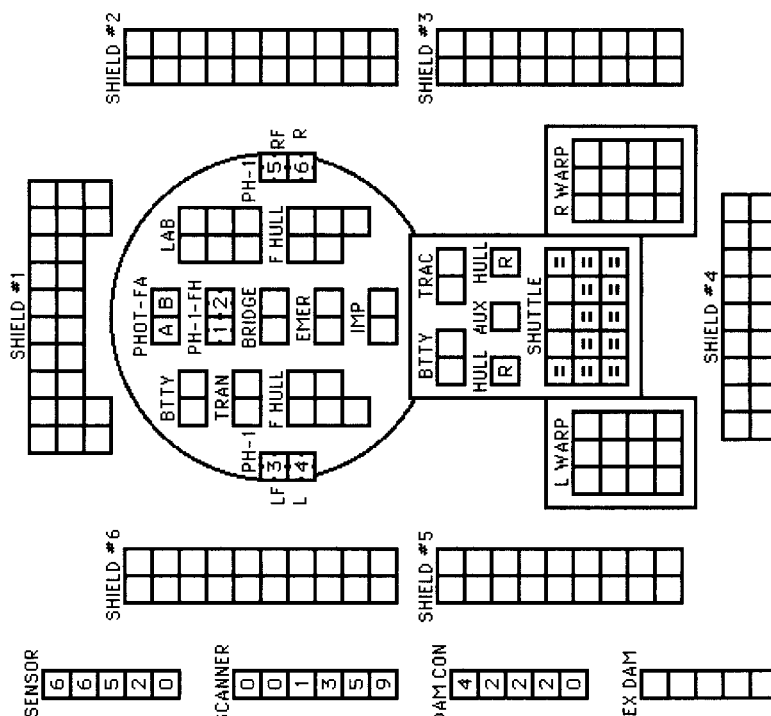
DIE RANGE		4- 9-	
ROLL	0	1	2 3 8 15
1	4	4	3 1 1
2	4	4	4 2 1 0
3	4	4	4 1 0 0
4	4	4	3 0 0 0
5	4	3	2 0 0 0
6	3	3	1 0 0 0

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
DNGE, OVERLOAD	-----	-----	-----	-----	-----	-----

A diagram showing a hexagonal lattice structure. A central hexagon is labeled 'FH'. A curved arrow starts from the top of the central hexagon, goes clockwise around it, and ends at the bottom, indicating a path or a specific property related to the 'FH' site.

F-4 FIGHTERS
1xPh-3-FA
DFR = 1
CRIPPLED = 6
SPEED = 8
BPV = 7



THE RIGHT AND LEFT PHASERS CAN FIRE DOWN THE ROW
OF HEXES DIRECTLY TO THE REAR OF THE SHIP.


$$FA = LF + RF$$

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

**FEDERATION
POLICE FRIGATE**

CNTR

[illegible]

SENSOR

6	5	3	1	0
---	---	---	---	---

SHIELD #2						

SHIELD #6							

SHIELD #3

[illegible]

DAM CON 2 2 2 0

EX DAM

C WARP

[illegible]

SHIP DATA TABLE	
TYPE	= PFF
POINT VALUE	= 75
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R2.121

	TURN MODE	SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

ANTI-DRONE TABLE				
RANGE	0	1	2	3 4+
HIT#	-	1-2	1-3	1-4 -

DRONE RACKS

THREE RELOADS (ONE IS ENTIRELY ADDS)

[illegible]

BOARDING PARTIES

PROBES	5
--------	---

T-BOMBS			D	D
---------	--	--	---	---

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

TYPE III DEFENSE PHASER	DIE RANGE		4- 9- ROLL 0 1 2 3 8 15				
	1	4	4	4	3	1	1
	2	4	4	4	2	1	0
	3	4	4	4	1	0	0
	4	4	4	3	0	0	0
	5	4	3	2	0	0	0
	6	3	3	1	0	0	0


$$FA = LF + RF$$

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

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX													⑤ = HET COST													⑥ = ERRATIC MANEUVER WARP COST												
SPEED	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30								
Standard	1	2	2	3	3	3	4	4	5	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15								
Fract.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15								

The diagram illustrates the bridge layout of the USS Enterprise-D. It features several key areas:

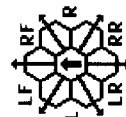
- Shields:** Represented by rows of boxes at the top and bottom, labeled SHIELD #1 through SHIELD #6.
- Central Command Area:** Includes the PH-2-FX console with a row of three hexes containing the numbers 1, 2, and 3. Other consoles include PRB BRIDGE TRAC, EMER SCTY, TRAN, BITTY, F HULL, LAB, EX DAM, and EMER IMP.
- Sensors and Scanners:** Located on the left side, including a SENSOR unit with a row of four hexes (6, 4, 2, 0) and a SCANNER unit with a row of four hexes (0, 3, 5, 9).
- Forward Phasers:** Indicated by a note stating: "THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33)." This refers to the row of hexes behind the ship's hull.

SHIP DATA TABLE	
TYPE	= LD4
POINT VALUE	= 92
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R3.130

	TURN MODE	SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

DRONE RACKS	
1	F
2	F

CAN LAUNCH ONE DRONE FROM ONE RACK EACH TURN. NOTE THAT IT CAN LAUNCH A DRONE FROM ONE RACK ON IMPULSE #32 OF ONE TURN, AND THEN LAUNCH ANOTHER FROM THE OTHER RACK ON IMPULSE #1 OF THE VERY NEXT TURN.


$$FA = LF + RF$$

CREW UNITS						ADMINISTRATIVE SHUTTLES					
		*				IDEN	HIT	POINTS	NOTES		
					10						
					20						
					30						

BOARDING PARTIES						TRANSPORTER BOMBS					
											D D D D
					10						

PROBES	3
--------	---

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

TYPE III DEFENSE PHASE		4-9-15		
DIE	RANGE	4	9	15
ROLL	0	1	2	3
1	4	4	4	3
2	4	4	4	2
3	4	4	4	1
4	4	4	3	0
5	4	3	2	0
6	3	3	1	0

DISRUPTOR TABLE									
RANGE	0	1	2	3-4	5-8	9-15	16-22		
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3		
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA		
DAMAGE, STD	0	5	4	4	3	3	2		
DAMAGE, OULD	10	10	8	8	6	0	0		

KLINGON LF4 NAVAL RESERVE FRIGATE

CREW UNITS									

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

BOARDING PARTIES									

TRANSPORTER BOMBS									

PROBES									

DRONE RACK									

SHIP DATA TABLE									
TYPE	=	LF4							
POINT VALUE	=	63							
BREAKDOWN	=	4-6							
SHIELD COST	=	1/2+1/2							
LIFE SUPPORT	=	1/2							
SIZE CLASS	=	4							
REFERENCE	=	R3.132							

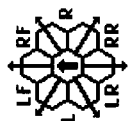
DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15
HIT (STD)	NR	1-5	1-5	1-4	1-4	1-4
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NR
DAMAGE, STD	0	5	4	4	3	3
DAMAGE, OULD	10	10	8	8	6	0

TURN MODE	SPEED
A	1 2-6
HET	2 7-12
BD	3 13-19
	4 20-26
	5 27+

TYPE II PHASER TABLE

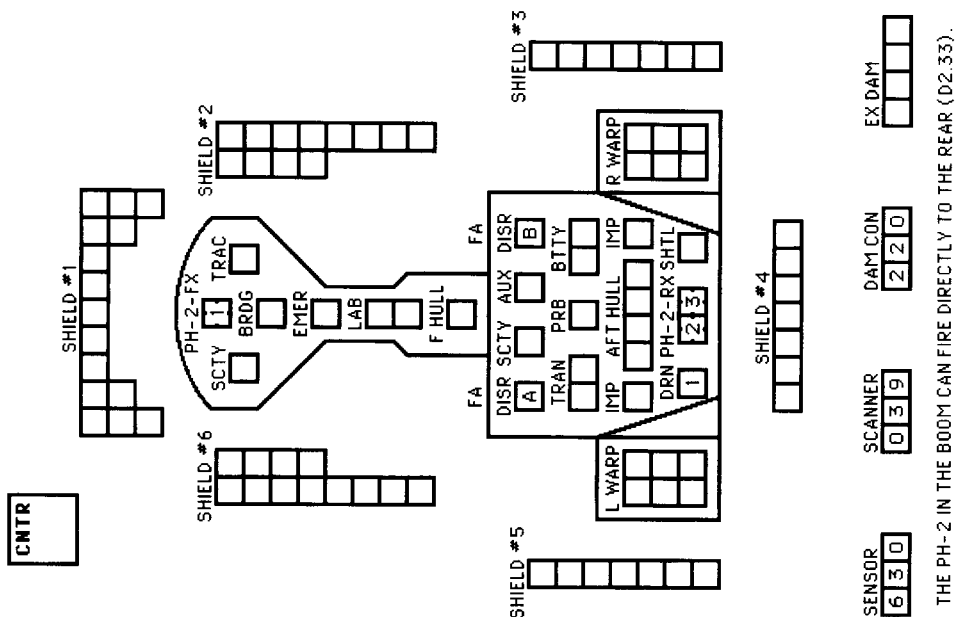
DIE RANGE	4-9		16-31					
	ROLL 0	1	2	3	8	15	30	50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0



FA = LF + RF
FX = L + LF + RF + R
RX = L + LR + RR + R

TYPE III DEFENSE PHASER

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



THE PH-2 IN THE BOOM CAN FIRE DIRECTLY TO THE REAR (D2.33).

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST [6] = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15

CNTR

SHIP DATA TABLE	
TYPE	= LIFE
POINT VALUE	= 70
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R3.133

INCLUDES LIMITED AEGIS

[illegible]

DECK CREWS	TRANSPORTER BOMBS
2	D D

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.

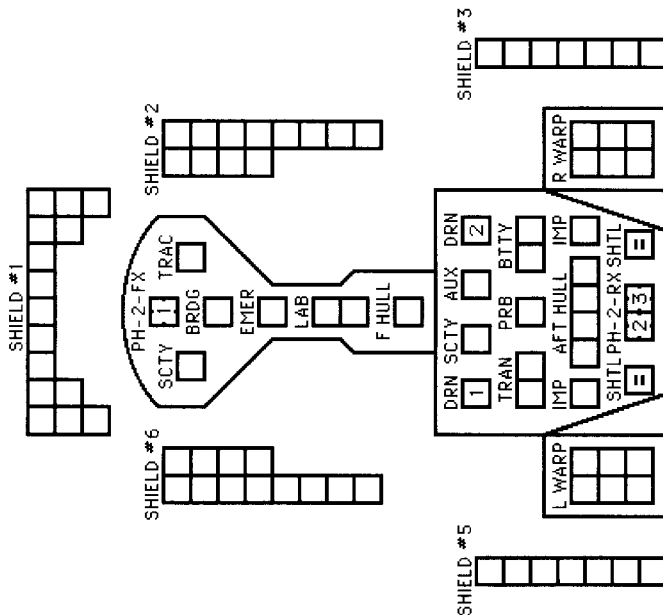
PROBES	3
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ANTI-DRONE TABLE				
RANGE	0	1	2	3 4+
HIT#	-	1-2	1-3	1-4 -

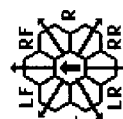
[illegible]

CRACKS HAD TWO RELOADS.
ONE RELOAD IS ENTIRELY ADDS.

	TURN MODE	SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+



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



$$R_X = L + L_F + R_F + R$$

TYPE III DEFENSE PHASER						
DIE RANGE ROLL	DIE RANGE			4- 9- 3 8 15		
	0	1	2	3	8	15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX													⑤ = HET COST						⑥ = ERRATIC MANEUVER WARP COST											
SPEED	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Fract.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15

THE PH-2 IN THE BOOM CAN FIRE DIRECTLY TO THE REAR (D2.33).

KLINGON LIGHT CRUISER

CREW UNITS				ADMINISTRATIVE SHUTTLES			
	*			IDENT	HIT POINTS	NOTES	
							10
							20
							30

[illegible]

THE "B" REFIT DOES NOT ADD AN ANTI-DRONE SYSTEM TO THIS SHIP.

THIS SHIP NEVER RECEIVED A "K"
REFIT.

PROBES				5
--------	--	--	--	---

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

DISRUPTOR TABLE

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

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

SPEED	1	2	3	4	5	6	7	8	9	10	11	12
Standard 1	2	2	2	3	4	4	4	5	6	7	8	8
Fract. $\frac{2}{3}$	$1\frac{1}{3}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	$4\frac{2}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$	8

5 = HET COST

13	14	15	16	17
9	10	10	11	12
$8\frac{2}{3}$	$9\frac{1}{3}$	10	$10\frac{2}{3}$	$11\frac{1}{3}$

SHIP DATA TABLE	
TYPE	= LD5
POINT VALUE	= 95
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R3.134
B REFIT	= +7
Y175 REFIT	= +2
UIM REFIT	= +5

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

DRONE RACKS	
1	
2	

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-B DRONE RACKS (2 RELOADS) CAN FIRE ONE DRONE EACH TURN. B-REFIT CAN FIRE ONE DRONE FROM EACH RACK EACH TURN.

CINTR

SENSOR

6	6	5	3	1	0
---	---	---	---	---	---

SCANNER 001359

DAM CON EX DAM

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-B DRONE RACKS (2 RELOADS) CAN FIRE ONE DRONE EACH TURN. B-REFIT CAN FIRE ONE DRONE FROM EACH RACK EACH TURN.

$$FA = LF + RF$$

SCANNER 001359

SHIELD #3

SHIELD #5

FA

CLOCK

DATA

THE FORWARD PHASERS CAN FIRE INTO THE ROW
OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP.
SEE (D2.33).

SHADED BOXES ARE THE B-REFIT.

KLINGON G6 HEAVY POLICE GUNBOAT

CREW UNITS						ADMINISTRATIVE SHUTTLES			
		*				IDNT	HIT POINTS	NOTES	
					10				

BOARDING PARTIES T-BOMBS

DRONE RACKS					
1					B
2					B

DRONE RACKS WERE ALWAYS TYPE-B
WITH TWO RELOADS.

CAN FIRE ONE DRONE PER RACK ON EACH TURN.

[illegible]

ADD RACK ALWAYS HAD 12 ROUNDS.

CNTR

SHIP DATA TABLE	
TYPE	= 66
POINT VALUE	= 65
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R3.135

	TURN MODE	SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

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


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{FX} &= \text{L} + \text{LF} + \text{RF} + \text{R} \\ \text{RX} &= \text{L} + \text{LR} + \text{RR} + \text{R} \end{aligned}$$

DISRUPTOR TABLE							
RANGE	0	1	2	3-4	5-8	9-10	
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-4
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	1-4	NA
DAMAGE, STD	0	5	4	4	3	3	3
DAMAGE, OULD	10	10	8	8	6	6	0

ANTI-DRONE TABLE				
RANGE	0	1	2	3 4+
HIT*	-	1-2	1-3	1-4 -

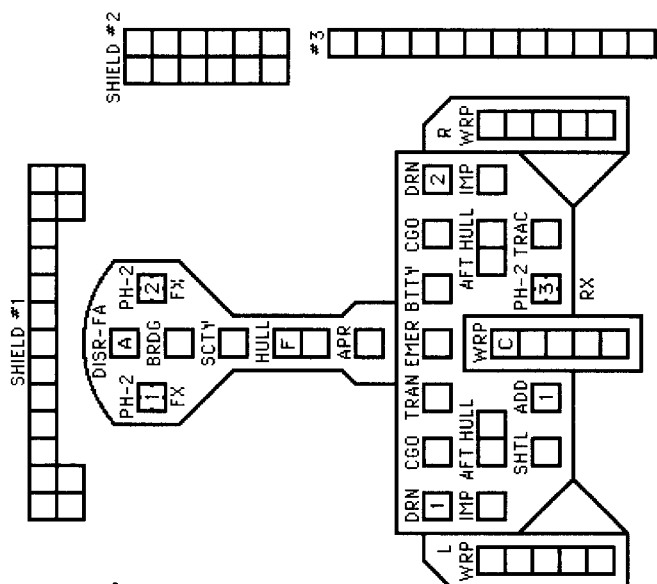
TYPE III DEFENSE PHASER	DIE RANGE		4- 9-				
	ROLL	0	1	2	3	8	15
1	4	4	4	3	1	1	
2	4	4	4	2	1	0	
3	4	4	4	1	0	0	
4	4	4	3	0	0	0	
5	4	3	2	0	0	0	
6	3	3	1	0	0	0	

SENS 6 5 3 0

SCAN 0 1 3 9

DC 2 2 2 0

EXD



THE FX PHASERS MAY FIRE INTO THE HEX ROW
EXTENDING DIRECTLY BEHIND THE SHIP.
SEE (D233)

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX															⑤ = HET COST										⑥ = ERRATIC MANEUVER WARP COST									
SPEED	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30				
Standard	1	2	2	2	3	3	4	4	5	5	5	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15				
Fract.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15				

R3.136 KLINGON INTERNAL SECURITY CRUISER

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

**KLINGON F5P
INTERNAL SECURITY
FRIGATE LEADER**

[illegible][illegible][illegible]

PROBES				5
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ANTI-DRONES

ANTI-DRONE TABLE					
RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

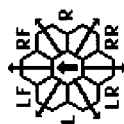
TYPE II PHASER TABLE									
DIE ROLL	RANGE		4-9-16-31-		4-9-16-31-		4-9-16-31-		
	0	1	2	3	6	15	30	50	
1	6	5	5	4	3	2	1	1	
2	6	5	4	4	2	1	1	0	
3	6	4	4	4	1	1	0	0	
4	5	4	4	3	1	0	0	0	
5	5	4	3	3	0	0	0	0	
6	5	3	3	3	0	0	0	0	

DISRUPTOR TABLE							
RANGE	0	1	2	3-4	5-8	9-15	
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-4
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	1-4	NA
DAMAGE, STD	0	5	4	4	3	3	3
DAMAGE, OULD	10	10	8	8	6	6	0

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX															<u>5</u> = HET COST										<u>6</u> = ERRATIC MANEUVER WARP COST									
SPEED	1	2	3	4	<u>5</u>	<u>6</u>	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30				
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15				
Fract. 1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15					

SHIP DATA TABLE	
TYPE	= F5P
POINT VALUE	= 86
BREAKDOWN	= 4-6
SHIELD COST	= 1/2 + 1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R3.137
Y175 REFIT	= +4

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+


$$R\% = L + LR + RR + R$$

TYPE III DEFENSE PHASE		DIE RANGE				
ROLL	0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

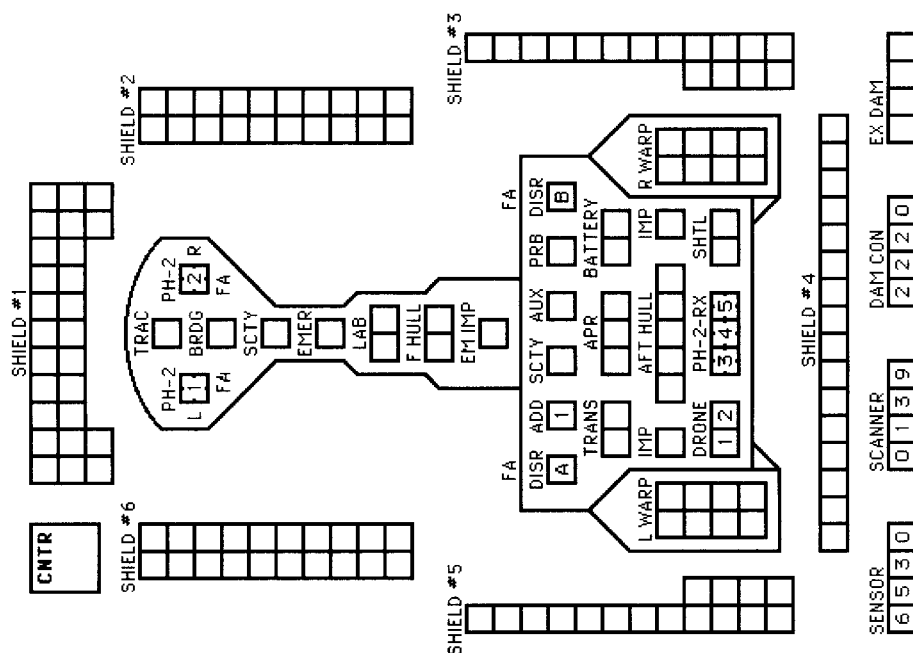
DRONE RACKS

1					A			B
2					A			B

DRONE RACKS

										A					B
1															B
2										A					B

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-B DRONE RACKS (2 RELOADS). CAN FIRE ONE DRONE EACH TURN. B-REFIT CAN FIRE ONE DRONE FROM EACH RACK EACH TURN.



THE FORWARD PHASERS CAN FIRE INTO THE ROW
OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP.
SEE (D2.33).

⑥ = ERRATIC MANEUVER WARP COST

ADMINISTRATIVE SHUTTLE

										IDENT	HIT POINTS	NOTES
										10		
										20		

TRANSPORTER BOMBS

00

[illegible]1

ANTI-DRONES

5

ANTI-DRONES

[illegible]

ADD HAS 6 ROUNDS PRIOR TO Y175.

SHIP DATA TABLE	
TYPE	= F51
POINT VALUE	= 68
BREAKDOWN	= 4-6
SHIELD COST	= $1/2 + 1/2$
LIFE SUPPORT	= $1/2$
SIZE CLASS	= 4
REFERENCE	= R3.138
B REFIT	= +8
Y175 REFIT	= +3

DISRUPTOR TABLE							B REFIT
RANGE	0	1	2	3-4	5-8	9-10	11-15
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-4
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA
DAMAGE, STD	0	5	4	4	3	3	3
DAMAGE, OULD	10	10	8	8	6	0	0

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
	4	20-26
BD	5	27+

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



$$FA = LF + RF$$

$$R_X = L + LR +$$

TYPE III DEFENSE PHASE				
DIE	RANGE		4- 9-	
ROLL	0	1	2	3 8 15
1	4	4	4	3 1 1
2	4	4	4	2 1 0
3	4	4	4	1 0 0
4	4	4	3	0 0 0
5	4	3	2	0 0 0
6	3	3	1	0 0 0

DRONE RACK

1							A		B
---	--	--	--	--	--	--	---	--	---

SHIP HAD TYPE-A DRONE RACK (ONE RELOAD)

SHIP HAD TYPE-A DRONE RACK (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED IT TO TYPE-B DRONE RACK (2 RELOADS).

ANTI-DRONE TABLE				
RANGE	0	1	2	3 4+
HIT#	-	1-2	1-3	1-4 -

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX															⑤ = HET COST										⑥ = ERRATIC MANEUVER WARP COST									
SPEED		1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30			
Standard	1	1	2	2	3	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15	15	15	15			
Fract.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15				

KLINGON E3C ESCORT LEADER

CNTR

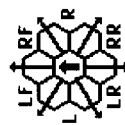
SHIP DATA TABLE	
TYPE	= E3C
POINT VALUE	= 49
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R3.141
Y175 REFIT	= +2

ADMINISTRATIVE SHUTTLE									
IDENT	HIT POINTS	NOTES							

BOARDING PARTIES									

ANTI-DRONES									

TYPE III DEFENSE PHASER									
DIE	RANGE	0	1	2	3	4	5	6	7
1	4	4	4	4	3	1	1	1	1
2	4	4	4	4	2	1	0	0	0
3	4	4	4	4	1	0	0	0	0
4	4	4	4	3	0	0	0	0	0
5	4	3	2	0	0	0	0	0	0
6	3	3	1	0	0	0	0	0	0



FA = LF + RF
FX = L + LF + RF + R

TURN MODE		SPEED	
A	1	2	6
HET	2	7	12
	3	13	19
BD	4	20	26
	5	27	+

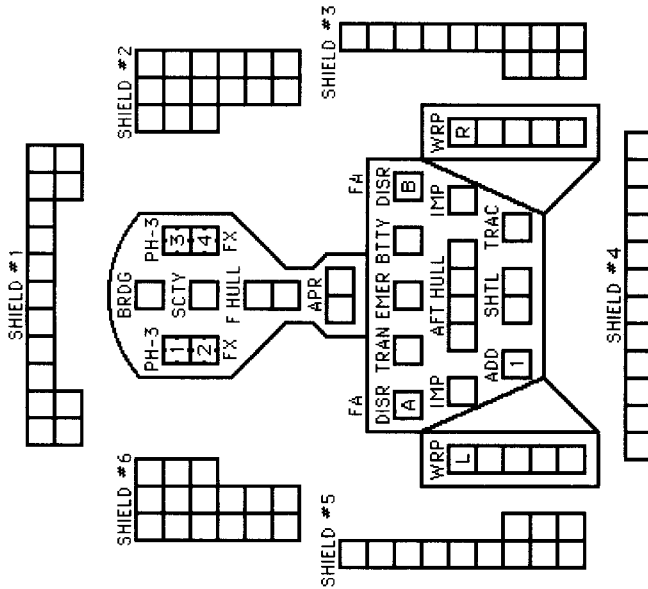
NIMBLE SHIP

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-10
HIT (STD)	NR	1-5	1-5	1-4	1-4	1-4
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NR
DAMAGE, STD	0	5	4	4	3	3
DAMAGE, OULD	10	10	8	8	6	0

ANTI-DRONE TABLE

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



SENSOR	6	5	3	0
SCANNER	0	1	3	9
DAM CON	2	2	2	0
EX DAM				

THE PHASERS MAY FIRE INTO THE HEX ROW
EXTENDING DIRECTLY BEHIND THE SHIP.
SEE (D2.33).

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST [3] = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

ROMULAN KD4 CRUISER

CREW UNITS

★

10

20

30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

10

TRANSPORTER BOMBS

PROBES

3

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE	
TYPE	= KD4
POINT VALUE	= 100
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 16/4
REFERENCE	= R4.117

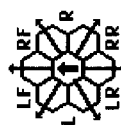
BPV INCLUDES CLOAK

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

**HIT & RUN
CLOAK** ☐

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

TYPE III DEFENSE PHASER									
DIE RANGE		4- 9-			4- 9-				
ROLL	0	1	2	3	8	15			
1	4	4	4	4	3	1	1		
2	4	4	4	4	2	1	0		
3	4	4	4	4	1	0	0		
4	4	4	4	3	0	0	0		
5	4	3	2	0	0	0	0		
6	3	3	1	0	0	0	0		

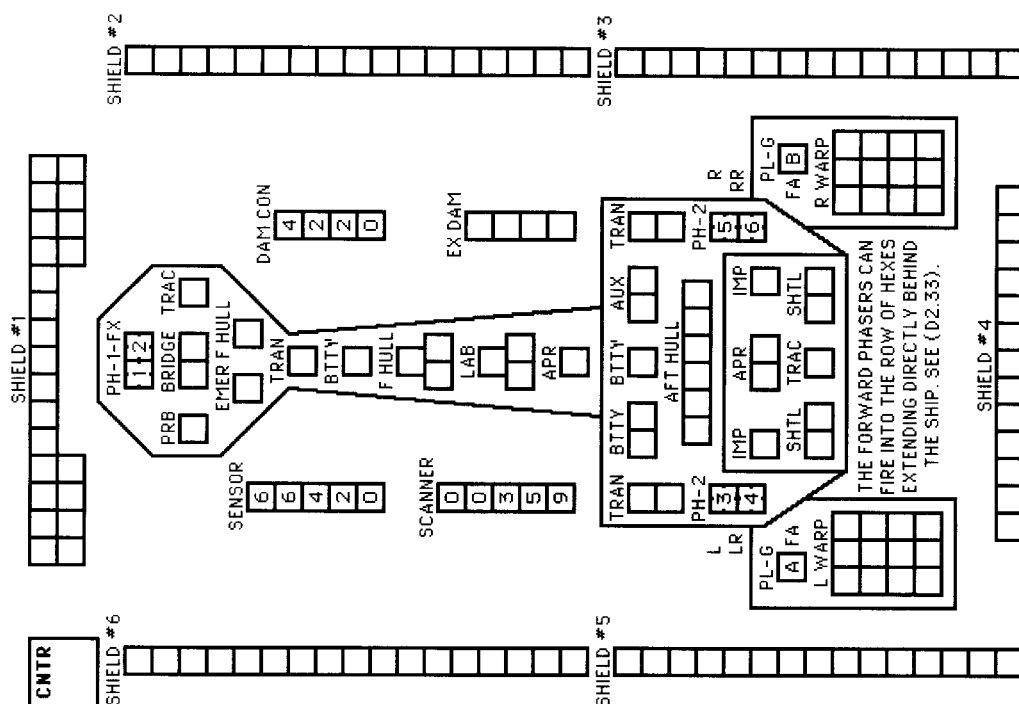


$$FA = LF + RF$$

DIE ROLL	RANGE		4-9-16-31- 38-15-30-50		
	0	1	2	3	4
1	6	5	5	4	3
2	6	5	4	4	2
3	6	4	4	4	1
4	5	4	4	3	1
5	5	4	3	0	0
6	5	3	3	0	0

PLASMA TORPEDO WARHEAD STRENGTH TABLE										
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20		
TYPE G	20	20	15	15	15	10	5	1		
TYPE F	20	15	10	5	1	0	0	0		
ROLL	1-4	1-3	1-2							

**PSEUDO-PLASMA
TORPEDOES**



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

ROMULAN KF4 FRIGATE

CNTR

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

DD

PROBES

3

SHIP DATA TABLE	
TYPE	= KF4
POINT VALUE	= 68
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
CLOAK COST	= 5/2
REFERENCE	= R4.118
BPV INCLUDES CLOAK	

TYPE I OFFENSIVE PHASER TABLE

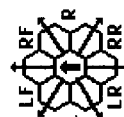
DIE RANGE ROLL	6-9-16-26-51-75									
	0	1	2	3	4	5	8	15	25	50
1	9	8	7	6	5	5	4	3	2	1
2	8	7	6	5	5	4	3	2	1	1
3	7	5	5	4	4	4	3	1	0	0
4	6	4	4	4	4	3	2	0	0	0
5	5	4	4	4	3	3	1	0	0	0
6	4	4	3	3	2	2	0	0	0	0

HIT & RUN CLOAK

TURN MODE SPEED	
A	1 2-6
HET	2 7-12
BD	3 13-19
	4 20-26
	5 27+

TYPE II PHASER TABLE

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



FA = LF + RF
FX = L + LF + RF + R
RX = L + LR + RR + R

TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

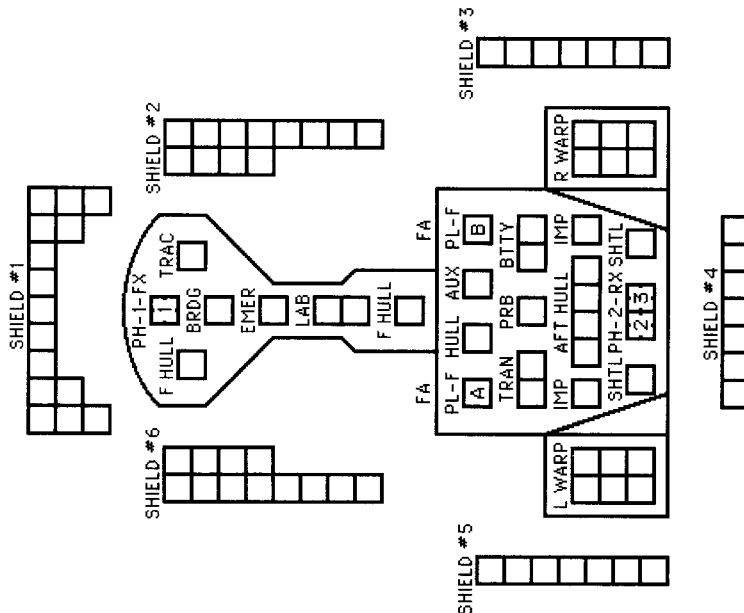
RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
BOLT	1-4	1-3			1-2

PSEUDO-PLASMA TORPEDO

AF B F

SENSOR 6 3 0
SCANNER 0 3 9
DAMCON 2 2 0
EX DAM

THE PH-1 IN THE BOOM CAN FIRE DIRECTLY TO THE REAR (D2.33).



WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX 5 = HET COST 6 = ERRATIC MANEUVER WARP COST

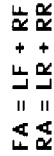
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard 1	1	2	2	3	3	4	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract. 1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15	15

CNTR	
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7

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE		6-9			16-26			51-75		
	0	1	2	3	4	5	6	7	8	9	10
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0



TYPE III DEFENSE PHASE I									
DIE RANGE		1		2		3		4-9	
ROLL	0	1	2	3	4	5	6	7	8
1	4	4	4	4	3	1	1	1	1
2	4	4	4	4	2	1	0	0	0
3	4	4	4	4	1	0	0	0	0
4	4	4	4	3	0	0	0	0	0
5	4	3	2	0	0	0	0	0	0
6	3	3	1	0	0	0	0	0	0

PLASMA TORPEDO WARHEAD TABLE				
RANGE	0-5	6-10	11-12	13-14 15
TYPE D	10	8	5	2 1
BOLT	1-4	1-3	1-2	

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

GLADIATOR-D
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15
BPY = 12

WARP ENERGY MOVEMENT COST = 1/4 ENERGY POINT PER HEX

SPEED	1	2	③	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
Standard	1	1	1	1	2	2	2	2	3	3	3	4	4	4	4	4	5	5	5	5	6	6	6	6	6	7	7	7	7	8	8
Fract.	$\frac{1}{4}$	$\frac{1}{2}$	$\frac{3}{4}$	1	$1\frac{1}{4}$	$1\frac{1}{2}$	$1\frac{3}{4}$	2	$2\frac{1}{4}$	$2\frac{1}{2}$	$2\frac{3}{4}$	3	$3\frac{1}{4}$	$3\frac{1}{2}$	$3\frac{3}{4}$	4	$4\frac{1}{4}$	$4\frac{1}{2}$	$4\frac{3}{4}$	5	$5\frac{1}{4}$	$5\frac{1}{2}$	$5\frac{3}{4}$	6	$6\frac{1}{4}$	$6\frac{1}{2}$	$6\frac{3}{4}$	7	$7\frac{1}{4}$	$7\frac{1}{2}$	

SHIP DATA TABLE	
TYPE	= SNV
POINT VALUE	= 57/30
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R4.119
PHASER REFIT = +3	
POLICE SHIP; NO CLOAK	

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

Diagram of the Star Trek: The Next Generation bridge layout. The central console is labeled with various stations: ARMOR, FA, PH-1, BRDG, PH-1, L, PRB, HULL, TRAN, AUX, SHTL, TRAC, BITTY, IMP, and BITTY. Two side consoles are labeled WRP, PH-3, and RA. Four shields are shown: SHIELD #1, #2, #3, and #4. A sensor display shows 6, 5, 4, 2, 0. A scanner display shows 0, 0, 3, 6, 9. A dam control display shows 2, 2, 2, 0. An ex-dam display shows 1, 1.

 SHADED PH-33 ARE THE REAR PHASER REFIT.

ROMULAN POLICE FLAGSHIP

ADMINISTRATIVE SHUTTLES

CREW UNITS

IDENT	HIT POINTS	NOTES
10		
20		

BOARDING PARTIES

IDENT	HIT POINTS	NOTES
10		
20		

PROBES

5

TRANSPORTER BOMBS

NSM

SHIP DATA TABLE	
TYPE	= FLG
POINT VALUE	= 97/75
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R4.120
PHASER REFIT	= +3
POLICE SHIP; NO CLOAK	

CNTR

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE	6-9	10-15	16-25	26-50	51-75
ROLL 0	1	2	3	4	5
1	9	8	7	6	5
2	8	7	6	5	4
3	7	5	4	3	2
4	6	4	4	3	2
5	5	4	4	3	2
6	4	4	3	2	2

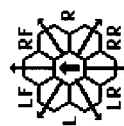
HIT & RUN CLOAK

☐

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

TYPE III DEFENSE PHASER

DIE RANGE	4-9	10-15
ROLL 0	1	2
1	4	4
2	4	4
3	4	4
4	4	4
5	4	4
6	3	3



FA = LF + RF
RA = LR + RR

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

SENSOR 6 6 5 4 2 0

SCANNER 0 0 0 3 6 9

DAMAGE CONTROL 4 4 2 2 2 0

EXCESS DAMAGE

SHADED BOXES ARE THE REAR PHASER REFIT.

THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433).

BARRACKS ARE DESTROYED ON "FORWARD HULL" OR "AFT HULL" DAMAGE POINTS.

SPECIAL SENSOR IS DESTROYED ON "TORPEDO" DAMAGE POINTS.

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

SEE (D4.12) FOR ARMOR RULES.

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX 5 = HET COST 6 = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15

SHIELD #1

SHIP DATA TABLE	
TYPE	= LCS
POINT VALUE	= 93
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.94

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

A diagram of a hexagonal lattice structure. A central hexagon contains an upward-pointing arrow. Six lines radiate from this central hexagon to the centers of six surrounding hexagons. These lines are labeled: 'LF' (top-left), 'RF' (top-right), 'LR' (bottom-left), 'RR' (bottom-right), 'L' (left), and 'R' (right).

$$\begin{aligned}LS &= LF + L + LR \\RS &= RF + R + RF\end{aligned}$$

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	1-4	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		
DAMAGE, OULD	10	10	8	8	6	0	0		

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

PROBES	3
--------	---

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

DISRUPTOR TABLE

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

**KZINTI LOCAL
DEFENSE FRIGATE**

SENSOR

5

SHIELD #2SCANNER

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DAM CON

--	--

2

SHIELD #3

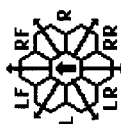
EX DAM

SHIP DATA TABLE	
TYPE	= LFF
POINT VALUE	= 49
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R5.96

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
	4	20-26
BD	5	27+

DRONE RACKS		A
1		
2		

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


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RF} \end{aligned}$$

TYPE III DEFENSE PHASER						
DIE ROLL	RANGE			4- 9- 3 8 15		
	0	1	2	3	8	15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX										⑤ = HET COST										⑥ = ERRATIC MANEUVER WARP COST											
SPEED	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
Standard	1	1	2	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	$\frac{1}{3}$	$\frac{2}{3}$	$1\frac{1}{3}$	$1\frac{2}{3}$	2	$2\frac{1}{3}$	$2\frac{2}{3}$	$3\frac{1}{3}$	3	$3\frac{2}{3}$	$4\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	$5\frac{2}{3}$	$6\frac{1}{3}$	$6\frac{2}{3}$	6	$6\frac{1}{3}$	$6\frac{2}{3}$	7	$7\frac{1}{3}$	$7\frac{2}{3}$	8	$8\frac{1}{3}$	$8\frac{2}{3}$	9	$9\frac{1}{3}$	$9\frac{2}{3}$	10	

KZINTI LOCAL DEFENSE ESCORT FRIGATE

CNTR

SHIP DATA TABLE	
TYPE	= LEF
POINT VALUE	= 47
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R5.97
LIMITED AEGIS	

ADMINISTRATIVE SHUTTLES									
CREW UNITS	IDENT	HIT POINTS	NOTES						

TRANSPORTER BOMBS									
BOARDING PARTIES	IDENT	HIT POINTS	NOTES						

DECK CREWS									
PROBES	IDENT	HIT POINTS	NOTES						

PROBES									
IDENT	HIT POINTS	NOTES							

AS A CARRIER ESCORT, THIS SHIP HAS TWO DECK CREWS AND A READY RACK TO SERVICE THE FIGHTERS FROM THE CARRIER. IT HAS NO FIGHTERS OF ITS OWN.

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE	ROLL 0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
1	9	8	7	6	5	5	4	3	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2	8	7	6	5	5	4	3	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3	7	5	4	4	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE RANGE	ROLL 0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
1	4	4	4	3	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2	4	4	4	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3	4	4	4	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4	4	4	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
5	4	3	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
6	3	3	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

ANTI-DRONES

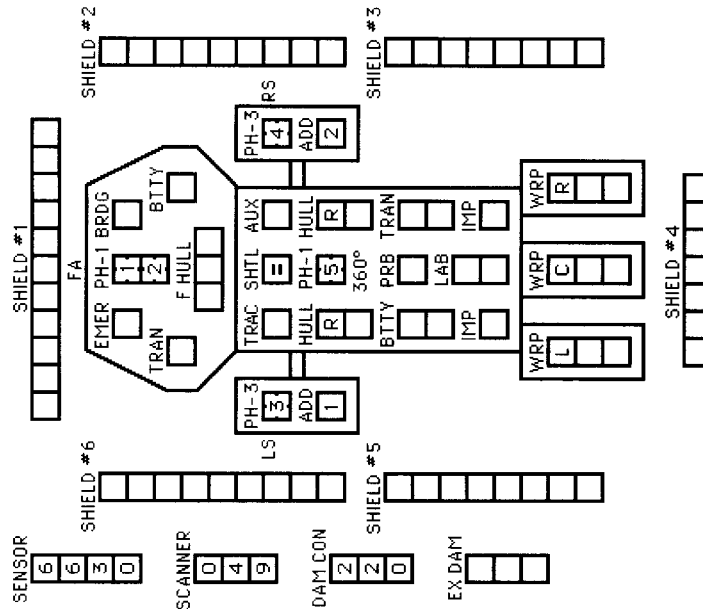
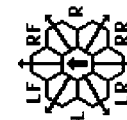
ANTI-DRONES	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30

ADDS ALWAYS HAD TWELVE ROUNDS.

ANTI-DRONE TABLE

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

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



WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST [6] = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10
Frac.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

CREW UNITS

SHIP DATA TABLE	
TYPE	= LCL
POINT VALUE	= 60
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R6.79
PLUS REFIT	= +16

PROBES	3
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SHIELD #1						
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CNTR

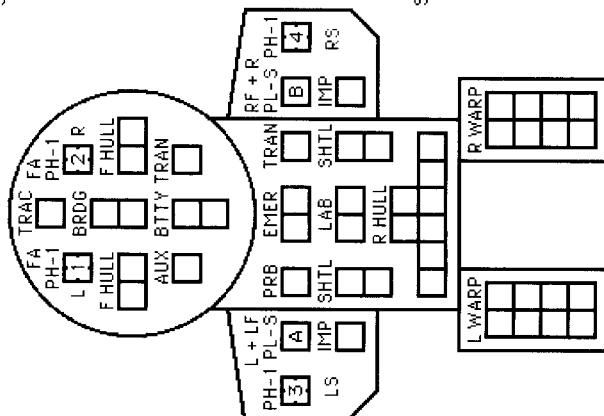
SHIELD # 6						

BOARDING PARTIES	8
------------------	---

TYPE I OFFENSIVE PHASER TABLE

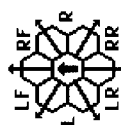
DIE ROLL	RANGE		6-			9-			16-			26-			51-		
	0	1	2	3	4	5	8	15	25	50	75	1	1	0	0	0	0
1	9	8	7	6	5	5	4	3	2	1	1						
2	8	7	6	5	5	4	3	2	1	1	0						
3	7	5	5	4	4	4	3	1	0	0	0						
4	6	4	4	4	4	3	2	0	0	0	0						
5	5	4	4	4	3	3	1	0	0	0	0						
6	4	4	3	3	2	2	0	0	0	0	0						

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



SHIELD #3					

SHIELD #5					



**PSEUDO-PLASMA
TORPEDOES**

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

DAMAGE CONTROL	4	4	2	2	0
EXCESS DAMAGE					

SENSOR		SCANNER				
6	6	5	2	0		
					0	0
					1	2
					4	9

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					

THE SSD SHOWS THE REFITTED SHIP. WITHOUT THE REFIT, THE PLASMA-S TORPEDOES ARE PLASMA-G, NO CHANGE IN LAUNCHING ARCS.

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

[5] = HET COST

[6] = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	$\frac{2}{3}$	$\frac{1}{3}$	2	$\frac{2}{3}$	$\frac{3}{4}$	4	$\frac{4}{3}$	$\frac{5}{3}$	6	$\frac{6}{3}$	$\frac{7}{4}$	8	$\frac{8}{3}$	$\frac{9}{4}$	10	$\frac{10}{3}$	$\frac{11}{4}$	12	$\frac{12}{3}$	$\frac{13}{4}$	14	$\frac{14}{3}$	$\frac{15}{4}$	16	$\frac{16}{3}$	$\frac{17}{4}$	18	$\frac{18}{3}$	$\frac{19}{4}$	20

**GORN LOCAL
DEFENSE DESTROYER
ESCORT**

CNTR

SENSOR

6	6	4	1	0
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SCANNER 00159

DAM CON	EX DAM
2	
2	
0	

EX-DAM

SHIP DATA TABLE	
TYPE	= LDE
POINT VALUE	= 60
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R6.82
INCLUDES LIMITED AEGIS	

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


$$\begin{aligned}LS &= LF + L + LR \\RS &= RF + R + RR \\FX &= L + LF + RF + R\end{aligned}$$
TRANSPORTER BOMBS

D	D
---	---

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.

DECK CREWS	2
------------	---

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

SPEED		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15	15
Fract.	$\frac{1}{2}$	1	$1\frac{1}{2}$	2	$2\frac{1}{2}$	3	$3\frac{1}{2}$	4	$4\frac{1}{2}$	5	$5\frac{1}{2}$	6	$6\frac{1}{2}$	7	$7\frac{1}{2}$	8	$8\frac{1}{2}$	9	$9\frac{1}{2}$	10	$10\frac{1}{2}$	11	$11\frac{1}{2}$	12	$12\frac{1}{2}$	13	$13\frac{1}{2}$	14	$14\frac{1}{2}$	15	15

CNTR

SHIP DATA TABLE	
TYPE	= BFF
POINT VALUE	= 60
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R6.83

9					
---	--	--	--	--	--

9				
---	--	--	--	--

PROBES	5
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PROBES	5
--------	---

TRANSPORTER BOMBS

D	D
---	---

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

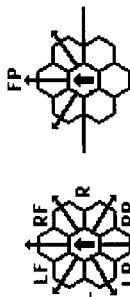
[illegible]

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

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

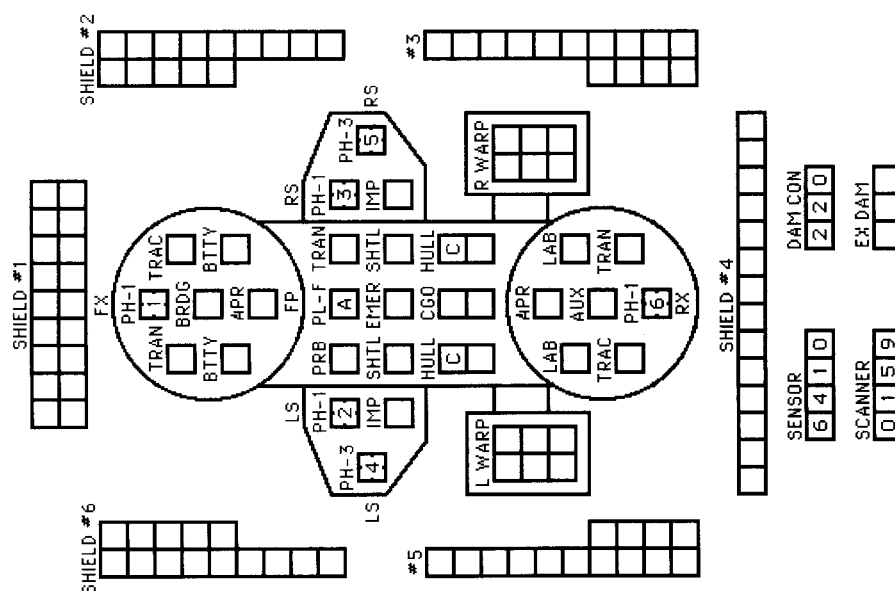
**PSEUDO-PLASMA
TORPEDO**

**PSEUDO-PLASMA
TORPEDO**


$$\begin{aligned}LS &= LF + L + LR \\RS &= RF + R + RR \\FX &= L + LF + RF + R \\RX &= L + LR + RR + R\end{aligned}$$

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

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



WARP ENERGY MOVEMENT COST - $1/3$ ENERGY POINT PER HEX

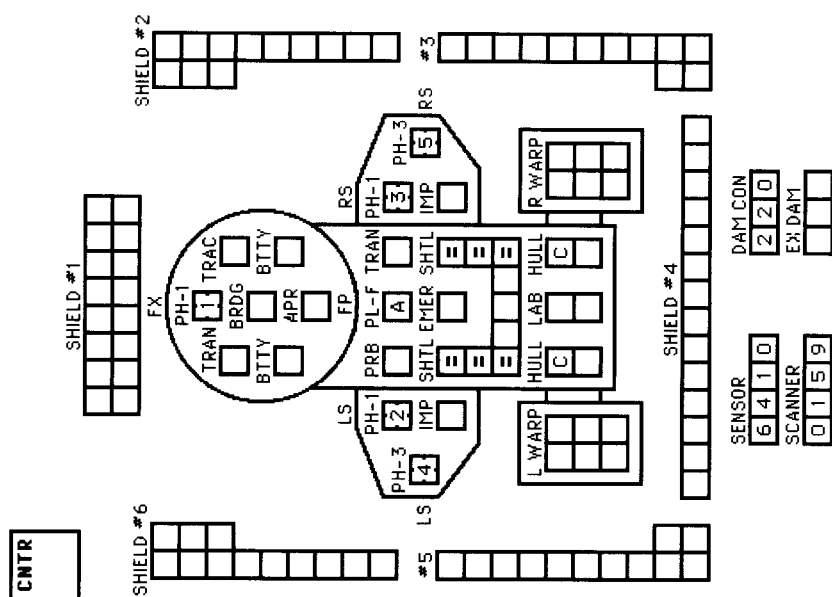
[5] = HET COST

[6] = ERRATIC MANEUVER WARP COST

GORN POLICE CARRIER

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX												
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
Standard	1	1	1	2	2	2	3	3	3	4	4	4
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4

5 = HET COST



THOLIAN
POLICE CUTTER

CREW UNITS					ADMINISTRATIVE SHUTTLES				
✱				7	IDENT				NOTES

BOARDING PARTIES					TRANSPORTER BOMBS				
			4						D/D

PROBES				
				5

SHIP DATA TABLE	
TYPE	POL
POINT VALUE	= 40
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R7.52
SNARE REFIT	= +6

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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



$$FX = L + LF + RF + R$$

THIS SHIP CAN LAND ON PLANETS USING THE GRAVITY LANDING SYSTEM (P2.432).
WEB GENERATOR IS HIT ON "FLAG BRIDGE" HITS.
SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS SNARES.

WARP ENERGY MOVEMENT COST = 1/4 ENERGY POINT PER HEX [5] = HET COST [3] = ERRATIC MANEUVER WARP COST

PART ENERGY COST - FIFTY PERCENT - 1954 - 1955 - 1956 - 1957 - 1958 - 1959 - 1960 - 1961 - 1962 - 1963 - 1964 - 1965 - 1966 - 1967 - 1968 - 1969 - 1970 - 1971 - 1972 - 1973 - 1974 - 1975 - 1976 - 1977 - 1978 - 1979 - 1980 - 1981 - 1982 - 1983 - 1984 - 1985 - 1986 - 1987 - 1988 - 1989 - 1990 - 1991 - 1992 - 1993 - 1994 - 1995 - 1996 - 1997 - 1998 - 1999 - 2000 - 2001 - 2002 - 2003 - 2004 - 2005 - 2006 - 2007 - 2008 - 2009 - 2010 - 2011 - 2012 - 2013 - 2014 - 2015 - 2016 - 2017 - 2018 - 2019 - 2020 - 2021 - 2022 - 2023 - 2024 - 2025 - 2026 - 2027 - 2028 - 2029 - 2030																														
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	1	2	2	2	2	2	3	3	3	4	4	4	4	4	5	5	5	5	6	6	6	6	7	7	7	7	8
Fract.	1/4	1/2	3/4	1	1 1/4	1 1/2	1 3/4	2	2 1/4	2 1/2	2 3/4	3	3 1/4	3 1/2	3 3/4	4	4 1/4	4 1/2	4 3/4	5	5 1/4	5 1/2	5 3/4	6	6 1/4	6 1/2	6 3/4	7	7 1/4	7 1/2

THOLIAN ARMED WEB TENDER

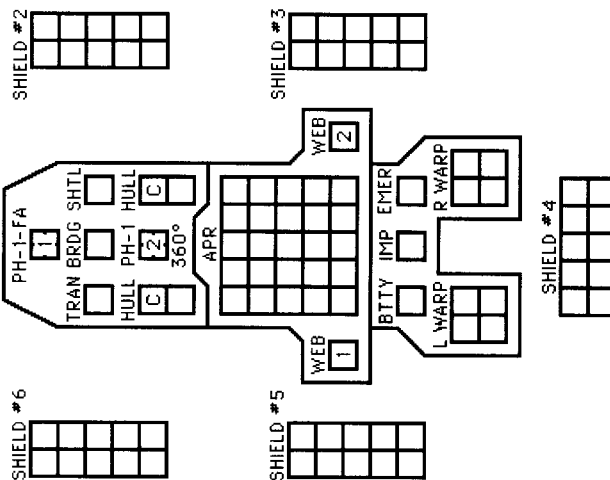
CNTR

SHIP DATA TABLE	
TYPE	= AWT
POINT VALUE	= 80/44
BREAKDOWN	= 3-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R7.53
SNARE REFIT	= +6

ADMINISTRATIVE SHUTTLES									
IDENT	HIT POINTS	NOTES							

BOARDING PARTIES				

T-BOMBS	

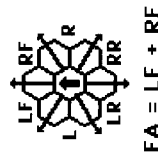


SENSOR	640	09	210	210
SCANNER				
DAM CON				
EX DAM				

SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS WEB SNARES: SEE (E13.3) IN MODULE C2.
WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.

TURN MODE	SPEED
1	2-4
2	5-9
3	10-14
4	15-20
5	21-27
6	28+

THE ARMED WEB TENDER CAN ACCELERATE BY FIVE MOVEMENT POINTS PER TURN. IT CAN DISENGAGE BY ACCELERATION.



FA = LF + RF

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE		6-9-16-26-51-75																												
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
1	9	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3	7	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4	6	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
5	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
6	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE RANGE		ROLL			0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	4	4	4	3	1	1														
2	4	4	4	2	1	0														
3	4	4	4	1	0	0														
4	4	4	3	0	0	0														
5	4	3	2	0	0	0														
6	3	3	1	0	0	0														

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX

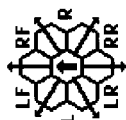
PERCENT PER MIN															PERCENT THROU PER MIN															PERCENT THROU PER MIN									
SPEED																																							
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30										
Standard	1	1	1	2	2	2	3	3	3	4	4	4	4	5	5	5	6	6	7	7	7	8	8	8	9	9	9	10	10	10									
Fract.	$\frac{1}{3}$	$\frac{2}{3}$	1	$1\frac{1}{3}$	$1\frac{2}{3}$	2	$2\frac{1}{3}$	$2\frac{2}{3}$	3	$3\frac{1}{3}$	$3\frac{2}{3}$	4	$4\frac{1}{3}$	$4\frac{2}{3}$	5	$5\frac{1}{3}$	$5\frac{2}{3}$	6	$6\frac{1}{3}$	$6\frac{2}{3}$	7	$7\frac{1}{3}$	$7\frac{2}{3}$	8	$8\frac{1}{3}$	$8\frac{2}{3}$	9	$9\frac{1}{3}$	$9\frac{2}{3}$	10									

CNTR

SHIP DATA TABLE	
TYPE	= DD
POINT VALUE	= 55
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R8.47
PLUS REFIT	= + 4

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

NIMBLE SHIP



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	-----	-----	-----	-----	-----	-----

TYPE III DEFENSE PHASER									
DIE RANGE		4- 9-		3 8		2 15			
ROLL	0	1	2	3	4	5	6	7	8
1	4	4	4	4	3	1	1		
2	4	4	4	4	2	1	0		
3	4	4	4	4	1	0	0		
4	4	4	4	3	0	0	0		
5	4	4	3	2	0	0	0		
6	6	3	3	1	0	0	0		

TRANSPORTER BOMBS

D	D
---	---

BOARDING PARTIES

PROBES

TYPE I OFFENSIVE PHASER TABLE

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

ANTI-DRONE TABLE				
RANGE	0	1	2	3 4+
HIT#	-	1-2	1-3	1-4 -

$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{RA} &= \text{LR} + \text{RR} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$

TYPE III DEFENSE PHASE		4-9-15	4-8-15	4-3-15	4-2-15	4-1-15
DIE RANGE	ROLL	0	1	2	3	4
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	3	2	0	0	0
6	3	3	1	0	0	0

PHOTON TORPEDO TABLE

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

TYPE III DEFENSE PHASE		4-9-15	4-8-15	4-3-15	4-2-15	4-1-15
DIE RANGE	ROLL	0	1	2	3	4
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	3	2	0	0	0
6	3	3	1	0	0	0

WARP ENERGY MOVEMENT COST = $1/2$ ENERGY POINT PER HEX

	SPEED	1	2	③	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	$\frac{1}{2}$	1	$1\frac{1}{2}$	2	$2\frac{1}{2}$	3	$3\frac{1}{2}$	4	$4\frac{1}{2}$	5	$5\frac{1}{2}$	$6\frac{1}{2}$	7	$7\frac{1}{2}$	8	$8\frac{1}{2}$	9	$9\frac{1}{2}$	10	$10\frac{1}{2}$	11	$11\frac{1}{2}$	12	$12\frac{1}{2}$	13	$13\frac{1}{2}$	14	$14\frac{1}{2}$	15		

THE PLUS REIT REPLACED THE PROBE LAUNCHER WITH A TYPE-G DRONE RACK AND CONVERTED THE APR TO AN AWR. SHIP CAN LAND ON PLANETS BY GRAVITY, OR POWERED LANDINGS (P2.43). THIS SHIP HAS NO "STEALTH" BONUS. THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING. CARGO BOXES ARE STANDARD TYPES, I.E., THEY HOLD 50 POINTS OF CARGO EACH.

CNTR

[illegible]

BOARDING PARTIES	
6	

6

DECK CREWS

6

PROBES	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	

TRANSPORTER BOMBS DD DD

$SA = LF + RF$
 $RA = LR + RR$
 $S = LF + L + LR$
 $RS = RF + R + RR$

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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

F-4 FIGHTERS
1xPh-3-FA
DFR = 1
CRIPPLED = 6
SPEED = 8
BOY = 7

ANTI-DRONE TABLE

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

DRONE RACK

6					
5					
4					
3					
2					
1					

RACKS HAD TWO RELOADS.
 ONE RELOAD IS ENTIRELY ADDS.

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

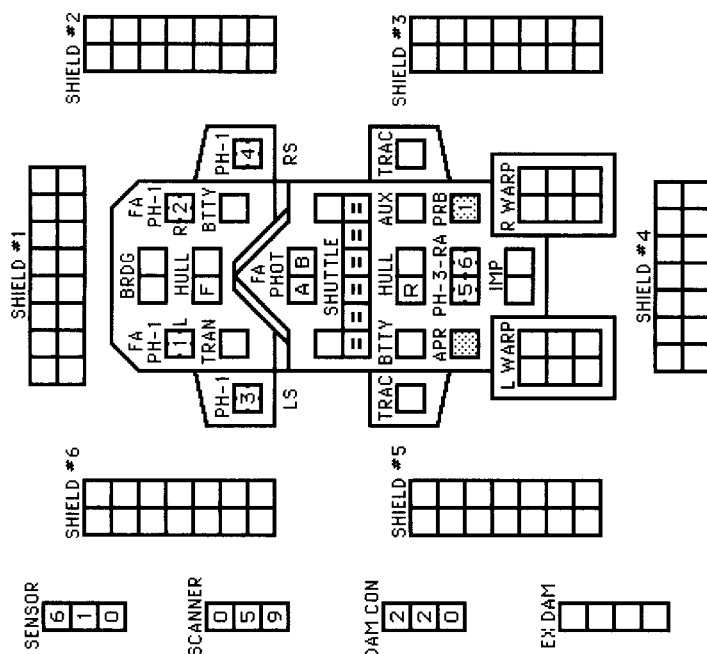
PRINTING ENERGY POTENTIAL		COSTS PER HOUR										COSTS PER LINE										COSTS PER PAGE									
		⑤					⑥					⑦					⑧					⑨					⑩				
		1	2	③	4	⑤	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
SPEED	1	2	③	4	⑤	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
Standard	1	2	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15	
Fract.	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	2	2 $\frac{1}{2}$	3	3 $\frac{1}{2}$	4	4 $\frac{1}{2}$	5	5 $\frac{1}{2}$	6	6 $\frac{1}{2}$	7	7 $\frac{1}{2}$	8	8 $\frac{1}{2}$	9	9 $\frac{1}{2}$	10	10 $\frac{1}{2}$	11	11 $\frac{1}{2}$	12	12 $\frac{1}{2}$	13	13 $\frac{1}{2}$	14	14 $\frac{1}{2}$	15	

③ - ERRATIC MANEUVR WAPP COST

THE PLUS REFIT REPLACED THE PROBE LAUNCHER WITH A TYPE-G DRONE RACK AND CONVERTED THE APR TO AN AWR. SHIP CAN LAND ON PLANETS BY GRAVITY, OR POWERED LANDINGS (P2-43).

THIS SHIP HAS NO "STEALTH" BONUS.

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



SHIP DATA TABLE	
TYPE	= DV
POINT VALUE	= 61
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R8.48
PLUS REFIT	= +4

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

NIMBLE SHIP

ANTI-DRONE TABLE

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

DRONE RACK

6					
5					
4					
3					
2					
1					

RACKS HAD TWO RELOADS.
 ONE RELOAD IS ENTIRELY ADDS.

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

PRINTING ENERGY POTENTIAL		PRINTING ENERGY POINT PER INCH										NET COST										ENERGYS TO TIMBER PER INCH									
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
SPEED		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	$\frac{1}{2}$	$\frac{1}{2}$	$1\frac{1}{2}$	2	$2\frac{1}{2}$	3	$3\frac{1}{2}$	4	4	$4\frac{1}{2}$	5	$5\frac{1}{2}$	6	$6\frac{1}{2}$	7	$7\frac{1}{2}$	8	$8\frac{1}{2}$	9	$9\frac{1}{2}$	10	$10\frac{1}{2}$	11	$11\frac{1}{2}$	12	$12\frac{1}{2}$	13	$13\frac{1}{2}$	14	$14\frac{1}{2}$	15

③ - ERRATIC MANEUVR WAPP COST

THE PLUS REFIT REPLACED THE PROBE LAUNCHER WITH A TYPE-G DRONE RACK AND CONVERTED THE APR TO AN AWR. SHIP CAN LAND ON PLANETS BY GRAVITY, OR POWERED LANDINGS (P2-43).

THIS SHIP HAS NO "STEALTH" BONUS.

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

CNTR

SHIP DATA TABLE	
TYPE	= LCA
POINT VALUE	= 86
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R9.103

ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	
TWO BAYS - NO TRANSFERS			

BOARDING PARTIES	10
------------------	----

DECK CREWS	PROBES
2	3

PROBES	5
--------	---

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

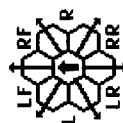
FUSION OVERLOAD

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+

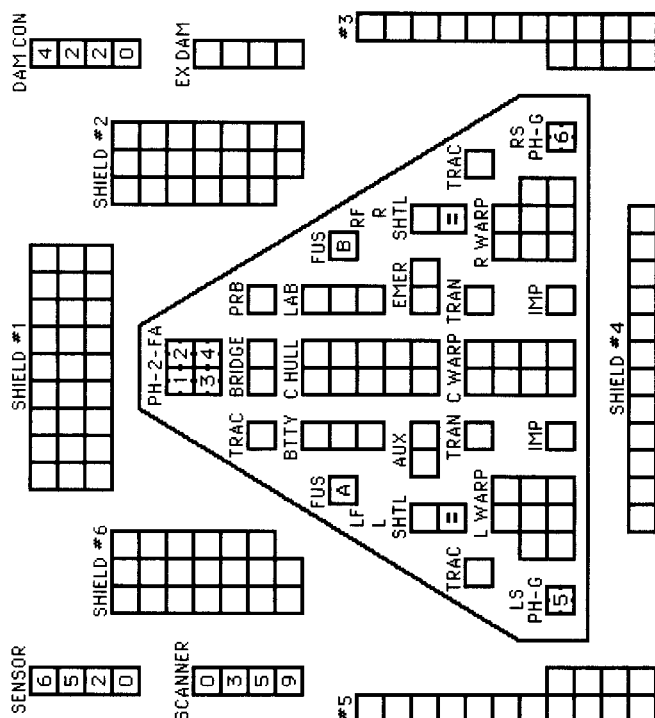
TYPE II PHASER TABLE

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

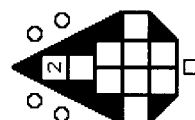
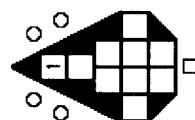

$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$

TYPE III DEFENSE PHASER

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



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



STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 10

HYDRAN VOLTIGEUR-U LOCAL DEFENSE ESCORT CARRIER

CNTR

SHIP DATA TABLE	
TYPE	= LFV
POINT VALUE	= 65/55
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R9.105

CREW UNITS		ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS	NOTES	
10			

BOARDING PARTIES		T-BOMBS	

DECK CREW'S	

PROBES	

FTR FUSION TABLE	
DIE RANGE	3-10
1	13 8 6 4
2	11 8 5 3
3	10 7 4 2
4	9 6 3 1
5	8 5 3 1
6	8 4 2 0

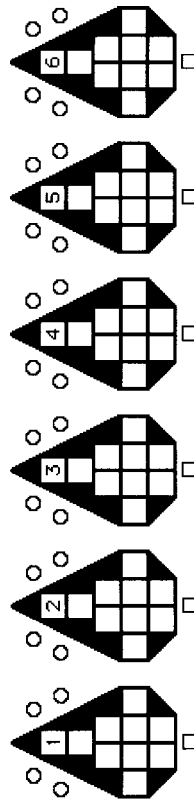


FA = LF + RF

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

STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 10

TYPE III DEFENSE PHASER	
DIE RANGE	4-9-ROLL 0 1 2 3 8 15
1	4 4 4 3 1 1
2	4 4 4 2 1 0
3	4 4 4 1 0 0
4	4 4 3 0 0 0
5	4 3 2 0 0 0
6	3 3 1 0 0 0



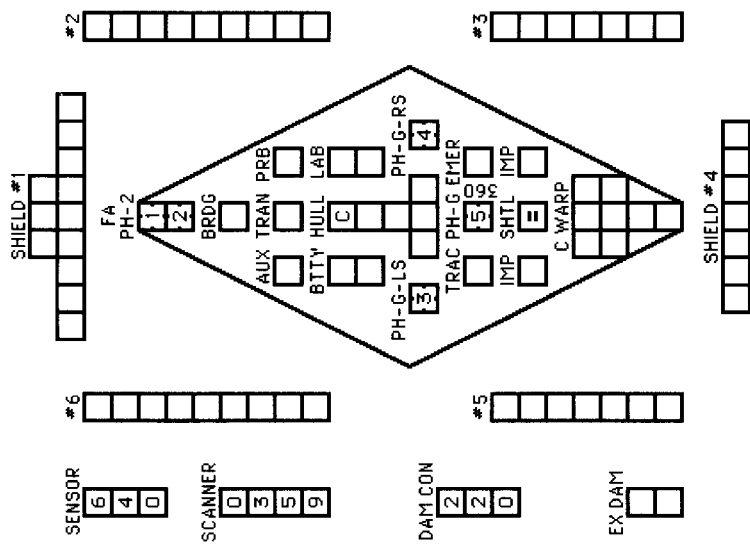
WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX													[5] = HET COST										[6] = ERRATIC MANEUVER WARP COST									
SPEED		1	2	3	4	[5]	[6]	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
Standard		1	1	2	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10	
Fract.		1/3	2/3	1	1 1/3	2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10	

CNTR

SHIP DATA TABLE	
TYPE	= LFE
POINT VALUE	= 65
BREAKDOWN	= 6
SHIELD COST	= $1/2 + 1/2$
LIFE SUPPORT	= $1/2$
SIZE CLASS	= 4
REFERENCE	= R9.106

LIMITED AEGIS

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



ADMINISTRATIVE SHUTTLES

T-BOMBS

 	
---	--

DECK CREWS

2	
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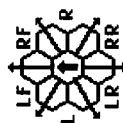
PROBES

5	

AS A CARRIER ESCORT, THIS SHIP A READY RACK AND DECK CREWS TO SERVICE THE FIGHTERS OF THE CARRIER. IT HAD NO FIGHTERS OF ITS OWN.

TYPE II PHASER TABLE

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


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$

TYPE III DEFENSE PHASER

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

WARP ENERGY MOVEMENT COST = $1/3$ ENERGY POINT PER HEX

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard 1	1	1	2	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract. $\frac{1}{4}$	$\frac{3}{4}$	1	$\frac{1}{4}$	$\frac{1}{4}$	$\frac{1}{4}$	2	$\frac{2}{4}$	$\frac{2}{4}$	3	$\frac{3}{4}$	$\frac{3}{4}$	4	$\frac{4}{4}$	$\frac{4}{4}$	$\frac{5}{4}$	$\frac{5}{4}$	$\frac{5}{4}$	6	$\frac{6}{4}$	$\frac{6}{4}$	7	$\frac{7}{4}$	$\frac{7}{4}$	8	$\frac{8}{4}$	$\frac{8}{4}$	9	$\frac{9}{4}$	$\frac{9}{4}$	10

	TURN MODE	SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

ANDROMEDAN GUN SLED

CNTR

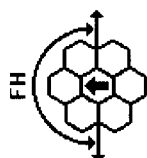
SHIP DATA TABLE	
TYPE	= GUN
POINT VALUE	= 40
BREAKDOWN	= 6
PA COST	= 3/4
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R10.61

THIS SHIP CAN USE THE POWERED LANDING SYSTEM (P2.434).

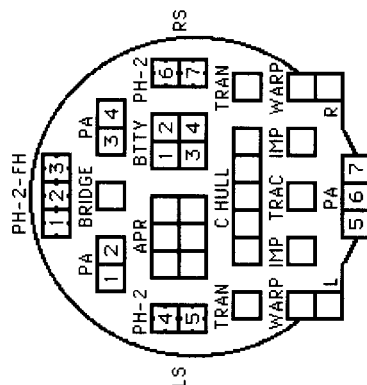
CREW UNITS

BOARDING PARTIES

TRANSPORTER BOMBS



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



SENSOR 6 5 3 0
DAM CON 2 2 2 0
SCANNER 0 1 5 9
EX DAM

TYPE III DEFENSE PHASER

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

TYPE II PHASER TABLE

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

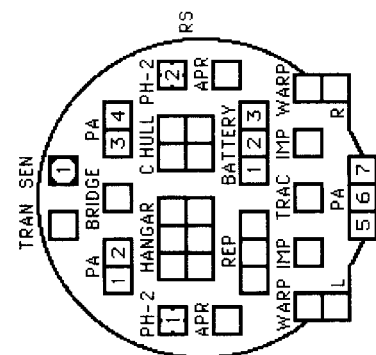
THIS SHIP CANNOT DISENGAGE BY ACCELERATION.

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX ⑤ = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard 1	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract. 1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/4	8 2/3	9	9 1/3	9 2/3	10	

ANDROMEDAN MOBILE OPERATIONS SLED

CNTR

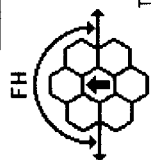


HANGARS ON THIS SHIP
ARE NOT INTERNAL, BUT
REPRESENT EXTERNAL
DOCKING FACILITIES.
THEY ARE DESTROYED
ON "SHUTTLE" DAMAGE
POINTS.

SENSOR 6 5 3 0
 DAM CON 2 2 2 0
 LS
 SCANNER 0 1 5 9
 EX DAM
 SPECIAL SENSOR DESTROYED ON "TORPEDO" DAMAGE POINTS.

SHIP DATA TABLE	
TYPE	= MOS
POINT VALUE	= 48/26
BREAKDOWN	= 6
PA COST	= 3/4
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R10.62

THIS SHIP CANNOT DISENGAGE BY ACCELERATION.


$$\begin{aligned} LS &= LF + L + LR \\ RS &= RF + R + RR \end{aligned}$$

TYPE II PHASER TABLE										TYPE III DEFENSE PHASER						SLED TURN MODE		
DIE RANGE		4-9-16-31-50								DIE RANGE		4-9-15				TURN MODE SPEED		
ROLL	0	1	2	3	8	15	30	50	ROLL	0	1	2	3	8	15	A	1	2-6
1	6	5	5	4	3	2	1	1	1	4	4	4	3	1	1			
2	6	5	4	4	2	1	1	0	2	4	4	4	2	1	0			
3	6	4	4	4	1	1	0	0	3	4	4	4	1	0	0	HET	2	7-12
4	5	4	4	3	1	0	0	0	4	4	4	3	0	0	0		3	13-19
5	5	4	4	3	0	0	0	0	5	4	3	2	0	0	0	BD	4	20-26
6	5	3	3	3	0	0	0	0	6	3	3	1	0	0	0		5	27+

SCOUT FUNCTIONS SUMMARY		MWP TURN MODE		MWP DATA TABLE			
		AA	TURN MODE	SPEED	TYPE	=	MWP
21	LENDING ECM OR ECCM				POINT VALUE	=	15/20
22	BREAKING LOCK-DNS				BREAKDOWN	=	6
23	ATTRACTING DRONES	1	2-8		PA COST	=	3/5+2/5
24	CONTROLLING SEEKING WEAPONS	2	9-16		LIFE SUPPORT	=	0
25	IDENTIFYING DRONES	3	17-24		SIZE CLASS	=	6
26	DETECTING MINES	4	25+		REFERENCE	=	R10.48
27	GATHERING SCIENCE INFORMATION						
28	SELF-PROTECTION JAMMING						
29	TACTICAL INTELLIGENCE						

[illegible]

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX																	5 = HET COST		
SPEED		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	
Standard	1	1	2	2	2	3	3	3	3	4	4	4	4	5	5	5	6	6	
Frac.	1/3	2/3	1	1 1/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	

THE SLED HAS A MOVEMENT COST OF 1/3.																	MWP's HAVE A MOVEMENT COST OF 1/5.		
SPEED		1	2	3	4	5	6	7	8	9	10	11	12	13	14				
Standard	1	1	1	1	1	1	2	2	2	2	2	3	3	3	3				
Fractional	1/5	2/5	3/5	4/5	1	1 1/5	1 2/5	1 3/5	1 4/5	2	2 1/5	2 2/5	2 3/5	2 4/5	3				

2

BRIDGE

PA	1	PH-2	1 1 2	HULL	C	WRP	R	

BRIDGE

PA	2	PH-2	1 1 2	HULL	C	WRP	R	

3

BRIDGE

PA	1	PH-2	1 1 2	HULL	C	WRP	L	

BRIDGE

PA	2	PH-2	1 1 2	HULL	C	WRP	R	

1

BRIDGE

PA	1	PH-2	1 1 2	HULL	C	WRP	L	

BRIDGE

PA	2	PH-2	1 1 2	HULL	C	WRP	R	

MWP CREW

1			
2			
3			
4			
5			
6			

CNTR HET BD

1			
2			
3			
4			
5			
6			

NOTES FOR MWP PLATFORMS.

PA PANELS PROTECT 360°s.

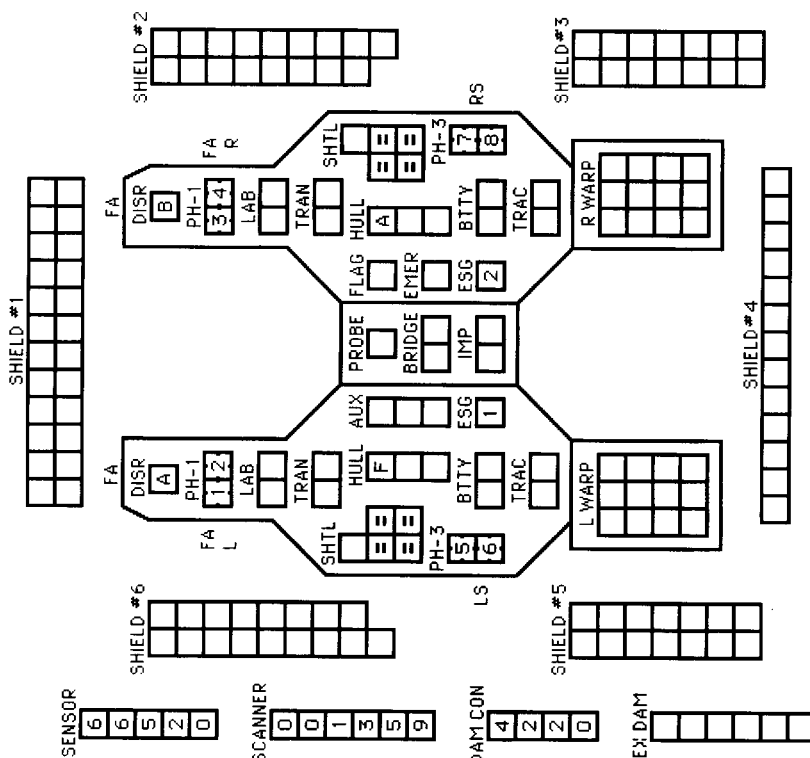
PHASER-2s HAVE 360° FIRING ARCS.

THESE UNITS HAVE NO "EXCESS DAMAGE"

THESE UNITS HAVE NO "EXCESS DAMAGE".

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

LYRAN LOCAL DEFENSE CARRIER



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

CNTR

SENSOR

SCANNER

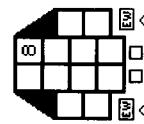
DAM CON

EX DAM

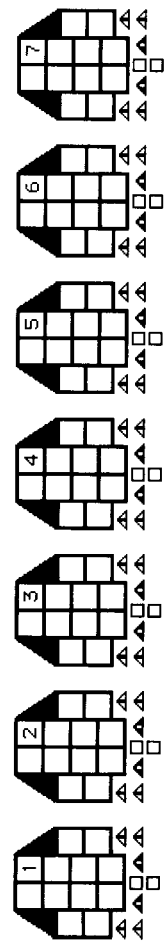
SHIP DATA TABLE	
TYPE	= LCV
POINT VALUE	= 101
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R11.80

TURN MODE	SPEED
1	2-4
2	5-9
3	10-14
4	15-20
5	21-27
6	28+

EXPANDING SPHERE TABLE	
RADIUS	ENERGY
1	2
2	3
3	4
4	5
5	6
6	7
7	8
8	9
9	10
10	11
11	12
12	13
13	14
14	15
15	16
16	17
17	18
18	19
19	20



Z-YC FIGHTERS
2xPh-3 - FA
DFR = 4
CRIPPLED = 8
SPEED = 15
BPV = 12



ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
1	10
2	20
3	30

TRANSPORTER BOMBS	
IDENT	HIT POINTS
1	10
2	20
3	30

PROBES	
IDENT	HIT POINTS
1	10
2	20
3	30

TYPE I OFFENSIVE PHASER TABLE

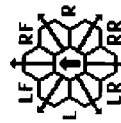
DIE RANGE	6-9	10-15	16-25	26-50	51-75
1	9	8	7	6	5
2	8	7	6	5	4
3	7	6	5	4	3
4	6	5	4	3	2
5	5	4	3	2	1
6	4	3	2	1	0

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT (STD)	NR	1-5	1-5	1-4	1-4	1-4	1-3
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	1-4	NR
DAMAGE, STD	0	5	4	4	3	3	2
DAMAGE, OULD	10	10	8	8	6	0	0

TYPE III DEFENSE PHASER

DIE RANGE	4-9	10-15
1	4	4
2	4	4
3	4	4
4	4	4
5	4	4
6	3	3



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

**LYRAN
LOCAL DEFENSE
ESCORT FRIGATE**

SHIP DATA TABLE	
TYPE	= LFE
POINT VALUE	= 66
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R11.82

LIMITED AEGIS

	TURN MODE	SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

EXPANDING SPHERE TABLE	
RADIUS	ENERGY
	1 2 3 4 5
0 (4.00)	4 8 12 16 20
1 (3.67)	4 7 11 15 18
2 (3.33)	3 7 10 13 17
3 (3.00)	3 6 9 12 15


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$

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

TYPE III DEFENSE PHASER									
DIE RANGE		4- 9-			4- 9-				
ROLL	0	1	2	3	8	15			
1	4	4	4	3	1	1			
2	4	4	4	2	1	0			
3	4	4	4	1	0	0			
4	4	4	3	0	0	0			
5	4	3	2	0	0	0			
6	3	3	1	0	0	0			

DISRUPTOR TABLE								
RANGE	0	1	2	3-4	5-8	9-15		
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4		
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA		
DAMAGE, STD	0	5	4	4	3	3		
DAMAGE, OULD	10	10	8	8	6	0		

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX													⑤ = HET COST													⑥ = ERRATIC MANEUVER WARP COST												
SPEED		1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30							
Standard	1	1	1	2	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10							
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10	10							

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.

**LYRAN
LOCAL DEFENSE
PF TENDER**

CNTR

SHIP DATA TABLE	
TYPE	= LPF
POINT VALUE	= 58/40
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R11.83

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

EXPANDING SPHERE TABLE	
RADIUS	ENERGY
	1 2 3 4 5
0 (4.00)	4 8 12 16 20
1 (3.67)	4 7 11 15 18
2 (3.33)	3 7 10 13 17
3 (3.00)	3 6 9 12 15


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$

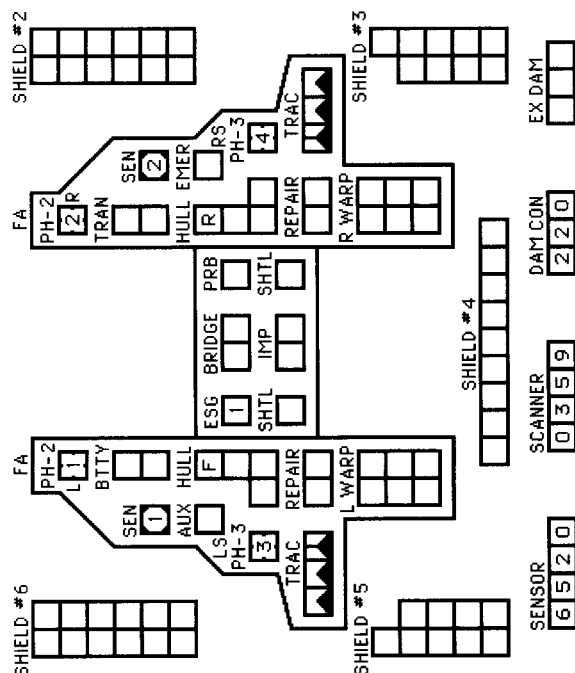
DIE	RANGE		4-9-16-31-			
ROLL	0	1	2	3	4	5
1	6	5	5	4	3	2
2	6	5	4	4	2	1
3	6	4	4	4	1	0
4	5	4	4	3	1	0
5	5	4	3	3	0	0
6	5	3	3	3	0	0

TYPE III DEFENSE PHASE		4- 9- 3 8 15		
DIE RANGE		2	3	8
ROLL 0	1	4	4	4
1	4	4	4	3
2	4	4	4	2
3	4	4	4	1
4	4	4	3	0
5	4	3	2	0
6	3	3	1	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.**



WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

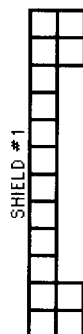
[5] = HET COST

[6] = ERRATIC MANEUVER WARP COST

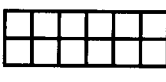
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard 1	1	2	2	3	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract. 1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15	15

LYRAN POLICE CARRIER

CNTR



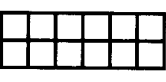
SHIELD #2



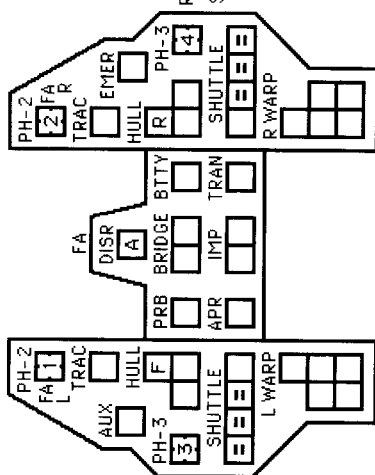
SHIELD #3



SHIELD #6



SHIELD #5



EX DAM

DAM CON

SCANNER

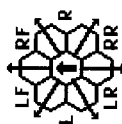
SENSOR

SHADED BOXES ARE THE PLUS REFIT.

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

SHIP DATA TABLE	
TYPE	PV
POINT VALUE	59
BREAKDOWN	6
SHIELD COST	1/2+1/2
LIFE SUPPORT	1/2
SIZE CLASS	4
REFERENCE	R11.84
PLUS REFIT	= +2

TURN MODE	SPEED
A 1	2-6
HET 2	7-12
BD 3	13-19
4	20-26
5	27+
NIMBLE SHIP	



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

DISRUPTOR TABLE

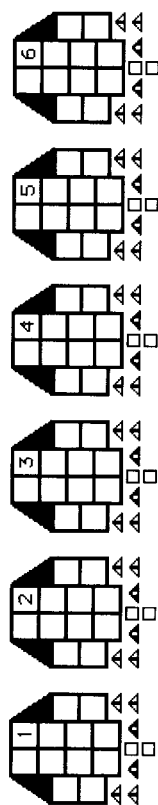
RANGE	0	1	2	3-4	5-8	9-15
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA
DAMAGE, STD	0	5	4	4	3	3
DAMAGE, OVL	10	10	8	8	6	0

TYPE III DEFENSE PHASER

DIE ROLL	0	1	2	3	8	15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

TYPE II PHASER TABLE

DIE ROLL	0	1	2	3	8	15	30	50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0



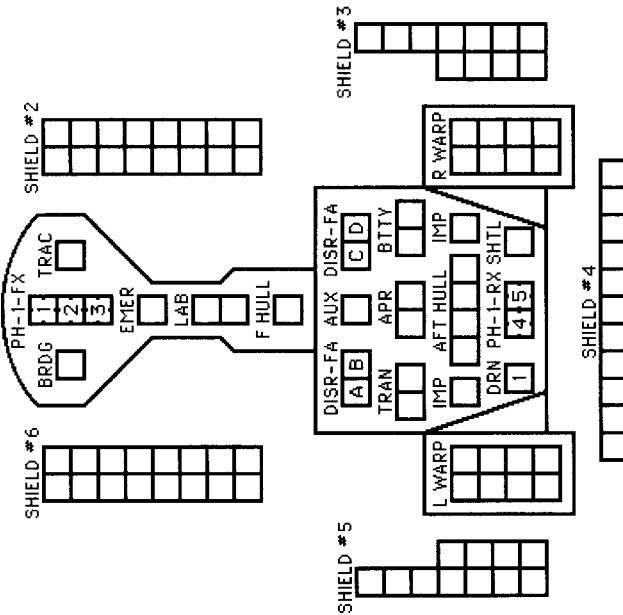
Z-YC FIGHTERS
2xPh-3 - FA
DFR = 4
CRIPPLED = 8
SPEED = 15
BPV = 12

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST [3] = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	2	2	3	3	3	4	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10
Frac.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

(PURCHASED SHIP)

SHIELD #1



SENSOR	SCANNER	DAM CON	EX DAM
630	039	220	

THE PH-1s IN THE BOOM CAN FIRE DIRECTLY TO THE REAR (D2.33).

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX													⑤ = HET COST										⑥ = ERRATIC MANEUVER WARP COST									
SPEED		1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
Standard	1	1	2	2	3	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15	
Fract.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15	15	

CNTR

SHIP DATA TABLE	
TYPE	= LYF
POINT VALUE	= 85
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R12.48

	TURN MODE	SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

EXPANDING SPHERE TABLE	
RADIUS	ENERGY
	1 2 3 4 5
0 (4.00)	4 8 12 16 20
1 (3.67)	4 7 11 15 18
2 (3.33)	3 7 10 13 17
3 (3.00)	3 6 9 12 15


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$
[illegible][illegible]

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

TYPE III DEFENSE PHASER									
DIE RANGE		4- 9-			4- 9-				
ROLL	0	1	2	3	8	15			
1	4	4	4	3	1	1			
2	4	4	4	2	1	0			
3	4	4	4	1	0	0			
4	4	4	3	0	0	0			
5	4	3	2	0	0	0			
6	3	3	1	0	0	0			

DISRUPTOR TABLE						
RANGE	0	1	2	3-4	5-8	9-15
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA
DAMAGE, STD	0	5	4	4	3	3
DAMAGE, OULD	10	10	8	8	6	0

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX													⑤ = HET COST													⑥ = ERRATIC MANEUVER WARP COST												
SPEED													⑤													⑥												
1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30									
Standard																																						
1	1	2	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10									
1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10									

ADMINISTRATIVE SHUTTLES

[illegible]

ADMINISTRATIVE SHUTTLES			
IDENT	HIT	POINTS	NOTES

TRANSPORTER BOMBS	D	D	D	D
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BOARDING PARTIES

10							
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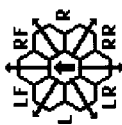
PROBES	3
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THE SSD SHOWS THE REFITTED SHIP.
WITHOUT THE REFIT, THE PLASMA-S
TORPEDOES ARE PLASMA-G, NO
CHANGE IN LAUNCHING ARCS.

SHIP DATA TABLE	
TYPE	= LCA
POINT VALUE	= 84
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R13.69
PLUS REFIT	= +16

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

**PSEUDO-PLASMA
TORPEDOES**

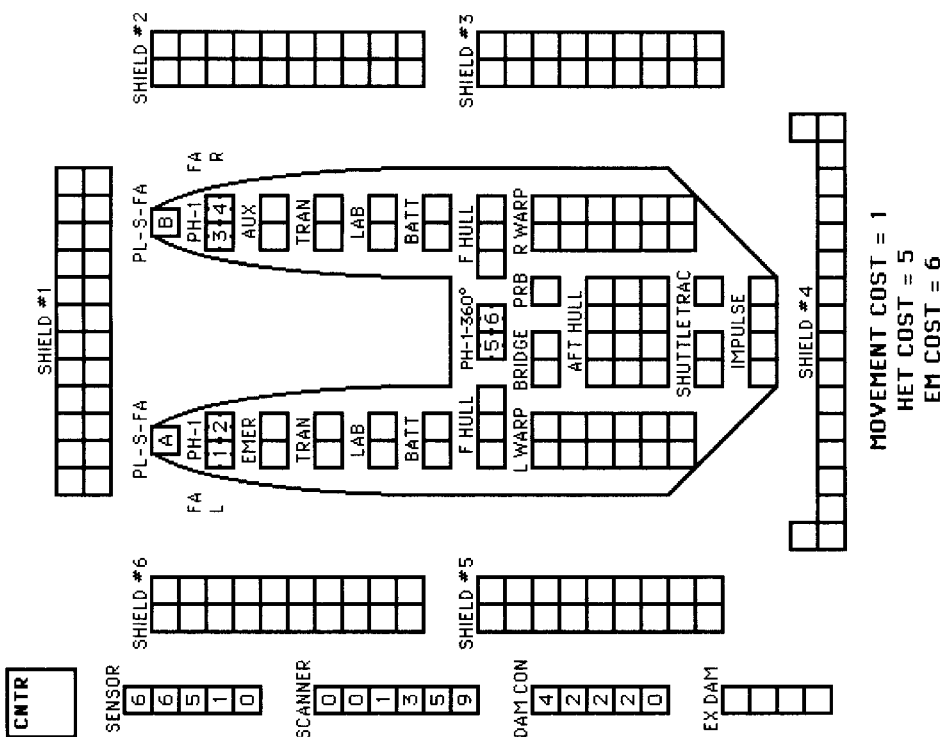

$$FA = LF + RF$$

DIE ROLL	RANGE 0 1	2	3	4	5	6-9 8 15 25	10-15 16 25 50	16-20 21 50 75	21-25 26 50 75
1	9	8	7	6	5	5	4	3	2
2	8	7	6	5	5	4	3	2	1
3	7	5	5	4	4	4	3	1	0
4	6	4	4	4	4	3	2	0	0
5	5	4	4	4	3	3	1	0	0
6	4	4	3	3	2	2	0	0	0

TYPE III DEFENSE PHASER		DIE RANGE				4- 9- 3 8 15			
ROLL	0	1	2	3	4	5	6	7	8
1	4	4	4	3	1	1			
2	4	4	4	2	1	0			
3	4	4	4	1	0	0			
4	4	4	3	0	0	0			
5	4	3	2	0	0	0			
6	3	3	1	0	0	0			

PLASMA TORPEDO WARHEAD STRENGTH TABLE									
RANGE	0-5	6-10	11-12	13-14	15	16-18	19		
TYPE S	30	30	22	22	22	15	15		
TYPE G	20	20	15	15	15	10	5		
TYPE F	20	15	10	5	1	0	0		
BOLT	1-4	1-3			1-2				

23	24	25
0	5	1
1	0	0
1	0	0
		1



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

CREW UNITS

[illegible]

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE		6-9-16-26-51-	
ROLL	0 1 2 3 4 5 6 7 8 9	10 11 12 13 14 15 16 17 18 19	20 21 22 23 24 25 26 27 28 29
1	9 8 7 6 5 4 3 2 1 0	9 8 7 6 5 4 3 2 1 0	9 8 7 6 5 4 3 2 1 0
2	8 7 6 5 4 3 2 1 0 9	8 7 6 5 4 3 2 1 0 9	8 7 6 5 4 3 2 1 0 9
3	7 6 5 4 3 2 1 0 9 8	7 6 5 4 3 2 1 0 9 8	7 6 5 4 3 2 1 0 9 8
4	6 5 4 3 2 1 0 9 8 7	6 5 4 3 2 1 0 9 8 7	6 5 4 3 2 1 0 9 8 7
5	5 4 3 2 1 0 9 8 7 6	5 4 3 2 1 0 9 8 7 6	5 4 3 2 1 0 9 8 7 6
6	4 3 2 1 0 9 8 7 6 5	4 3 2 1 0 9 8 7 6 5	4 3 2 1 0 9 8 7 6 5

PLASMA TORPEDO WARHEAD STRENGTH TABLE									
RANGE	0-5	6-10	11-12	13-14	15	16-18	19		
TYPE S	30	30	22	22	22	15	15		
TYPE G	20	20	15	15	15	10	5		
TYPE F	20	15	10	5	1	0	0		
TYPE D	10	8	5	2	1	0	0		
BOLT	1-4	1-3						1-2	

TYPE III DEFENSE PHASE

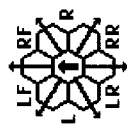
DIE RANG	4-9-	4-9-
ROLL 0 1 2 3 8 15		
1 4 4 4 3 1 1		
2 4 4 4 2 1 0		
3 4 4 4 1 0 0		
4 4 4 4 3 0 0		
5 4 4 3 2 0 0		
6 3 3 1 0 0 0		

**PSEUDO-PLASMA
TORPEDOES**

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	

SHIP DATA TABLE	
TYPE	= LCV
POINT VALUE	= 105
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R13.7

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


$$FA = IF + RF$$

CNTR

SENSOR

CANNER

4 2 2 2 0

EX DAM

[illegible]

PL-S-FA
PH-1
A

TRAN	☐	LAB	☐	BATT	☐
------	--------------------------	-----	--------------------------	------	--------------------------

F HULL		TRAC		F HULL	
LWARP		AFT HULL		R WARP	

SHUTTLE

IMPULSE

Diagram illustrating the 3x3x3 cube structure, showing the SHUTTLE and IMPULSE components.

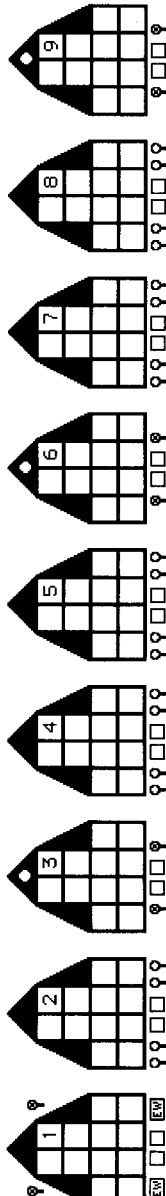
[illegible]

MOVEMENT COST = 1
HET COST = 5
FM COST = 6

```
FEK FIGHTERS
1xPh-3-FA
DFR=2
CRIPPLED=8
SPEED = 15
BPV = 12
```

FDF FIGHTERS
2xPh-3-FA
DFR=4
CRIPPLED=8
SPEED = 15
BPY = 13

FTK FIGHTERS
1xPh-3-FA
DFR=2
CRIPPLED=8
SPEED = 15
BPV = 10



INTERSTELLAR
CONCORDIUM LOCAL
DEFENSE FRIGATE

CREW UNITS

10

BOARDING PARTIES

6

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

DD

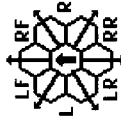
SHIP DATA TABLE	
TYPE	= LFF
POINT VALUE	= 50
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R13.71

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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



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

PLASMA TORPEDO WARHEAD TABLE

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

PSEUDO-PLASMA
TORPEDO

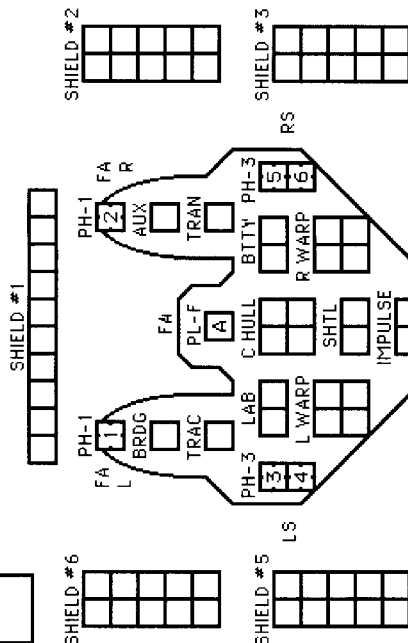
A

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

③ = ERRATIC MANEUVER WARP COST

CNTR



SENSOR 6530 SCANNER 01159 DAM CON 220 EX DAM

CNTR

SHIP DATA TABLE	
TYPE	= LFE
POINT VALUE	= 50
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R13.72

INCLUDES LIMITED AEGIS

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

NIMBLE SHIP

CREW UNITS				ADMINISTRATIVE SHUTTLES			
		X		IDEN	HIT POINTS	NOTES	

BOARDING PARTIES			
C			

TRANSPORTER BOMBS

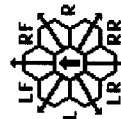
D	D
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AS A CARRIER ESCORT, THIS SHIP HAS DECK CREWS AND READY RACKS TO SERVICE THE FIGHTERS OF THE CARRIER. IT HAS NO FIGHTERS OF ITS OWN.

TYPE I OFFENSIVE PHASER TABLE													
DIE ROLL	RANGE		6-8			9-15			16-25			26-51-75	
	0	1	2	3	4	5	6	7	8	9	10	11	12
1	9	8	7	6	5	5	4	3	2	1	1	1	1
2	8	7	6	5	5	4	3	2	1	1	0	0	0
3	7	5	5	4	4	4	3	1	0	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE RANGE		THE FIFTY FIFTY THASER				
ROLL	0	1	2	3	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	4	3	2	0	0
6	3	3	1	0	0	0

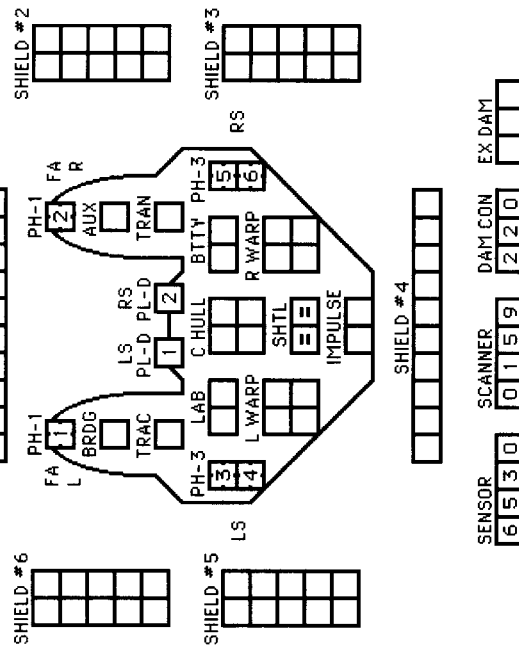

$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$

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	

[illegible]WARP ENERGY MOVEMENT COST = $1/3$ ENERGY POINT PER HEX[illegible]

5 = HFT COST

③ = FERRATIC MANFIVER WARP COST



CNTR

SHIP DATA TABLE	
TYPE	= HPL
POINT VALUE	= 65
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R13.73

ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	

TRANSPORTER BOMBS

D	D
---	---

[illegible]

TYPE I OFFENSIVE PHASE TARIFF

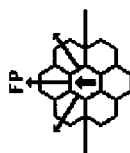
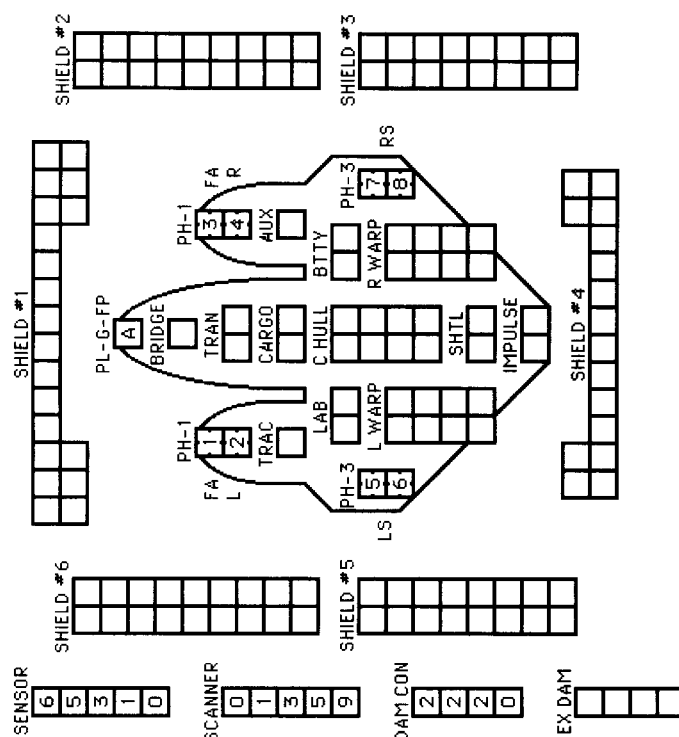
DIE		RANGE		6-		9-		16-		26-		51-	
ROLL	0	1	2	3	4	5	8	15	25	50	75		
1	9	8	7	6	5	5	4	3	2	1	1		
2	8	7	6	5	5	4	3	2	1	1	0		
3	7	5	5	4	4	4	3	1	0	0	0		
4	6	4	4	4	4	3	2	0	0	0	0		
5	5	4	4	4	3	3	1	0	0	0	0		
6	4	4	3	3	2	2	0	0	0	0	0		

TYPE III DEFENSE PHASER

DIE	RANGE					
ROLL	0	1	2	3	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
TYPE G	20	20	15	15	15	10	5	1
TYPE F	20	15	10	5	1	0	0	0
RM T	1-4	1-3	1-2					


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$

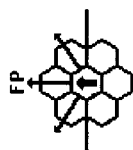

**PSEUDO-PLASMA
TORPEDOES**

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

	THE ENERGY COST TEST					THE COST OF ENERGY					THE ENERGY COST					THE ENERGY COST														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	14	14	15	15
Fact.	$\frac{1}{2}$	1	$1\frac{1}{4}$	2	$2\frac{1}{2}$	3	$3\frac{1}{2}$	4	$4\frac{1}{2}$	5	$5\frac{1}{2}$	6	$6\frac{1}{2}$	7	$7\frac{1}{2}$	8	$8\frac{1}{2}$	9	$9\frac{1}{2}$	10	$10\frac{1}{2}$	11	$11\frac{1}{2}$	12	$12\frac{1}{2}$	13	$13\frac{1}{2}$	14	$14\frac{1}{2}$	15

SHIP DATA TABLE	
TYPE	= PV
POINT VALUE	= 52
BREAKDOWN	= 6
SHIELD COST	= $1/2 + 1/2$
LIFE SUPPORT	= $1/2$
SIZE CLASS	= 4
REFERENCE	= R13.74

TURN	MODE	SPEED
A	1	2-6
	2	7-12
HET	3	13-19
	4	20-26
BD	5	27+



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		

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	

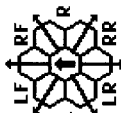
FDF FIGHTERS
2xPh-3-FA
DFR=4
CRIPPLED=8
SPEED = 15
BPV = 13

[illegible]

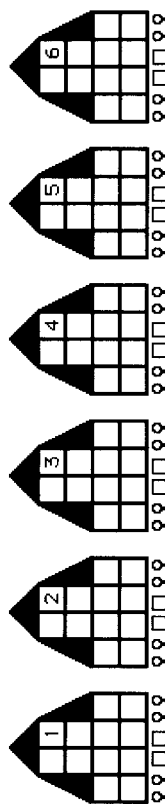
DECK CREWS	DD
TRANSPORTER BOMBS	DD

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

TYPE III DEFENSE PHASER									
DIE RANGE		4- 9-		4- 9-		4- 9-		4- 9-	
ROLL	0	1	2	3	8	15	0	1	2
1	4	4	4	4	3	1	1		
2	4	4	4	4	2	1	0		
3	4	4	4	4	1	0	0		
4	4	4	4	3	0	0	0		
5	4	4	3	2	0	0	0		
6	3	3	1	0	0	0	0		



**PSEUDO-PLASMA
TORPEDO**

$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$


WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX															⑤ = HET COST															③ = ERRATIC MANEUVER WARP COST														
SPEED	1	2	③	4	⑤	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30														
Standard	1	1	2	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10														
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10														

R14.42 LDR LOCAL DEFENSE CRUISER

CNTR

SHIP DATA TABLE	
TYPE	= LFF
POINT VALUE	= 68
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R14.43

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

EXPANDING SPHERE TABLE	
RADIUS	ENERGY
	1 2 3 4 5
0 (4.00)	4 8 12 16 20
1 (3.67)	4 7 11 15 18
2 (3.33)	3 7 10 13 17
3 (3.00)	3 6 9 12 15


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$

ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	
TWO BAYS - NO TRANSFERS			

TRANSPORTER BOMBS

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

TYPE III DEFENSE PHASER		DIE RANGE				4- 9- 3 8 15			
ROLL	0	1	2	3	4	5	6	7	8
1	4	4	4	4	3	1	1		
2	4	4	4	4	2	1	0		
3	4	4	4	4	1	0	0		
4	4	4	4	3	0	0	0		
5	4	4	3	2	0	0	0		
6	3	3	1	0	0	0	0		

DISRUPTOR TABLE						
RANGE	0	1	2	3-4	5-8	9-15
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA
DAMAGE, STD	0	5	4	4	3	3
DAMAGE, OULD	10	10	8	8	6	0

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX													⑤ = HET COST										⑥ = ERRATIC MANEUVER WARP COST									
SPEED	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30		
Standard	1	1	2	2	3	3	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	7	8	8	9	9	9	10	10	10		
Frc't.	$\frac{1}{3}$	$\frac{2}{3}$	1	$1\frac{1}{3}$	$1\frac{2}{3}$	2	$2\frac{1}{3}$	$2\frac{2}{3}$	3	$3\frac{1}{3}$	$3\frac{2}{3}$	4	$4\frac{1}{3}$	$4\frac{2}{3}$	5	$5\frac{1}{3}$	$5\frac{2}{3}$	6	$6\frac{1}{3}$	$6\frac{2}{3}$	7	$7\frac{1}{3}$	$7\frac{2}{3}$	8	$8\frac{1}{3}$	$8\frac{2}{3}$	9	$9\frac{1}{3}$	$9\frac{2}{3}$	10		

HYDRAN MODULE R8: System Defense ANDROMEDAN

L 1	C 1	A 1	H 5	G 1	N 1	L 2	F 2	V 2	L 3	F 3	V 3	L 4	F 4	V 4	G 2	U 2	N 2	G 3	U 3	N 3	M 6	C 6	S 6	C 7	S 7	C 7	S 7	G 9	O 9	S 9
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FEDERATION ORION THOLIAN ROMULAN

G 1	C 1	A 1	G 7	D 7	F 7	G 2	V 2	M 2	G 3	D 3	D 3	G 4	M 4	D 4	D 1	O 1	P 1	P 2	O 2	L 2	K 1	D 1	F 1	K 2	F 2	K 4	F 4	K 4	F 4
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WYN ISC LYRAN

K 9	F 4	L 1	C 1	A 1	L 2	C 2	V 2	L 3	F 3	E 3	L 4	C 4	A 4	V 4	L 1	C 1	A 1	V 1	L 2	C 2	A 2	V 2	L 3	F 3	E 3	L 4	C 4	A 4	V 4
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S 1	T 1	B 1	H 3	F 1	M 1	S 3	A 3	V 3	H 1	P 1	S 2	T 2	G 2	L 2	H 2	C 2	R 2	S 1	K 1	A 1	V 1	H 1	P 1	S 2	T 2	G 2	L 2	H 2	C 2	R 2
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KZINTI GORN LDR GENERAL UNITS

L 1	C 1	S 1	L 2	C 2	V 2	L 3	F 3	V 3	L 4	C 4	V 4	L 1	C 1	S 1	L 2	C 2	V 2	L 3	F 3	V 3	L 4	C 4	V 4	L 1	C 1	S 1	L 2	C 2	V 2	L 3	F 3	V 3
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KLINGON

L 1	D 1	V 1	L 2	D 2	V 2	L 3	D 3	V 3	L 4	D 4	V 4	L 1	D 1	V 1	L 2	D 2	V 2	L 3	D 3	V 3	L 4	D 4	V 4	L 1	D 1	V 1	L 2	D 2	V 2	L 3	D 3	V 3
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HYDRAN MODULE R8: System Defense ANDROMEDAN

L 1	C 1	A 1	H 5	G 1	N 1	L 2	F 2	V 2	L 3	F 3	V 3	L 4	F 4	V 4	G 2	U 2	N 2	G 3	U 3	N 3	M 6	C 6	S 6	C 7	S 7	C 7	S 7	G 9	O 9	S 9
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FEDERATION ORION THOLIAN ROMULAN

G 1	C 1	A 1	G 7	D 7	F 7	G 2	V 2	M 2	G 3	D 3	D 3	G 4	M 4	D 4	D 1	O 1	P 1	P 2	O 2	L 2	K 1	D 1	F 1	K 2	F 2	K 4	F 4	K 4	F 4
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WYN ISC LYRAN

K 9	F 4	L 1	C 1	A 1	L 2	C 2	V 2	L 3	F 3	E 3	L 4	C 4	A 4	V 4	L 1	C 1	A 1	V 1	L 2	C 2	A 2	V 2	L 3	F 3	E 3	L 4	C 4	A 4	V 4
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S 1	T 1	B 1	H 3	F 1	M 1	S 3	A 3	V 3	H 1	P 1	S 2	T 2	G 2	L 2	H 2	C 2	R 2	S 1	K 1	A 1	V 1	H 1	P 1	S 2	T 2	G 2	L 2	H 2	C 2	R 2
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KZINTI GORN LDR GENERAL UNITS

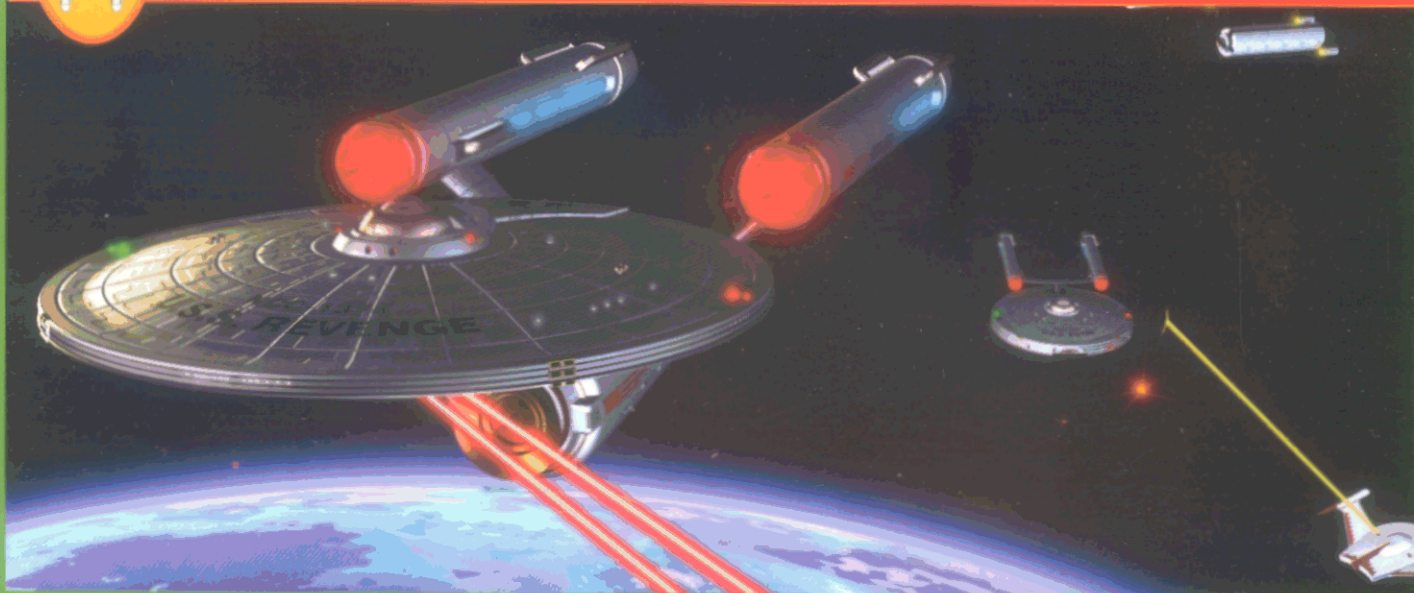
L 1	C 1	S 1	L 2	C 2	V 2	L 3	F 3	V 3	L 4	C 4	V 4	L 1	C 1	S 1	L 2	C 2	V 2	L 3	F 3	V 3	L 4	C 4	V 4	L 1	C 1	S 1	L 2	C 2	V 2	L 3	F 3	V 3
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KLINGON

L 1	D 1	V 1	L 2	D 2	V 2	L 3	D 3	V 3	L 4	D 4	V 4	L 1	D 1	V 1	L 2	D 2	V 2	L 3	D 3	V 3	L 4	D 4	V 4	L 1	D 1	V 1	L 2	D 2	V 2	L 3	D 3	V 3
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SYSTEM DEFENSE COMMAND



They also serve who only guard the home systems! The National Guard, Naval Reserve, and Local Defense units protect the people, planets, and production facilities using refitted old warships, auxiliaries, and police craft:

- ★ Heavy Auxiliaries: Carriers, PFTs, & space control ships the size of Ore Carriers.
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- ★ Heavy Police Ships came into service when the pirates became too hot to handle.
- ★ Police carriers were built to provide extra firepower for convoy defense.
- ★ National Guard cruisers are refitted Y-series ships, good enough to stand & fight.
- ★ National Guard carriers provide combat experienced pilots for the fleet.
- ★ Sector bases are tougher than battle stations and have more capabilities.
- ★ Tugs and salvage ships rescue the cripples and pick up the pieces of war.
- ★ Skiffs provide security and law enforcement for many planets, and adventure!
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- ★ Hospital ships, cruiser liners, and executive transports making the galaxy work.
- ★ Four scenarios, 79 SSDs, charts, and annexes complete the package.



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