

The Star Fleet Times

Volume II

THE OFFICIAL NEWSLETTER OF THE STAR FLEET UNIVERSE

Issue #1

SPECIAL 16-PAGE FIRST ISSUE!

OUT WITH THE OLD, IN WITH THE NEW

Hello! What you're holding is the first issue of an all-new magazine, the STAR FLEET TIMES (SFT). As you may already know, SFT has replaced Starletter as the official newsletter of the Star Fleet Universe!

The TIMES is not exactly new. You may have already noticed the "Volume II" up there at the top of the page. Volume I was a local newsletter (also called STAR FLEET TIMES) which was published by and for the Dayton Starfleet Council. Volume I focused specifically on issues relating to Dayton (which Volume II will not do) but had its fair share of tactics articles, fiction, and other essays of interest to all SFB players. It was at Origins '94 that Steve Cole, owner of Amarillo Design Bureau, approached me with the idea of combining SFT with Starletter and producing a higher quality newsletter for the SFB community. Thus was Volume II of the STAR FLEET TIMES born.

This leads to the next question from the inquiring reader: "Who the heck are *you*?" Well, since you asked ... I'm Bruce Graw, Orion Crimelord on the SFB staff, author of SFB stories and articles. I'm also the owner and operator of Agents of Gaming, the company that brings you Star Fleet Warlord, the official play-by-mail game of the SFB Universe. I've been a Star Fleet Battles player for about 10 years, and a staff member since 1992. I've been doing newsletters since 1990—Volume I of the TIMES lasted 56 issues! I plan to make sure Volume II lasts at *least* that long!

WHAT ARE WE GONNA DO NOW??

Many of you are probably wondering just what the STAR FLEET TIMES is going to be doing. How different are we going to be from Starletter? What are you going to get with your subscription money?

First of all, SFT will be larger than Starletter (12 pages per issue—this first issue is a 16-page special) and will appear more often (10 times per year instead of 6). This is 120 pages of material annually compared to Starletter's 24. In other words, you're getting 5 times what you used to! How is this possible?

The problem with Starletter was that it was something ADB had to do in-house, which took time away from other SFB products. The TIMES is put together by a third party, Agents of Gaming, which frees up ADB to do more SFB stuff—and you'll get a better newsletter, too.

And why is that? Because the TIMES is SFB from the *player's* perspective. Most of the things we do in this magazine will be designed by players just like yourselves. You'll read editorials and articles from a new angle, that of the everyday player.

We're also going to go all out for fun. The purpose of the TIMES is to have FUN! You're going to see some wild, weird and wacky stuff in these pages, the sort of things you'd never expect to see. That's the whole idea!

SUBMISSION GUIDELINES

If the TIMES is going to be the player's newsletter, then obviously we need material from you, the players! What kind of material, you ask? First, let's go over some of the ground rules ... after all, it wouldn't be SFB if it didn't have rules, right? All submissions (other than art) must be either typed, on magnetic media, or sent by electronic mail. Typed submissions should include your name and a page number on each page. Submissions on disk should be in an ASCII text file (DOS) or in Microsoft Word format (Macintosh). Submissions sent by electronic mail should go to B.GRAW1 on GENie, or B.GRAW1@genie.geis.com on Internet. Data sent over Internet must be text, not in an encoded format.

Send all submissions for the STAR FLEET TIMES to Agents of Gaming (our address is on the last page of each issue). Include a SASE if you would like a reply. We offer no compensation, other than our thanks, for submissions.

All submissions to SFT become the property of Amarillo Design Bureau upon publication. Some submissions *may* be selected by ADB for use in another product; in such cases, the author will be notified and receive the usual ADB compensation. Obviously, it's important to send a complete mailing address on each submission (and reply envelope). In the event that one of your submissions is passed on to ADB, it will fall under their submission guidelines when it is used. Note that ADB wants playtest reports on anything and everything in the STAR FLEET TIMES.

So what exactly are we looking for? Here are a few ideas to get your creative juices going:

Fiction. We want good fiction, but it has to be short—no more than 1-3 pages, or 4 at the most (about 3,000 words would be optimal). It must be related to SFB, and it must be interesting, with a cool plot twist or unusual subject or setting.

Tactics. We need short articles which relate to a tactic or concept you've come up with. Not just a term paper, but an actual article. We'll take tactics for SFB, Prime Directive, Warlord, F&E, Missions, or any other product of the SFB Universe. Write'em up and send'em in!

Features. This can be anything—a scenario or mini-campaign, a Prime Directive adventure, a hypothetical ship design, or whatever else you come up with! Check out the Custom Design System in this issue for an *extreme* example.

Of course, we'll also have the news reports, convention announcements, scenarios and ships you've come to expect from Starletter—in addition to all of the above!

ALSO IN THIS ISSUE ...

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WHAT WE CAN'T DO

Of course, there are some things we just plain can't do in the STAR FLEET TIMES. One example is computer software (i.e., computer code). Don't even bother submitting it—we can't use it. There are too many legal issues involved to explain in this limited space.

We also can't use material related to SFB products that were not produced by ADB or Agents of Gaming. Even though it is produced by AoG, the TIMES is still an ADB product, so everything needs to be kept within the established SFB universe.

This last remark leads to one other important thing—this newsletter is still being reviewed by ADB prior to publication, so don't think we can get away with anything and everything. Still, the SFT has been granted considerable latitude in what kinds of things we can print. If you have an idea for something but don't know if we can use it, it never hurts to ask!

NEWS FROM TFG AND ADB

5401 Star Fleet 2300 Starter Set \$14.95 (Jan)

This boxed set (with a stunning cover painting by Randy Asplund-Faith) contains five pewter miniatures: Federation CA, Kiingon D7, Romulan Warbird, and two Tholian PCs!

Mail order only Miniatures (Available Now!)

Andro Intruder + 3 Sat Ships \$7.95 Battle Station \$5.95
Lyran CW + DD \$5.95 Hydran Paladin + Lancer \$6.95
Romulan SkyHawk & SeaHawk \$5.95 Gorn CL+DD \$6.95
Freighter + Orion Raider \$5.95 Kiingon D5 + F5 \$5.95
Available from TFG [806-372-1266] P O Box 50145, Amarillo TX 79159. Minimum order \$10. Visa/Mastercard accepted. \$4 shipping & handling per order (overseas, enquire re: shipping).

5803 Prime Adventures #1 \$14.95 (Jan)

Prime Adventures is the new journal/adventure module series for players of Prime Directive! Issue #1 includes lots of fiction (four separate stories!), background on Lyran Stalker teams, Gorn Vanguard Teams (including the never-before-published history of the Gorns!), and Klingon Dagger Teams. Also included is the first solitaire adventure for Prime Directive (you can even play it without a copy of the game!) and a complete adventure staged on the freighter *Wandering Child* (including the first complete set of deck plans of a ship, and insert plans for the tramp steamer *Satchel Paige*), plus many new items and features for Prime Directive. Even SFB players will find Prime Adventures #1 worth reading!

6200 Sky Marshal #1 \$7.95 Starfire (Jan)

The new regular journal for Starfire Fans. Sky Marshal #1 will include articles and features on Tournament Rules, Ship Design Techniques, Rules Clarifications, Fiction, Strategy & Tactics in the Starfire Universe, and more!

5615 SFB Module M: MARINES! (Feb)

Add a new dimension to SFB with Advanced Boarding Party combat rules and ground assaults. Rules, 12 scenarios, 46 SSDs (many entirely new), 216 counters, and Marine combat diagrams for every ship! The smash hit of the new year!

3208 F&E Module #2: Marine Assault (March)

Marines, Special Attack Forces, Monitors, and Prime Teams blast their way into the F&E universe with this smash hit. 324 counters and 16 pages of rules.

AGENTS OF GAMING SFB PACKS

In addition to SFT, Agents of Gaming will handle packs of out-of-print and revised SFB materials. Here are the first three. Tell us what else you would like to see!

AoG-1 F&E TOTAL WAR PREVIEW: A giant 28-page pack with the preview rules and scenarios from the P-modules, Captain's Logs, and Starletter. \$6.

AoG-2 TOURNAMENT UPDATE: Complete rules updates, plus revised SSDs for the: Seltorian, LDR, KE, ISC, Hydran, Lyran, Black Shark, Archeo-Tholian. \$3.

AoG-3 SSD UPGRADE: Replacement SSDs for the Romulan KDR, KDV, SPJ, FHF; Fed CVA, SCS, SCSA; and ISC DE (aU had significant errors). \$3.

Orders are sent by Post Office. Include \$2 shipping per order (\$3 for Canada, \$5 for overseas surface).

CONVENTION ANNOUNCEMENTS

The TIMES will print announcements of tournaments and conventions each month, just like Starletter did. If you are having a convention, or know of one in your area, submit the information for it as soon as possible. If the convention is holding a sanctioned SFB tournament, please let us know. Deadline for any issue is the 10th of the month in which that issue is to be published. Note that the TIMES is not published in June or December of each year, so conventions in those months will have to be announced well in advance. We will print any con announcement as far as three months ahead of time.

All conventions noted below have Star Fleet Battles events scheduled unless noted otherwise (and I haven't listed any con which seemed unlikely to hold an SFB event).

IMAGE CON I (Jan 21, Newark, OH): Comic and gaming convention to be held at U.A.W. Hall, 1037 S. 30th St. in Newark. Contact Mark Loughman at (614)344-5414.

ROUND CON '95 (Jan 27-29, Columbia, SC): Gaming convention to be held at Quality Inn NE in Columbia. Contact Trella Wilhite, (803)695-9473.

TOTAL CONFUSION IX (Feb 23-26, MA): Gaming convention with exact location not specified on flyer. Contact Total Confusion, PO Box 1463, Worcester MA 01607-1463 or call (508)987-5244 (no name listed).

ORBCON 1 (Feb 24-26, Columbus, OH): Gaming convention at Harley Hotel, 1-71 & SR 161 in Columbus. No SFB advertised, but will very likely appear. Contact Orbcon, 1408 Weybridge Rd, Columbus OH 43220 or call (614)451-3154 (no name given).

EGYPTIAN CAMPAIGN 1995 (March 3-5, Carbondale, IL): Gaming convention to be held on the campus of S.I.U.C. in Carbondale. Contact Egyptian Campaign 1995, c/o Strategic Games Society, Office of Student Development, 3rd Floor Student Center, Carbondale IL 62901-4425.

CONCENTRIC (March 3-5, Chicago, IL): Gaming convention at the Ramada Hotel O'Hare in Rosemont. No SFB advertised (only general game categories). Contact Concentric, 114 Euclid Box 287, Park Ridge IL 60068.

SPRING REVEL 1995 (March 16-19, Chicago, IL): Gaming convention at the Ramada Hotel O'Hare in Rosemont. Contact Spring Revel, c/o Keith Polster, PO Box 27, Theresa WI 53091.

THE GENIE REPORT

by Gary Fitzpatrick

Hello, and welcome to the new and improved STAR FLEET TIMES! If you're not already familiar with this monthly report, let me take a moment to introduce myself and the intent of this column.

As the header states, I am Gary Fitzpatrick, a.k.a. "the Occupant," and as the Occupant I have been involved with SFB and the GENie roundtable for over five years now. As a SFB player I normally fly the ships of the Federation and I was highly involved in the development of the upcoming Star Fleet Warlord Board Game.

In the past, this column has centered on the SFB events that were held in the Occupant's home sector (Dayton, Ohio), with the happenings on GENie thrown in as an afterthought. With this issue, these reports will concentrate solely on items found on the GENie SFB board.

For those of you that may have just received a computer for Christmas and were wondering just how to go about joining GENie, then read on. First of all, call GENie Client Services at 1-800-638-9636. This is a voice-only number, but they will help get you on-line as fast as possible. And once you're on-line, you'll be able to access not only the SFB roundtable (Category 10 on Page 805) but hundreds of other items of interest. One popular reason for opening a GENie account is access to Internet through an E-mail window. I hope to hear from you soon. You can drop me a line at my GENie address: G.FITZPATRI1.

Questions and Official Answers

Each month I'll bring you some of the questions and answers about SFB that have appeared on GENie during the past month. These are real questions by real players and have been answered by Steve Cole or Steve Petrick, the foremost names in the SFB business!

Can a PF docked to a surprised ship activate and disengage from the ship if the ship has, or is, surrendering?

If the PF is still attached to an inactive ship at the time it (the ship) surrenders, the PF is also inactive and is surrendered at that point and cannot separate from the ship.

Does the Orion Mine Rack Refit (R8.R1) cost anything and are there any restrictions on it? In our local campaign, we have an Orion player who is dropping scads of NSMs in fleet actions, and obliterating people.

The mine racks cost one point each as if they were being placed in an option mount, and there is no rebate for the shuttle that is lost. The mine rack is empty, and the mines would have to be purchased separately, but there is no other restriction. Any other player could buy a minesweeper and the mines for it.

When landed by (J1.621), do shuttles have a "speed" per se (say a T-bomb set for size-class 6, between the fighter and the carrier)?

The shuttle is regarded as having the speed of the ship in each hex it enters when using this system. As such, movement by this system can trigger a mine.

Can a shuttle land in an inactive shuttlebay?

Shuttles may crash aboard 01.612) into such a bay, but cannot land into the bay by any other means.

When several mines explode in a given web hex, is the

strength of each mine reduced by the web or is the aggregate explosion strength used—i.e., if four T-bombs go off in an eleven-strength web at once, does the web nullify the explosion of all the mines, or just reduce the net damage to twenty-nine for the surrounding hexes?

Each mine is reduced separately. Thus, in your example, none of the mines would damage anything in the hexes adjacent to the explosions in the web.

It states in (D17.125) that Naval Auxiliaries use the MRS column, while standard freighters use the PF column. The two columns are the same. Is this on purpose, or is it a misprint? I would have to think the Aux-whatever would have a somewhat better sensor set than a plain freighter.

This is probably an error, but there does not seem to be any reason to inflict unnecessary errata in this case.

Under (D4.22), "All damage points scored against a given shield in a given damage step must be resolved together and are collectively known as a 'volley.'" This infers that if two different shields are hit in the same impulse, that would be two separate volleys. The question, then, is this: In which order are these two volleys resolved? For example, if one volley is thirty points and the other is five points, this could have significantly different effects if the thirty point volley is resolved first (it could, for example, destroy the batteries, labs and shuttles guarding those second "torpedo" and "drone" hits on the five and nine tracks). I could find no rule specifying the order of processing for such volleys. Rule (D4.34) states that the largest quantity of damage would go first, but this is regarding fire from different ships in the SAME volley and obviously does not apply.

The largest volley of damage is resolved first.

EW question: Turn #1, a ship sets 3 ECM and 2 ECCM in Energy Allocation. Turn #2, the same ship sets 6 ECCM in Energy Allocation. Can this ship change to ECM (assuming 6 points of reserve power) before impulse #8? The fate of a small Romulan squadron vs. ISC hangs in the balance. (This is the 6 channel changing over a turn break question—is the 6 ECCM considered a "change" similar to using reserve power in impulse 32 to give yourself 6 ECCM or is there a "magic" turn break modifier?)

Well, I am afraid that the only circuits you can change to ECM before impulse #8 are the two circuits that were set to ECM throughout all of turn #1 and did not change because you continued them as ECCM at the start of turn #2. They are available to switch, but the rest are stuck as being ECCM until impulse #8. This is what (D6.316) is telling you. I am sorry if this means that the Romulan Squadron will now go valiantly to its doom, but that is the rule.

Well, that wraps up the first of many reports coming your way in 1995. I hope that you will enjoy them and remember if there is anything that I can do for you, drop me a line or contact me at the following addresses:

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do Gary Fitzpatrick
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Dayton, OH 45424

GENie: G.FITZPATRI1

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ADB PRESENTS: THE FAST CRUISERS

Each issue, Amarillo Design Bureau will provide official or semi-official scenarios, SSDs, rules, and/or other material for the TIMES. This month the focus is on the new concept of fast cruisers, with two SSDs (Romulan and Gorn) included for your enjoyment.

Early in the General War, all the major races experimented with the "fast cruiser" concept. The idea was to enlarge the engines of a standard heavy cruiser (equivalent to the "hot warp" engines of the new CW and DW classes), resulting in extra speed at the expense of heavy weaponry (usually replaced by phasers). The resulting ship could, in theory, use its speed to its advantage in combat, could use electronic warfare more effectively, and would also be faster when moving strategically. As a general rule, to create a "fast cruiser" take a standard CA or BC, increase the warp power to 36, and delete all but two heavy weapons (replacing each deleted weapon with a phaser-1 with the same arcs; no race, not even the Klingons or Hydrans, replaced the heavy weapons with phaser-2s). The Hydrans used only fast Dragoons (not Rangers).

Unfortunately, the experiment was less than successful, and no race built more than a few of these ships (which will be seen in Module R6). They do present new challenges and opportunities.

(R4.923) FAST FIREHAWK-K (FFK): This ship design used non-standard "hot" engines, but had to give up the type-F plasma torpedoes due to hull stress. Only two ships of this class were built. The first was completed with A-modules, switching to K-modules when they became available; the second was built with K-modules.

(R6.925) FAST BATTLECRUISER (BCF): The Gorns built only one ship of this type, finding the "hot" engines difficult to build and maintain. The ship was converted from a CA which had not yet had the type-F torpedo launchers included; studies had shown that the ship could not carry those weapons because of the increased warp power. The ship was used as a raider and was eventually trapped and destroyed while attempting to reach a Romulan supply convoy.

FAST CRUISER SCENARIOS: No specific scenario is provided (or needed) to showcase the Fast Cruisers. You can substitute them into any scenario calling for standard heavy cruisers to see what differences the extra power makes.

(SP941.0) IRON GAUNTLET

(Y174)

by Vincent Solfronk, Alabama

In Y174, as their offensive continued to drive into Romulan space, the Gorns were assembling a strike force to destroy a Romulan repair facility (an FRD and several repair freighters). Gorn Intelligence learned that a Romulan command cruiser had suffered a breakdown of some kind, and had withdrawn to the repair facility to make repairs. The temptation to destroy this command cruiser was too much for the Gorn Commander, who had been awaiting the arrival of a squadron of HDDs before attacking. He decided to attack at once before the ship might be repaired and escape.

As the Gorns approached the repair site they discovered, not for the first time nor would it be the last, that the Romulans had apparently fooled Gorn Intelligence.

(SP941.1) NUMBER OF PLAYERS: 2; the Gorn player and the Romulan player.

(SP941.2) INITIAL SET UP

TERRAIN: Class M Planet (P2.21) in hex 1615.

GORN: BC *Chimericon*, CLF *Shima*, DDF *Talon*, all in 2709, heading E, speed 8, WS-III.

BC *Sauricon*, DDF *Thorn*, both in hex 2822, heading F, speed 8, WS-III.

ROMULAN: SUPK *Praetor Tacitus* (4x G-SF, 4x G-II) in 1518, heading C, speed 10, WS-III.

SPA *Havoc* in 3020, heading E, speed max, WS-III.

SKA *Sabre* in 2606, heading D, speed max, WS-III.

SKA *Arrow* in 2911, heading F, speed max, WS-III.

FRD (two HBMs each with 6x G-SF) in 1417, heading F, speed 0 [standard orbit (P8.0)], WS-III.

NOTE: The repair freighters had been withdrawn before the Gorns approached.

(SP941.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SP941.4) SPECIAL RULES

(SP941.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Gorn units can only disengage in directions A, B, or F. The Romulan units can only disengage in directions C, D, or E. Units which disengage in unauthorized directions are considered destroyed.

(SP941.42) SHUTTLES AND PFs: None have warp booster packs.

(SP941.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SP941.431).

(SP941.422) If using EW fighters, one of the G-SFs on the FRD is a G-SFE.

(SP941.423) There are no PFs in this scenario.

(SP941.43) COMMANDER'S OPTION ITEMS

(SP941.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Standard Victory Conditions (S2.2) as victory points for the enemy.

(SP941.44) REFITS: The SPA has the plus refit, all other units are refitted to the levels indicated in (SP941.2) above.

(SP941.45) GORN LIMITATIONS: The Gorns cannot allocate power to high energy turns during the first turn of this scenario due to their being surprised by the Romulan force. None of the Gorn ships have wild weasels prepared at the start of this battle as they prepared suicide shuttles to augment their firepower.

(SP941.5) VICTORY CONDITIONS: Use the Standard Victory Conditions (S2.2) except: The Romulans receive no points for Gorn ships which disengage. The Gorns are considered to have lost the scenario irrespective of any other outcome if the FRD is not destroyed. If the FRD is destroyed, the Gorns receive a 100-point bonus to their total at the end of the scenario.

(SP941.6) VARIATIONS: These variations will allow you to play the scenario again with different elements involved.

(SP941.61) Replace the Gorn ships with a Federation force consisting of two CARs, a CL, and two FFGs.

(SP941.62) Assume that Gorn intelligence had not been fooled. Place the SUPK in the FRD at start. The ship is fully operational except for all of its power systems which must be activated under the provisions of (G30.0). The plasma-F launchers on the SUPK are empty, but its fighters were all armed and left on combat space patrol, set them up within 5 hexes of any Romulan unit at start. Add a large repair freighter and two small repair freighters in standard orbits around the the planet. The remaining Romulan ships will arrive on Turn #3 from direction E or F but no closer than 30 hexes from any Gorn ship, initial heading and speed at the Romulan player's option, WS-III.

The Gorns win this variation ONLY if the FRD, all the repair freighters, and the SUPK are destroyed and they lose no more than two ships, with a Gorn size class three ship counting as two ships for this purpose. For this variation, successful sub-light evasion by a Romulan unit counts as its being destroyed. These conditions are used instead of the Standard Victory Conditions in (SP941.5).

(SP941.63) For a smaller and faster battle, delete all Romulan units except the SUPK, the FRD, and their fighters. Use only the CLF and both DDFs in the Gorn force. The Gorns must still destroy the FRD to win.

(SP941.64) Replace one of the Gorn BCs with a BCF.

(SP941.65) Replace the SUPK with an FFK.

DAM CON EX DAM

SENSOR	SCANNER		DAM CON	EX DAM
6	0	SHIELD #1 	4	
6	0		4	
5	1		2	
3	3		2	
1	5		2	
	9		0	

SHIP DATA TABLE	
TYPE	= FFH-K
POINT VALUE	= 188
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 20/4
REFERENCE	= R4.923
BPV INCLUDES CLOAK	

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

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

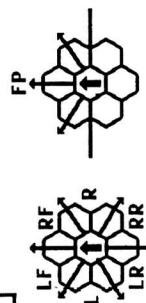
CREW UNITS					ADMINISTRATIVE SHUTTLES				
	*				IDENT	HIT POINTS	NOTES		
				10					
				20					
				30					
				40					

BOARDING PARTIES	TRANSPORTER BOMBS	PROBES
10	D D D D	5

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

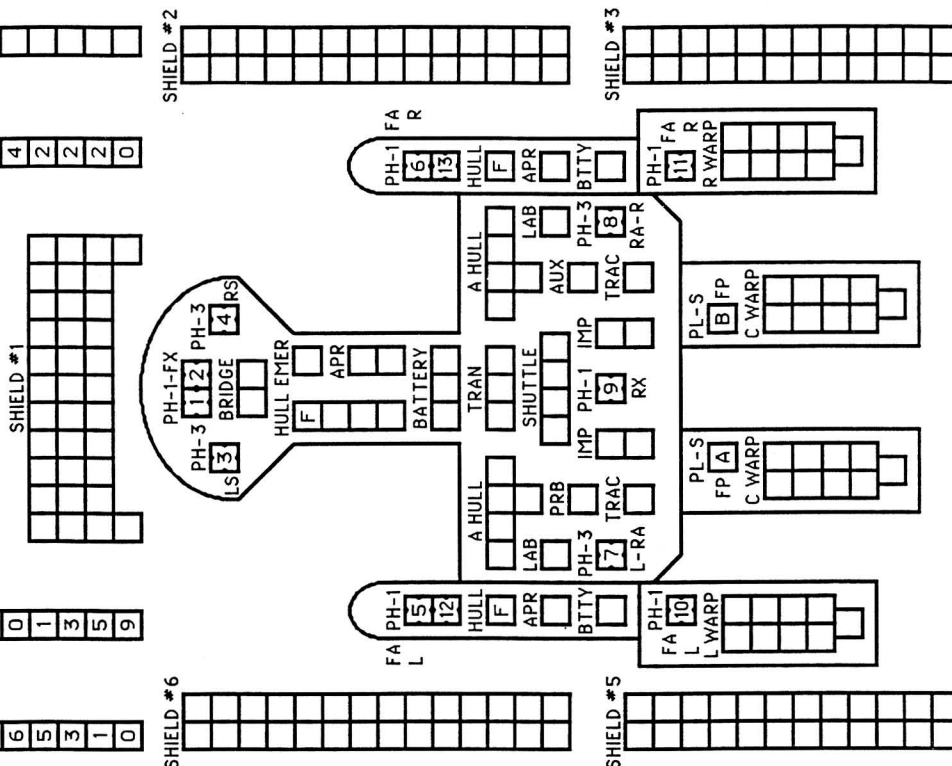
TYPE III DEFENSE PHASER	DIE RANGE		4- 9- 3 8 15				
	ROLL	0	1	2	3	8	15
1	4	4	4	4	3	1	1
2	4	4	4	4	2	1	0
3	4	4	4	4	1	0	0
4	4	4	4	3	0	0	0
5	4	4	3	2	0	0	0
6	3	3	3	1	0	0	0

**HIT & RUN
CLOAK** ☐



**PSEUDO-PLASMA
TORPEDOES**

PLASMA TORPEDO WARHEAD STRENGTH TABLE											
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	15	15	15	15	10	5	1
TYPE G	20	20	15	15	10	5	1	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
ROLL	1-4	1-3	1-2					1			



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

CREW UNITS

SHIP DATA TABLE	
TYPE	= BF
POINT VALUE	= 169
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R6.925

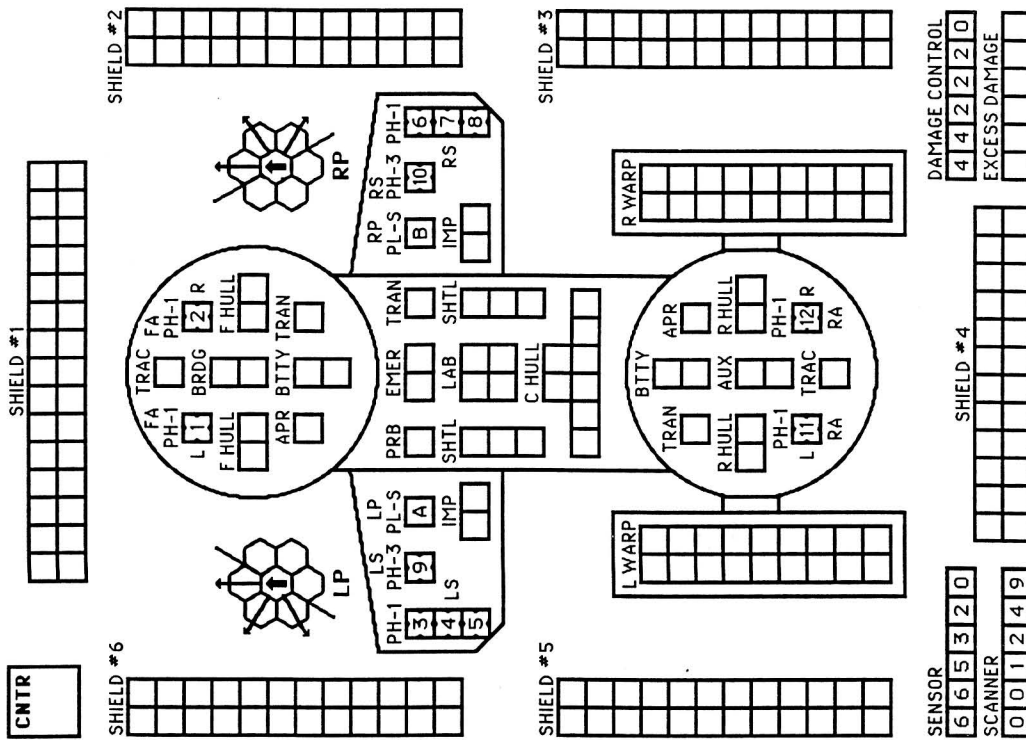
						GAS
THIS SHIP HAS TWO SHUTTLE BAYS.						
CAN TRANSFER BY (J1.59)						

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

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

**PSEUDO-PLASMA
TORPEDOES**

PLASMA TORPEDO WARHEAD STRENGTH TABLE									
RANGE	0-5	6-10	11-12	13-14	15	16-18	19		
TYPE S	30	30	22	22	22	15	15		
TYPE G	20	20	15	15	15	10	5		
TYPE F	20	15	10	5	1	0	0		
BOLT	1-4	1-3	1-2						



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

(CDS0.0) CUSTOM SHIP DESIGN SYSTEM

By Bruce Graw and the Dayton Starfleet Council

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INTRODUCTION

The Custom Ship Design System, or CDS, is designed to allow construction of custom starships for use with Star Fleet Battles. It is NOT intended to replace the BPV formula used by SFB, and ships designed with this system will NOT be balanced for use against ships of any given BPV level.

Ships designed with the CDS use a Custom Point Value, or CPV, to determine the cost of the ship. This is in no way related to BPV or EPV. A CDS-oriented scenario will specify a number of CPV points available, and players will be free to spend these points as they wish within the limits of the CDS rules. In a CDS scenario, it will not be possible to use a standard SFB ship unless you first determine the cost to build it using CPV points.

(CDS1.0) BASE HULL TYPES

(CDS1.1) All ships which can be built by the Custom Design System fall into one of eight base hull classifications. This hull type determines the ship's base CPV price and its movement cost.

Hull types are normally referred to using a two-letter abbreviation as shown in the chart to the right. (Note that the hull type and ship designation are not the same thing. You can choose any designation you like for your ship.)

Class.....	Abbrev.	Size	Class	Move	Cost
Frigate.....	FF.....	4.....		0.33	
Destroyer.....	DD.....	4.....		0.50	
War Cruiser.....	CL.....	3.....		0.67	
Heavy Cruiser.....	CA.....	3.....		1.00	
Light Dreadnought....	DL.....	3.....		1.33	
Dreadnought.....	DN.....	2.....		1.50	
Light Battleship.....	BL.....	2.....		1.67	
Battleship.....	BB.....	2.....		2.00	

Note: BLs and DLs have no parallel in SFB. They are provided to fill gaps between the larger ship sizes. Movement costs 0.25 and 0.75 are not addressed in this version of the CDS. **(CDS1.2)** Each hull has a base price called a "package cost." The chart below lists the CPV costs for each package and then shows how many ship systems you receive with that package. Except for crew and boarding parties, these systems are boxes on your ship. However, there is no need to think about organizing your SSD just yet. This will be the final step in the process.

Note the great disparity between the CPV value and BPV values for standard SFB ships. This high cost is intentional as it helps affirm the difference between CDS-designed ships and official SFB ships. It also eliminates fractional values, which would otherwise complicate the price calculation process.

Base Hull Packages

Movement Cost	0.33	0.50	0.67	1.00	1.33	1.50	1.67	2.00
CPV Cost	200	260	330	400	500	600	750	900
Warp	10	16	20	30	40	45	50	60
Impulse	2	2	4	4	4	4	6	6
APR	2	2	2	4	6	8	8	12
Shields	15	18	21	24	30	36	42	48
Hull	6	10	14	18	22	28	36	48
Battery	2	3	4	5	6	8	10	12
Bridge	1	1	2	2	2	2	2	3
Auxiliary Control	1	1	1	2	2	2	2	2
Emergency Bridge	1	1	1	1	2	2	2	2
Flag Bridge	0	0	0	0	0	1	2	2
Tractor	1	1	2	2	3	4	4	5
Transporter	1	2	2	3	4	5	6	8
Shuttle	1	2	3	4	6	8	10	12
Probe	1	1	1	1	1	1	1	1
Lab	2	2	3	4	6	7	8	10
Sensor	65310	665310	665310	665310	66543210	666543210	6666543210	6666543210
Scanner	01359	001359	001359	001359	00123459	000123459	0000123459	0000123459
Damage Control	2220	2220	42220	442220	6442220	66442220	6644442220	886644442220
Excess Damage	4	4	6	6	8	10	12	16
Crew	16	22	36	45	50	56	68	80
Boarding Parties	6	8	10	12	14	16	20	24

(CDS1.21) Most of the numbers on the chart simply indicate the number of boxes of the given system. For example, a battleship has 10 labs but only one probe.

(CDS1.22) For shields, the number shown is the size of the #2 through #6 shields. The #1 shield is 33% larger. For example, the #2-#6 shields of a DN would be 36 boxes each while the #1 shield would be 48.

(CDS1.23) The Sensor, Scanner and Damage Control columns list the sequence of boxes received with that size class.

(CDS1.24) Crew and boarding parties listed are defaults for that ship size. It is not possible to add or modify the crew level in this version of the CDS. Additional boarding parties can be acquired by purchasing BPs as Commander's Options; see (CDS6.365).

(CDS2.0) CHOOSING A RACE

Once you have picked your hull type, the next step is to decide on a race. Each race provides some modifications to the basic hull, as shown on the chart which follows on the next page. There is no charge for any of these modifications except for Romulan and ISC ships, the cost of which is noted in the chart.

The Racial Modifications chart is considered part of the base ship's base package for all purposes. This may have an effect on certain modifications or costs applied later in the ship creation process.

Racial Modifications to Base Hull Packages

Movement Cost	0.33	0.5	0.67	1.0	1.33	1.5	1.67	2.0
Federation	+1 Control +2 Lab	+1 Control +2 Lab	+1 Control +3 Lab	+1 Control +4 Lab	+1 Control +4 Lab	+1 Control +4 Lab	+1 Control +4 Lab	+1 Control +6 Lab
Klingon	-1 Shield -1 Hull +1 Scty +1 Tran	-1 Shield -2 Hull +2 Scty +1 Tran	-1 Shield -2 Hull +2 Scty +2 Tran	-2 Shield -2 Hull +3 Scty +2 Tran	-2 Shield -3 Hull +3 Scty +3 Tran	-2 Shield -4 Hull +4 Scty +3 Tran	-2 Shield -6 Hull +4 Scty +4 Tran	-3 Shield -8 Hull +6 Scty +4 Tran
Romulan	+1 APR -1 Lab Cloak-8 +20 CPV	+1 APR -1 Lab Cloak-12 +25 CPV	+1 APR -1 Lab Cloak-15 +30 CPV	+2 APR -2 Lab Cloak-20 +40 CPV	+2 Imp -2 Lab Cloak-25 +50 CPV	+2 Imp -3 Lab Cloak-30 +60 CPV	+2 Imp -4 Lab Cloak-35 +75 CPV	+4 Imp -4 Lab Cloak-40 +90 CPV
Kzinti	+1 Aux +1 Lab +1 Tran -1 Shtl	+1 Aux +1 Lab +1 Tran -1 Shtl	+1 Aux +2 Lab +1 Tran -1 Shtl	+1 Aux +2 Lab +2 Tran -2 Shtl	+1 Aux +2 Lab +2 Tran -2 Shtl	+1 Aux +2 Lab +2 Tran -4 Shtl	+1 Aux +2 Lab +2 Tran -4 Shtl	+1 Aux +4 Lab +3 Tran -6 Shtl
Gorn	+1 Hull +1 Shtl +2 GAS +2 BPs	+1 Hull +1 Shtl +2 GAS +2 BPs	+2 Hull +1 Shtl +2 GAS +2 BPs	+2 Hull +2 Shtl +2 GAS +4 BPs	+3 Hull +2 Shtl +2 GAS +4 BPs	+4 Hull +2 Shtl +2 GAS +6 BPs	+5 Hull +2 Shtl +2 GAS +6 BPs	+6 Hull +4 Shtl +2 GAS +8 BPs
Tholian	+1 Shield +2 Web	+1 Shield +2 Web	+1 Shield +2 Web	+2 Shield +2 Web	+2 Shield +2 Web	+2 Shield +2 Web	+2 Shield +2 Web	+3 Shield +2 Web
Orion	-2 Hull +4 Cargo -1 Emer -2 APR +1 Trac +1 Tran -1 Probe	-2 Hull +4 Cargo -1 Emer -2 APR +1 Trac +1 Tran -1 Probe	-4 Hull +6 Cargo -1 Emer -2 APR +2 Trac +2 Tran -1 Probe	-6 Hull +6 Cargo -1 Emer -4 APR +2 Trac +2 Tran -1 Probe	-8 Hull +8 Cargo -1 Emer -6 APR +3 Trac +3 Tran -1 Probe	-10 Hull +8 Cargo -1 Flag -8 APR +4 Trac +3 Tran -1 Probe	-12 Hull +10 Cargo -2 Flag -8 APR +4 Trac +4 Tran -1 Probe	-16 Hull +10 Cargo -2 Flag -12 APR +5 Trac +4 Tran -1 Probe
Hydran	+2 Hull +1 APR -1 Shield +1 Ftr	+2 Hull +1 APR -1 Shield +2 Ftr	+2 Hull +1 APR -1 Shield +2 Ftr	+4 Hull +2 APR -2 Shield +3 Ftr	+4 Hull +2 APR -2 Shield +4 Ftr	+4 Hull +2 APR -2 Shield +4 Ftr	+6 Hull +4 APR -3 Shield +5 Ftr	+8 Hull +4 APR -4 Shield +6 Ftr
Lyrans	+1 Control +1 Trac +1 APR	+1 Control +1 Trac +1 APR	+1 Control +2 Trac +2 APR	+1 Control +2 Trac +2 APR	+1 Control +3 Trac +2 APR +2 Repr	+1 Control +4 Trac +2 APR +4 Repr	+1 Control +4 Trac +4 APR +4 Repr	+1 Control +5 Trac +4 APR +6 Repr
WYN(Auxiliary)	-2 Warp -1 Hull +2 Cargo +1 APR -1 Emer	-3 Warp -2 Hull +4 Cargo +2 APR -1 Emer	-4 Warp -4 Hull +6 Cargo +3 APR -1 Brdg	-6 Warp -6 Hull +8 Cargo +4 APR -1 Aux	-8 Warp -8 Hull +10 Cargo +6 APR -1 Emer	-9 Warp -10 Hull +12 Cargo +7 APR -1 Flag	-10 Warp -12 Hull +16 Cargo +8 APR -2 Flag	-15 Warp -16 Hull +20 Cargo +12 APR -2 Flag
ISC	+1 Warp +1 Btty +1 Lab +1 Shtl +1 Shield +20 CPV	+1 Warp +1 Btty +1 Lab +1 Shtl +1 Shield +20 CPV	+2 Warp +1 Btty +1 Lab +2 Shtl +2 Shield +30 CPV	+2 Warp +1 Btty +1 Lab +2 Shtl +2 Shield +30 CPV	+3 Warp +2 Btty +2 Lab +2 Shtl +3 Shield +50 CPV	+3 Warp +2 Btty +2 Lab +2 Shtl +3 Shield +50 CPV	+4 Warp +2 Btty +4 Lab +2 Shtl +4 Shield +70 CPV	+6 Warp +3 Btty +4 Lab +2 Shtl +4 Shield +100 CPV

(CDS2.1) For purposes of later modifications, these added (or subtracted) boxes, systems and/or costs are considered to be part of the base package. For example, some later modifications depend on the base cost of the ship, which is higher in the case of Romulans and ISC (this is what the +CPV amount indicates).

(CDS2.2) Each point of shields shown on the chart indicates 9 shield boxes. These can be added to (or deleted from) your ship in any way desired; however, any boxes added to (or deleted from) the left side of the ship must be matched on the right. Also, the #4 shield cannot be larger than the #3 and #5 shields, those cannot be larger than #2 and #6, and those cannot exceed the size of the #1 shield. This rule holds true for any and all shield modifications made here or later in the ship creation procedure.

(CDS2.3) Fighters and GAS shuttles include a box to contain them. (They cannot be traded for each other or for shuttles.)

(CDS2.4) All tractor beams provided in the base package on Lyrans ships have mech links at no additional cost. Tractors

purchased above and beyond the base package will have to be outfitted with mech links individually.

(CDS2.5) The number following the cloak in the Romulan row is the energy cost required to activate the device. Romulans cannot be bought without it and cannot sell it to get back points.

(CDS2.6) Orions can purchase the cloak by paying an additional 15% of their base cost. Other races can buy the cloak by paying 30% extra. In either case the cost to activate the device is the same as that shown for a Romulan ship of the same class.

(CDS3.0) BASE WEAPON PACKAGES

Weapons are also provided with the base package, as shown in the chart on the next page. These weapons are considered part of the base package for all purposes.

Hydrans have two packages, Fusion and Hellbore—pick one and use it from here on out.

Base Weapons Packages by Race

Movement Cost	0.33	0.5	0.67	1.0	1.33	1.5	1.67	2.0
Federation	2 Phot 1 DmG 3 P1 2 P3	2 Phot 2 DrnG 4 P1 2 P3	3 Phot 2 DmG 6 P1 2 P3	4 Phot 2 DrnG 8 P1 2 P3	5 Phot 2 DrnG 10 P1 3 P3	6 Phot 2 DmG 12 P1 4 P3	8 Phot 2 DrnG 14 P1 6 P3	10 Phot 4 DmG 16 P1 8 P3
Klingon	2 Disr15 1 DmB 5 P2	2 Disr22 2 DmB 2 P1 3 P2	3 Disr30 2 DmB 4 P1 4 P2 2 P3	4 Disr30 3 DmB 4 P1 4 P2 2 P3	5 Disr30 4 DmB 5 P1 4 P2 2 P3	6 Disr40 6 DmB 6 P1 4 P2 2 P3	8 Disr40 8 DmB 8 P1 4 P2 2 P3	10 Disr40 10 DmB 10 P1 6 P2 2 P3
Romulan	2 PIF 3 P1 2 P3	1 PIG 2 PIF 4 P1 2 P3	1 PIS 2 PIF 5 P1 2 P3	2 PIS 2 PIF 6 P1 2 P3	2 PIS 2 PIF 2 PID 9 P1 3 P3	1 PIR 2 PIS 2 PIF 10 P1 4 P3	1 PIR 2 PIS 2 PIF 2 PID 12 P1 4 P3	2 PIR 2 PIS 2 PIF 2 PID 14 P1 4 P3
Kzinti	1 Disr15 2 DmB 2 P1 4 P3	2 Disr22 2 DmB 3 P1 4 P3	3 Disr30 2 DmB 2 DrnC 4 P1 4 P3	4 Disr30 2 DmB 2 DrnC 6 P1 4 P3	5 Disr30 2 DmB 2 DrnC 1 DrnG 6 P1 4 P3	6 Disr40 4 DmB 2 DrnC 1 DrnG 6 P1 6 P3	8 Disr40 6 DmB 2 DrnC 1 DrnG 8 P1 6 P3	10 Disr40 8 DmB 2 DrnC 2 DrnG 10 P1 8 P3
Gorn	1 PIG 3 P1 2 P3	1 PIG 2 PIF 4 P1 2 P3	1 PIS 2 PIF 6 P1 2 P3	2 PIS 2 PIF 8 P1 2 P3	3 PIS 2 PIF 10 P1 2 P3	1 PIR 2 PIS 2 PIF 12 P1 2 P3	1 PIR 3 PIS 2 PIF 14 P1 2 P3	2 PIR 2 PIS 2 PIF 16 P1 2 P3
Tholian	4 P1 2 P3	2 Disr22 4 P1 2 P3	4 Disr30 5 P1 2 P3	4 Disr30 1 WC 7 P1 2 P3	5 Disr30 1 WC 9 P1 4 P3	6 Disr40 2 WC 10 P1 6 P3	8 Disr40 2 WC 12 P1 6 P3	10 Disr40 3 WC 14 P1 8 P3
Orion	1 OptC 2 OptW 3 P1 2 P3	2 OptC 2 OptD 3 P1 4 P3	3 OptC 2 OptD 4 P1 4 P3	2 OptC 2 OptW 2 OptD 6 P1 4 P3	3 OptC 2 OptW 2 OptD 7 P1 4 P3	4 OptC 2 OptW 2 OptD 8 P1 6 P3	5 OptC 2 OptW 2 OptD 9 P1 6 P3	6 OptC 4 OptD 2 OptD 10 P1 8 P3
Hydran-Fusion	2 Fus 1 P2 1 PG 2 Ftr	3 Fus 1 P1 2 P2 2 PG 2 Ftr	4 Fus 2 P1 4 P2 2 PG 4 Ftr	4 Fus 4 P1 4 P2 2 PG 6 Ftr	5 Fus 6 P1 4 P2 2 PG 6 Ftr	6 Fus 8 P1 4 P2 2 PG 8 Ftr	8 Fus 10 P1 4 P2 2 PG 10 Ftr	10 Fus 12 P1 4 P2 4 PG 12 Ftr
Hydran-Hellbore	1 HB 4 P2 1 PG	2 HB 1 P1 2 P2 2 PG	3 HB 2 P1 4 P2 2 PG	4 HB 4 P1 4 P2 2 PG	4 HB 2 Fus 6 P1 2 PG	4 HB 4 Fus 8 P1 2 PG	6 HB 4 Fus 10 P1 2 PG	8 HB 4 Fus 12 P1 4 PG
Lyrar	2 Disr15 1 ESG 4 P2 2 P3	2 Disr22 1 ESG 2 P1 4 P2 2 P3	3 Disr22 2 ESG 4 P1 4 P2 2 P3	4 Disr30 2 ESG 8 P1 4 P3	4 Disr30 3 ESG 8 P1 2 P2 4 P3	6 Disr40 4 ESG 10 P1 4 P3	8 Disr40 5 ESG 12 P1 4 P3	10 Disr40 6 ESG 16 P1 4 P3
WYN (Auxiliary)	4 Opt 2 P1 1 P3	4 Opt 2 DmB 2 P1 2 P3	4 Opt 2 DmB 4 P1 3 P3	4 Opt 4 DmB 4 P1 4 P3	4 Opt 6 DmB 8 P1 6 P3	6 Opt 8 DmB 8 P1 6 P3	6 Opt 10 DmB 10 P1 6 P3	8 Opt 12 DmB 12 P1 8 P3
ISC	2 PIF 4 P1 4 P3	2 PIG 2 PIF-Rear 4 P1 4 P3	2 PIS 4 PIF-Rear 6 P1 4 P3	1 PPD 2 PIS 4 PIF-Rear 8 P1 6 P3	2 PPD 1 PIS 6 PIF-Rear 10 P1 6 P3	2 PPD 2 PIS 8 PIF-Rear 10 P1 8 P3	3 PPD 2 PIS 10 PIF-Rear 12 P1 8 P3	4 PPD 2 PIS 12 PIF-Rear 14 P1 8 P3

See the next page for more details on the above data.

(CDS3.1) DRONE RACKS: Drone racks are listed by type (B, C or G). These can be changed to other types for a cost in CPV.

(CDS3.11) B racks can be changed to C racks or vice versa for 2 CPV points per change.

(CDS3.12) B and C racks can be upgraded to G racks for 4 CPV. G racks can be downgraded to B or C racks, but this returns only 2 CPV.

(CDS3.13) B and C racks can be downgraded to A racks, E racks or ADD-6 racks for a return of 2 CPV. Upgrading the resulting ADD-6 to ADD-12 costs 2 CPV. Any ADD racks will have two reloads automatically.

(CDS3.14) All racks have one reload (a G rack has an additional reload of all ADDs), but a second reload can be added for 2 CPV per rack. If one rack is upgraded in this way, all racks on the ship must also be upgraded.

(CDS3.2) DISRUPTORS

(CDS3.21) Disruptors are listed with a range limitation. Ranges can be upgraded (range 15 to 22, 22 to 30 or 30 to 40) for a cost of 3 CPV per disruptor, per level upgraded. Ranges cannot be downgraded to save points. Note that size class 4 ships cannot use range 30 or range 40 disruptors.

(CDS3.22) Disruptors are assumed to have DERFACS at no cost. This cannot be sold.

(CDS3.23) One UIM module is included for Klingon ships at no cost. Disruptor users can purchase additional UIM modules, each costing 2 CPV per disruptor on the ship; this cost is halved for Klingons and Lyrans.

(CDS3.3) THOLIANS

(CDS3.31) Tholians can trade their disruptors for photons at no cost. This can only be done for disruptors in the basic package. To convert APRs to AWRs to help arm photons, see (CDS4.1).

(CDS3.32) Web-equipped ships can upgrade their webs to snare generators for 4 CPV per web generator converted.

(CDS3.4) ORIONS: Orions have three kinds of option mounts: centerline (OptC), wing (OptW) and drone (OptD).

(CDS3.41) Centerline (OptC) mounts are the kind which can hold hellbores or multi-space weapons; they must be mounted on the primary hull or spine of the ship (though they need not necessarily bear forward, they must bear in the direction of the ship spine, usually forward or aft).

(CDS3.42) Wing options (OptW) are limited in what they can carry (G15.43). They do not have to be located on "wings," although this restriction will remain nonetheless.

(CDS3.43) Drone options (OptD) are either drone-B, drone-C or plasma-D racks at the Orion player's option but can be nothing else (no cost for any of these choices, but if plasma-Ds are chosen, the ship must be of a plasma cartel, which will limit its option mount choices). B- and C-racks can be changed to other racks using (CDS3.1).

(CDS3.44) Option mounts may not be converted to other types. All types are worth the same if sold under (CDS7.0).

(CDS3.5) WYN: WYN ships are considered to be auxiliary hulls (no procedure is defined for building "fish ships" or captured ships). Option mounts are NOT limited to only those weapons usable by WYNs. All option mounts are treated as "centerline" mounts.

(CDS3.6) ISC: ISC ships have rear-firing F-torps listed as "PIF-Rear" types. These must be divided evenly among two rear-firing banks (R+RR and L+LR) in the same manner as shown on most ISC SSDs.

(CDS3.61) Any additional plasma-F torpedoes bought for ISC ships must be added to the rear-firing launchers and must be purchased in pairs. Note that rear-firing launchers do not possess pseudo-plasma torpedoes.

(CDS3.62) New forms of rear-firing launchers are not within the scope of the Custom Design System.

(CDS4.0) BUYING ADDITIONAL BOXES

The charts which follow detail the costs for buying more systems than those in the base packages. These charts operate on a sliding scale, meaning the first box or so you buy will usually cost less than additional boxes. What's more, the race of your ship can cause the cost of a box to be higher or lower depending on that race's historical ship design preferences.

As an example, consult the chart on the next page and assume you have a Federation battleship. This comes with 60 boxes of warp (CDS1.2) but you wish to add enough warp to be able to fly speed 30 and still HET—in other words, 10 more warp boxes. According to the chart, the Feds have a "4" in the 1-2 row, an "8" in the 3-6 row, and a "16" in the 7+ row. This means the first two boxes cost 4 CPV each, the third through sixth boxes are 8 CPV apiece and the seventh through tenth box would cost 16 each—a total of 104 CPV for all ten warp boxes.

(CDS4.1) AWR: Any APR box, either from the base package or an add-on, can be converted to AWR for 1 CPV.

(CDS4.2) WARP: All warp boxes must be evenly divided between left and right engines or added to center engines, but the total number of center engine boxes cannot exceed the combined total of left and right engines (thus, you could not build a ship with only a center engine—some ships like this exist in SFB, but they are the exception rather than the rule). Orions are under even more restrictions on engine sizes (CDS6.31).

(CDS4.3) SHIELDS: Shields purchased use (CDS2.2); i.e., each point of shields bought yields 9 shield boxes on the ship.

(CDS4.4) HULL: Hull types can be forward, center or aft. Forward and aft hull can be used in any amount without penalty; however, if a ship has forward hull, it must have at least one box of aft hull (and vice versa).

(CDS4.41) If center hull is to be used, the player must pay 0.5 CPV for every box of center hull on the ship (round fractions up; for example, 5 center hull costs 2.5 rounded up to 3 CPV). Of the remaining hull boxes not used as center hull (if any), at least 10% must be forward and 10% aft, minimum 1 of each type.

(CDS4.5) CONTROL: Control systems can be of any type desired, but you cannot have more than double your lowest type in any given system (except flag bridge or security stations). For example, if you have 4 Bridge, 3 Aux and 2 Emer you cannot buy another Bridge until you have purchased a third Emer. Only Klingons may purchase security, and security boxes are not subject to the above limitations.

(CDS4.51) If using the command rating system to limit the size of fleets in a patrol scenario (S8.2), use the command rating of a standard ship of the base hull class (use 10 for DLs and BLs). If the base hull type has no flag bridge and at least one flag bridge is added, add one to the command rating. Additional flag bridge boxes will not improve this rating.

(CDS4.6) MECH LINKS: Adding a mech link to any tractor beam costs 2 CPV, but a maximum of six mech links can be on any ship. If repair boxes are purchased, one or two mech-tractors can be designated as internal repair bays at no cost. If this is not done, repair boxes on the ship cannot be used to repair PFs.

(CDS4.7) SHUTTLE BAYS: Shuttle and fighter boxes must all be included in a single bay (except for Lyrans, Gorns, and Hydran fusion ships, which have two bays at no cost). The cost to add additional bays is shown on the chart, "1" indicating one added bay (above those already on the ship), and so on. The number of boxes within each bay is not limited.

(CDS4.8) LAUNCH TUBES: Hydrans (only) may buy launch tubes for any of their fighter or shuttle boxes for 1 CPV per tube, but for no more than 2/3 of all fighter/shuttle boxes on the ship.

(CDS4.9) TRACKS: Ships may purchase at most one additional sensor "6" box and one additional scanner "0." One DamCon "4" and/or one "6" may also be bought. A ship may not purchase a "6" if it does not already have a "4" on its damage control track.

(CDS4.91) Battleships (only) can buy an "8" for their damage control track. The cost is 2 points more than the price shown for a "6" for that race. The BB does not have to purchase a "4" or a "6" before it can purchase an "8."

CPV Cost for Additional Systems

		Fed	Kli	Rom	Kzi	Grn	Thl	Orn	H-Fus	H-HB	Lyr	WYN	ISC
Warp	1-2	4	4	4	4	4	4	8	4	4	4	6	4
	3-6	8	8	8	8	8	8	16	8	8	8	12	8
	7+	16	16	16	16	16	16	32	16	16	16	24	16
Imp	1-2	3	3	3	3	3	3	6	3	3	3	4	3
	3-4	6	6	6	6	6	6	12	6	6	6	8	6
	5+	12	12	12	12	12	12	24	12	12	12	16	12
APR	1-2	2	2	2	2	2	2	4	2	2	2	2	2
	3-4	4	4	4	4	4	4	8	4	2	2	2	4
	5-6	8	8	8	8	8	8	16	8	4	4	4	8
	7-8	12	12	12	12	12	12	24	12	8	8	8	12
	9+	12	12	12	12	12	12	24	12	12	12	12	12
Shields	1-2	2	2	2	2	2	2	3	2	2	2	2	2
	3-4	4	4	3	4	4	3	6	4	4	4	4	4
	5-6	8	8	6	8	8	6	12	8	8	8	8	8
	7+	12	12	12	12	12	12	12	12	12	12	12	12
Hull	1-3	1	2	1	1	1	1	2	1	1	1	2	1
	4-6	2	3	2	2	2	2	4	2	2	2	4	2
	7-9	4	6	4	4	3	4	8	3	3	4	8	3
	10+	8	10	8	8	6	8	12	6	6	8	12	6
Cargo	1-4	3	3	3	3	3	3	2	3	3	3	2	3
	5+	6	6	6	6	6	6	4	6	6	6	4	6
Armor	1	6	6	4	6	6	6	8	6	6	6	6	6
	2-5	3	3	2	3	3	3	4	3	3	3	3	3
	6+	6	6	4	6	6	6	8	6	6	6	6	6
Battery	1-2	2	2	2	2	2	2	2	2	2	2	2	2
	3-4	4	4	3	4	4	4	4	4	4	3	4	4
	5+	8	8	6	8	8	8	8	8	8	6	8	8
Ctrl (any)	1	4	5	6	4	5	5	6	5	5	4	6	5
	2	8	10	12	8	10	10	12	10	10	8	12	10
	3+	16	20	24	16	20	20	24	20	20	16	24	20
Trac	1	3	3	3	3	3	3	2	2	2	2	3	3
	2-3	6	6	6	6	6	6	4	4	4	4	6	6
	4+	12	12	12	12	12	12	8	8	8	8	12	12
Tran	1-2	3	2	3	2	4	3	2	3	3	3	4	3
	3-4	6	4	6	4	8	6	4	6	6	6	8	6
	5+	12	8	12	8	16	12	8	12	12	12	16	12
Shuttle	1	2	3	3	3	2	2	3	4	3	3	3	2
	2	4	6	6	6	4	4	6	8	6	6	6	4
	3-4	8	12	12	12	8	8	12	12	12	12	12	8
	5+	12	12	12	12	12	12	12	12	12	12	12	12
Shuttle bay	1	5	5	3	5	4	5	6	2	3	4	5	5
	2	10	10	6	10	8	10	12	4	6	8	10	10
	3+	20	20	12	20	16	20	24	8	12	16	20	20
Fighter	1	8	8	8	8	8	8	6	2	5	8	6	8
	2-4	3	3	3	3	3	3	2	2	2	3	2	3
	5-8	6	6	6	6	6	6	4	4	4	6	4	6
	9+	12	12	12	12	12	12	8	8	8	12	8	12
Probe	1	5	8	8	7	8	8	10	8	8	5	10	8
	2+	8	12	12	10	12	12	16	12	12	8	15	12
Lab	1-2	2	4	5	3	4	4	6	4	4	3	6	3
	3-4	4	8	10	6	8	8	12	8	8	6	12	6
	5+	8	16	20	12	16	16	24	16	16	12	24	12
Sen+6	1	5	5	5	3	5	5	5	5	5	5	8	5
Scn+0	1	5	5	5	8	5	5	5	5	5	5	8	5
Dam+4	1	5	5	5	5	5	5	3	5	5	5	3	5
Dam+6	1	8	8	8	8	8	8	5	8	8	8	6	8
Bar- racks	1	16	16	16	16	12	16	16	16	16	16	16	16
	2+	8	8	8	8	6	8	8	8	8	8	8	8
Repr	1	8	8	8	8	8	8	8	8	8	6	8	8
	2-4	4	4	4	4	4	4	4	4	4	3	4	4
	5+	8	8	8	8	8	8	8	8	8	6	8	8

CPV Cost for Additional Weapons

		Fed	Kli	Rom	Kzi	Gm	Thl	Orn	H-Fus	H-HB	Lyr	WYN	ISC
P1	1-2	4	6	5	5	4	4	5	6	6	5	6	4
	3-4	8	12	10	10	8	8	10	12	12	10	12	8
	5-6	16	24	24	24	16	16	20	24	24	20	24	16
	7+	24	24	24	24	24	24	24	24	24	24	24	24
P2	1-2	4	3	4	4	4	4	4	3	3	3	4	4
	3-4	8	6	8	8	8	8	8	6	6	6	8	8
	5-6	16	12	16	16	16	16	16	12	12	12	16	16
	7+	16	16	16	16	16	16	16	16	16	16	16	16
P3	1-2	2	2	2	2	2	2	2	3	3	2	3	2
	3-4	4	4	4	4	4	4	4	6	6	4	6	4
	5-6	8	8	8	8	8	8	8	12	12	8	12	8
	7+	12	12	12	12	12	12	12	12	12	12	12	12
PG	1	6	8	8	8	8	8	6	4	4	6	8	8
	2	8	12	12	12	12	12	8	6	6	6	12	12
	3-4	12	24	24	24	24	24	16	10	10	10	24	24
	5+	24	24	24	24	24	24	24	16	16	16	24	24
Drone	1	4	3	8	3	8	12	4	12	12	12	4	12
	2	4	3	8	3	8	16	6	16	16	16	4	16
	3	8	6	16	6	16	24	12	24	24	24	8	24
	4+	16	12	24	12	24	24	24	24	24	24	16	24
Phot	1	6	10	10	10	10	10	12	12	12	10	10	10
	2	12	20	20	20	20	20	24	24	24	20	20	20
	3+	24	32	32	32	32	32	32	32	32	32	32	32
Disr	1	10	6	10	6	10	6	12	12	12	6	6	10
	2	20	12	20	12	20	12	24	24	24	12	12	20
	3+	32	24	32	24	32	24	32	32	32	24	24	32
PIF	1	8	10	6	10	6	12	12	12	12	10	10	4
	2	16	20	12	20	12	24	24	24	24	20	20	8
	3+	32	32	24	32	24	32	32	32	32	32	32	16
PIS/G	1	21	24	15	24	15	27	27	27	27	24	24	15
	2	42	48	30	48	30	54	54	54	54	48	48	30
	3+	64	64	48	64	48	72	72	72	72	64	64	48
PIR	1	36	36	24	36	24	42	N/A	42	42	36	36	32
	2	72	72	48	72	48	84	N/A	84	84	72	72	64
PID	1	10	10	5	10	6	10	10	10	10	10	10	6
	2	20	20	10	20	12	20	20	20	20	20	20	12
	3+	32	32	20	32	24	32	32	32	32	32	32	24
WC	1	32	32	36	32	36	18	N/A	32	32	32	32	36
	2	64	64	64	64	72	36	N/A	64	64	64	64	64
Opt	1	N/A	N/A	N/A	N/A	N/A	N/A	6	N/A	N/A	N/A	8	N/A
	2	N/A	N/A	N/A	N/A	N/A	N/A	12	N/A	N/A	N/A	16	N/A
	3+	N/A	N/A	N/A	N/A	N/A	N/A	24	N/A	N/A	N/A	32	N/A
Fus	1	10	10	10	10	10	12	12	4	6	10	10	10
	2	20	20	20	20	20	24	24	8	12	20	20	20
	3+	32	32	32	32	32	32	32	16	24	32	32	32
HB	1	24	20	20	20	24	20	24	12	10	20	20	24
	2	48	40	40	40	48	40	48	24	20	40	40	48
	3+	64	64	64	64	64	64	64	48	32	64	64	64
ESG w/cap	1	20	20	20	20	20	20	24	20	20	10	12	20
	2	40	40	40	40	40	40	48	40	40	20	24	40
	3+	64	64	64	64	64	64	64	64	64	32	48	64
PPD	1	32	32	32	32	32	32	36	36	36	32	32	18
	2	64	64	64	64	64	64	64	64	64	64	64	36
SFG	1	72	48	72	72	72	72	72	72	72	72	72	72
	2	96	72	96	96	96	96	96	96	96	96	96	96
Special Sensor	1	40	40	40	40	40	40	40	40	40	40	40	40
	2+	60	60	60	60	60	60	60	60	60	60	60	60
Web gen	1	16	16	16	16	16	4	N/A	16	16	16	16	16
	2	32	32	32	32	32	8	N/A	32	32	32	32	32
	3+	48	48	48	48	48	16	N/A	48	48	48	48	48
Mine rack	1	24	24	24	24	24	24	24	24	24	24	24	24
	2+	12	12	12	12	12	12	12	12	12	12	12	12

(CDS5.0) ADDING WEAPONS

Add weapons in the same way you would any other boxes. There are some restrictions on this procedure, however.

(CDS5.1) PHASERS: Phaser-1s and phaser-2s count as each other for purposes of the sliding scale. If you buy 2 phaser-2s and then a phaser-1, this counts as the 3rd phaser-1 bought and you would pay the cost in the higher bracket. If you buy 2 phaser-1s and then a ph-2, it is treated as the 3rd ph-2 bought.

(CDS5.2) DRONES: Drone racks are type-B or type-C at the player's option. Drone racks can be converted or upgraded using the rules of (CDS3.1).

(CDS5.3) DISRUPTORS: Disruptors bought as extras have the ranges their base package provides (e.g., range-15 on a FF, range-22 on a DD, and so on). These can be improved as explained in (CDS6.321). Different disruptors on a ship may have differing ranges, but any disruptors grouped together in a cluster must have the same ranges. For example, a D7-like ship could specify that the two disruptors on the left side had range 30 while the two on the right had range 40 (although this is not recommended).

(CDS5.4) PLASMA-S/G: If buying a plasma-G, multiply the cost shown by 0.75 and round any fractions up. Both plasma-G and plasma-S are considered the same, however, for purposes of the sliding scale, so if you buy a plasma-G and then a plasma-S, the plasma-S is considered the second one bought. Note that ships smaller than size class 3 cannot use plasmas larger than type-G. For swivel mounts, see (CDS6.34).

(CDS5.5) OPTION MOUNTS: These can be of any type the player chooses. There is no need to buy "wing" or "centerline" mounts specifically.

(CDS5.6) ESGs: All ESGs have a capacitor. To remove capacitors, reduce the CPV by 2 per ESG. All ESGs on the ship must sell their capacitors as a group; it is not possible to have some ESGs with capacitors and some without.

(CDS6.0) PUTTING IT ALL TOGETHER

Once you have purchased the boxes you want, you must organize them into an SSD. Use graph paper or a computer drawing program—it is vital that the SSD be readable at a glance!

When organizing your SSD you are free to place the boxes however and wherever you like (within the restrictions below). It is recommended that you stick to historical shapes and configurations, although this is not required. The following rules and restrictions apply.

(CDS6.1) BASIC SHIP DATA

(CDS6.11) All ships are considered to have a breakdown rating based on class. FFs have a rating of 6; DD, CW and CA have a 5-6; DL, DN and BL have a 4-6; and BBs have a 3-6. Orion ships do not improve these numbers but do have two HET bonuses. WYN ships reduce the breakdown by 2 and have no HET bonus. Note that nimble ships, if created using (CDS6.22), will have two HET bonuses.

(CDS6.12) Turn modes are equal to that found on the race's standard hull; e.g., for a Federation ship with move cost 1, use the Fed CA turn mode (D). DLs use DN turn modes and BLs use BB turn modes. Use the basic (unvaried) hull to determine this. If no "standard" hull is available, use the turn mode of the next larger hull for that race. WYN BLs and BBs use the AxDN turn mode; Orion BLs and BBs use the DN turn mode. Romulans use third-generation hulls for turn mode calculations.

(CDS6.13) Life support costs are 0.5 on FF or DD classes, 1 on CW, CA and DL classes, 1.5 on DN and BL classes and 2 on BBs. Shield costs are 0.5+0.5 on FF/DDs, 1+1 on CW/CA, 1+2 on DL, and 1+3 on DNs and larger.

(CDS6.14) Fire control costs do not change.

(CDS6.15) Ships built with the CDS can control a number of seeking weapons equal to their sensor rating, but only if they have at least one seeking weapon in their base weapons package (before modifications). Seeking weapon control can be doubled by paying a cost equal to 5% of the ship's base cost plus

one CPV per seeking weapon box on the ship (after modifications). Do not count shuttles, fighters or PFs in this calculation.

(CDS6.151) Ships without seeking weapons on their base package can only control seeking weapons equal to half their sensor rating. This can be increased (to equal the sensor rating) for the cost shown in (CDS6.15). It can then be doubled by paying the (CDS6.15) cost a second time.

(CDS6.152) Seeking weapon control cannot be improved above double the sensor rating.

(CDS6.16) All ships have a phaser capacitor size as defined in (H5.21). This cannot be modified under the CDS.

(CDS6.2) SHIPWIDE MODIFICATIONS

(CDS6.21) Aegis can be purchased and tied into various weapons. The cost is 10% of the base package cost for limited aegis and 20% of the base cost for full aegis, PLUS one CPV for every weapon tied into the system (regardless of type). A ship may specify that only some weapons (typically phasers and ADDs) are hooked into the rig, but if full aegis is used, at least 50% of all weapon boxes on the ship must be tied into the system.

(CDS6.22) All FFs (except WYN) and Orion DDs can be designated "nimble" at a cost of 10% of their base CPV cost (e.g., 20 CPV for most FFs). No other ship type can be so designated.

(CDS6.23) Orion ships can purchase OAKDISC for 5% of their base CPV cost.

(CDS6.24) Orion ships of FF, DD, CW, and CA classes have a +2 ECM bonus for stealth; larger Orion ships have a +1 ECM bonus. Stealth cannot be increased above these levels (or added to non-Orion ships) in this version of the CDS.

(CDS6.3) SSD ORGANIZATION

(CDS6.31) Orion ships are limited in the way they can organize their warp engines. For FFs and DDs this is meaningless as these ships double all their warp together. CWs and larger must follow this procedure.

(CDS6.311) Divide the number of warp boxes by 12 (15 if the ship is a DN or larger), rounding even the smallest fraction up to the next whole number. The result is the minimum number of engines the ship may have.

For example, a DL with 40 warp would be required to have at least 4 engines ($40/12=3.33$), while a BB with 70 warp would have to possess at least 5 engines ($70/15=4.67$). This prevents an Orion player from building a BB with two huge 30-box engines and never having any engine doubling problems.

(CDS6.32) Lyrans ships with gatling phasers are considered LDR ships. This has no effect anywhere else in the CDS (use the Lyrans columns for all purposes) but may make a difference for tactical intelligence. LDR carriers use Klingon fighters and LDR PF tenders use Lyrans PFs only.

(CDS6.33) Fed, Klingon and Tholian ships may use a ship with separable sections (which separate using the normal SFB rules).

(CDS6.331) Up to 1/2 the warp may be attached to the saucer or boom on Fed and Klingon ships; up to 1/4th the warp may be placed on a Tholian command module (this makes the ship a "Neo-Tholian," although this has meaning in name only).

(CDS6.332) Both sections must have at least 25% of the ship's internal boxes. In addition, at least 25% of the following types of boxes (minimum 1 box) must be in each section: Impulse, Control, Hull, and Weapons. Klingon ships must place at least 33% of their security (minimum 1 box) on the boom. Round fractions of 0.5 or more up, 0.4999 down.

(CDS6.333) More than one separable section may not be used under this system.

(CDS6.34) WEAPON ARCS: All weapon arcs are 120° except those with special definitions like ADDs, ISC F-torps, plasma-Ds (180° arcs), etc., which cannot be modified. Players may feel free

to place weapons on their ship in any facing they wish (e.g., FA, RA, RF+R, etc.), to experiment with the advantages and disadvantages of different firing angles. However, no more than 90% (round fractions of 0.5 or more up, 0.4999 down) of all weapons on the ship can fire in any given 60° arc; do not count 360° weapons in this calculation. For example, if a ship has 12 weapons that are not 360°, no more than 11 of them could bear in the LF arc (or any other arc, for that matter). This restriction exists only to prevent players from making ALL weapons on their ship bear in one direction.

(CDS6.341) DCPV costs to improve weapon arcs are shown on the chart below:

Weapon	180°	240°	360°
Phaser-1 or 2	1	2	4
Phaser-3	0.5	1	2
Phaser-G	2	4	8
Disruptor	3	6	N/A
Plasma-F	2	N/A	N/A
Plasma-G	3	N/A	N/A
Plasma-S	5	N/A	N/A
Option	2	N/A	N/A
Fusion	2	4	N/A

(CDS6.342) If a weapon is not listed, its arc may not be improved. Examples include photons, hellbores, PPDs, etc.

(CDS6.35) PROHIBITED ITEMS

(CDS6.351) The following items may not be used: Maulers, Andromedan technology, X-technology, computer control, balcony and track launching systems, web breakers, shield crackers, particle cannons, MCIDS, AFDs, items not listed or explained elsewhere in this supplement, or any item which requires a rule not provided in SFB.

(CDS6.352) The following types of units may not be created using the CDS: X-ships, bases, monsters, conglomerate ships, pinwheel-capable ships, shuttles, fighters, interceptors, PFs, Andromedans, Jindarians, Seltorians, Frax, Sharkhunters, Barbarians, Qaris, Triaxians, custom races, or any race added to SFB after this CDS rules revision was published.

(CDS6.353) Certain weapons and systems are prohibited by various SFB rules from use by certain races or certain ship types. For example, plasma-Rs, plasma-Ss, PPDs, and SFGs cannot be placed on ships smaller than size class 3, and plasma-Rs cannot be used by Orions at all. These rules are not superseded by the CDS and are still in force unless otherwise noted in these rules.

(CDS6.354) The advanced boarding action combat system (Module M) cannot be used with this version of the CDS.

(CDS6.355) No CDS-designed ship is subject to shock. The CDS system assumes that ALL ships will be overgunned, so enforcing a shock penalty would be nonsensical.

(CDS6.36) COMMANDER'S OPTIONS

(CDS6.361) When using the Custom Design System, all Commander's Options and similar optional items which cost a fixed amount of BPV cost double the stated BPV amount in CPV points. This applies to fighters, PFs, optional weapons, drones, legendary officers (those which have a flat rate cost), deck crews, boarding parties, commandoes, fake weapons, T-bombs, nuclear space mines, admin shuttles, MRS shuttles, etc. This includes any improvements to said items, such as shield refits on PFs and warp booster packs on shuttles.

(CDS6.362) Optional items and improvements which cost a percentage amount use the same percentage; e.g., a Legendary Captain would still cost 25% of the ship's cost (in CPV). This cost calculation is based on the ship price in CPV after any and all modifications except those which fall under (CDS6.36). Examples of "percentage" improvements include outstanding crew, positron flywheel, certain legendary officers, cloaked decoys, super-intelligent computers, etc.

(CDS6.363) No Romulan ship under this system can be considered an "old" Rom, so Romulans cannot have a "built-in" nuclear space mine. Other races can buy NSMs only if they

purchase mine racks. Mines placed in mine racks do not count against the ship's limit on T-bombs (M3.13).

(CDS6.364) If a ship has at least 4 mine racks, it can be designated a "true" minesweeper for 5% of its base CPV cost.

(CDS6.365) Boarding parties fall under (CDS6.361). No ship may purchase extras in excess of 50% of the original number of BPs on the ship. (For example, a Gorn CA has 16 boarding parties and could purchase up to 8 more.) If a ship has barracks boxes, it can fill them using (CDS6.361) and any boarding parties in the barracks do not count against the above limits.

(CDS6.366) Commandoes may be purchased under (CDS6.361). No ship can buy more than two, unless it has barracks boxes, in which case it can purchase one additional commando for each barracks box as part of that box's boarding party complement.

(CDS6.367) Heavy Weapons Squads may also be purchased under (CDS6.361) at the same rates and limits as commandoes.

(CDS6.368) Some prices (such as the cost of adding a cloaking device to a ship) are modified by the CDS, and where this occurs, the CDS rule has precedence.

(CDS6.37) FIGHTERS AND MRSS

(CDS6.371) Fighters and MRSs can be of any type available to the race of the carrier (Lyran use Klingon, WYN use Klingon or Kzinti, Orions can use any race appropriate to their chosen cartel), or can be of another race (but double the base cost of the fighter/MRS in this case; this exception is not available for PFs). For each fighter/MRS bought, a fighter box (or shuttle box in the case of a MRS) on the ship is converted to hold a ready rack capable of servicing that fighter/MRS.

(CDS6.372) If a fighter box on the ship is left empty (no fighter is bought for that box), the box can be designated as having a ready rack for any other fighter on that ship. If the box contains a shuttle purchased under (CDS6.361), the ready rack will be empty of any weapons regardless of the weapons status of the scenario.

(CDS6.373) If a SWAC is purchased, figure the cost using (CDS6.361) based on the SWAC's BPV (not EPV), but the following penalties apply. If the carrying ship is not Federation, add 200%. If the carrying ship is smaller than a CA, add 100%. If the carrier does not have at least 12 fighter boxes, add 200%. All penalties are cumulative. For example, if a Federation light cruiser with two fighter boxes wishes to use a SWAC, the cost would be 28 for the CPV value of the SWAC [remember that the BPV price of 14 is doubled by (CDS6.361)], plus 100% (28) because it is smaller than a CA, plus 200% (56) because it does not have 12 fighter boxes, for a total of 28+28+56=112 CPV.

(CDS6.374) Drone-armed carriers have two sets of reloads in carrier drone storage for each fighter actually present on the ship (not for each box). Ships with MRSs have enough drones to reload the MRS once. Plasma-D fighters and MRSs provide these same ratios in plasma-D storage. PF tenders can use this same rule with respect to drone- and plasma-D-armed PFs, but must actually have the PFs (not just mech links for them).

(CDS6.375) Each fighter box (whether it has a fighter or not) or MRS purchased for the ship provides one deck crew free of charge. Additional deck crews may be bought under (CDS6.361), but the total number purchased cannot exceed 50% of the number of "free" deck crews (round fractions down). For example, a ship with 8 fighter boxes and 1 MRS would have 9 free deck crews and could buy up to 4 more.

(CDS6.38) REFITS

(CDS6.381) Any of the boxes added to a base package (not those provided with the package) can be titled a "refit" and designated on the SSD with appropriate shading. The cost for the "refit" that adds these boxes is exactly equal to the cost required to add them to your ship using the CDS. This makes it possible to design a ship that might fit into several possible CPV ranges, and thus be used in scenarios with differing point values.

(CDS6.382) If a year is being used to define the technology available in the scenario, some items or improvements may not be available and might become "refits" by default. For example,

mech links became available only when interceptors appeared for that race; ergo, mech links on the SSD would be a "refit," deleted from the ship (along with their cost) if the scenario were being played too early.

(CDS7.0) SELLING BOXES

If desired, some boxes from the base packages can be sold to save a few CDS points. For the most part, you will find this to be inefficient, however.

(CDS7.1) Any box can be sold. Find the chart under (CDS4.0) which lists the costs of added boxes of that type for your race. Then find the smallest number in that column. The box sells for half the cost of the amount shown. Retain all fractions until all boxes you are selling have been sold, then drop any resulting fraction.

(CDS7.2) Example: A Lyrans player with a DN wishes to sell his repair boxes. The DN has 4 repair (CDS2.0) and the lowest price on the chart in the Lyrans column is 3. Thus, the player would receive 6 points. (4 boxes times 3 CPV divided by 2).

(CDS7.3) It is not possible to sell back sensor, scanner, damage control, excess damage, or anything that is not a "box" (e.g., boarding parties, crew units, and so on).

(CDS8.0) INTEGRATED SHIP CREATION EXAMPLE

To illustrate the CDS system I'll use an old favorite, a Federation "planar wedge" design by Wayne "Guy With the Hat" Raney. This ship is built using the Federation CA package (400 CPV points) with some additions, as follows:

1 box of APR was added (2 CPV) and all 5 boxes were converted to AWR (1 point per box) for a total cost of 7.

Shields added a total of 54 boxes, or +6 shield "points" as defined in these rules, for a total cost of 28.

The base CA has 2 bridge, 2 aux and 1 emer but the Fed gains a bonus box (emer in this case) as shown in (CDS2.0). 2 flag were then added for a cost of 12.

Two transporters were added for 6 CPV.

Two shuttles were added for 6 points and a second shuttle bay was added for 5 more points, a total of 11 CPV.

Four labs (the bonus ones received for being a Fed) were removed, earning 4 CPV.

Two phaser-1s were added for 8 points.

Two phaser-3s were converted to phaser-Gs, but under the CDS, "converting" the phasers provides no benefit. 2 CPV were recovered for selling the P3s (CDS7.1), and the PGs cost 14 for a total cost of 12 CPV.

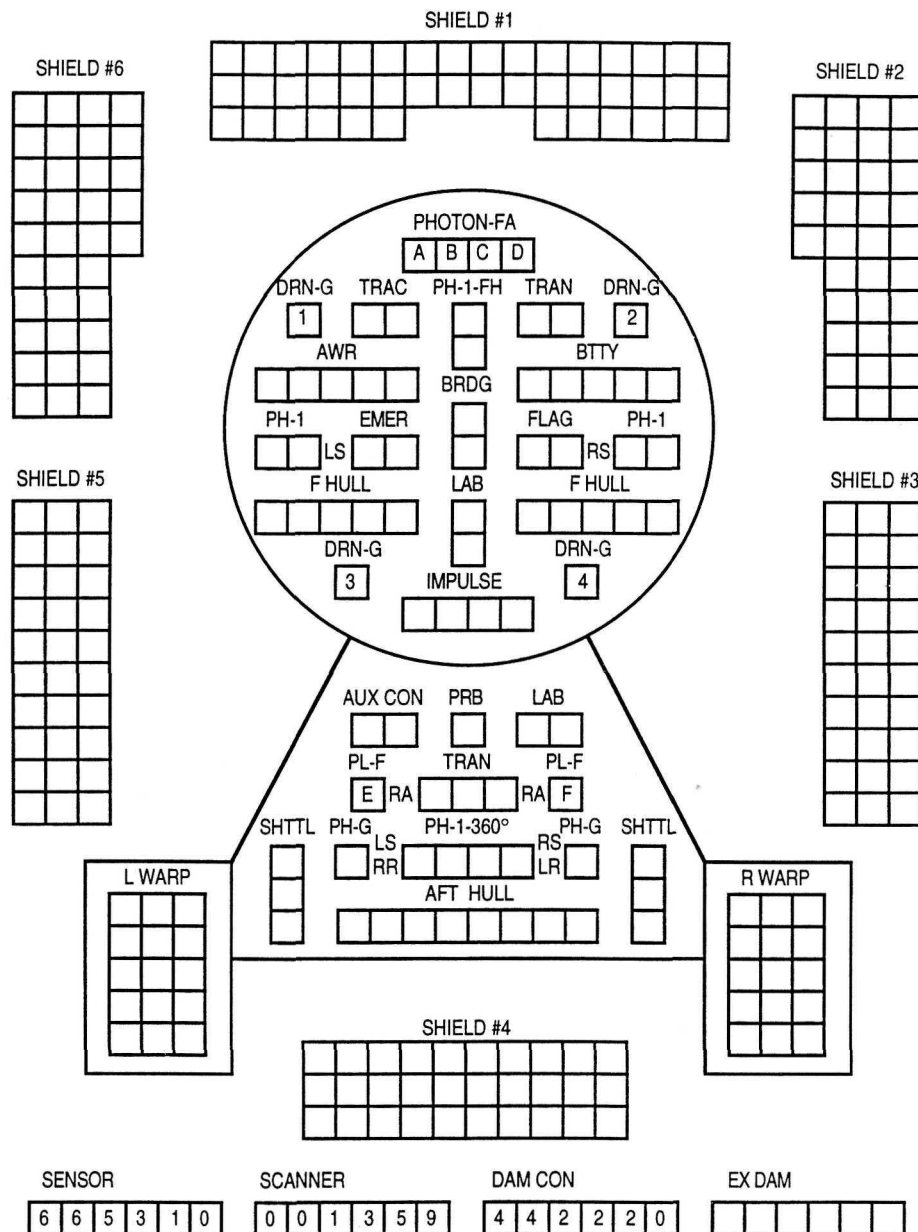
Two drone racks were added for 8 points. Added racks are B or C, but they were upgraded to G racks (CDS3.12) for 4 more each, a total CPV cost of 16.

Two plasma-Fs were added for 24 points.

Finally, weapon arcs were modified. Four phaser-1s received 180° arcs (4 CPV) and four received 360° arcs (12). The two gatlings received 240° arcs (8), for a total cost of 24 CPV. The plasma arcs were not improved (a standard feature of the "planar wedge" design was the RA don't-get-behind-me plasmas) and the photon arcs could not be upgraded.

The ship has single drone control automatically because the base package provides at least one seeking weapon box (CDS6.15). also adds double drone control, which costs 20 CPV

FEDERATION PLANAR HEAVY CRUISER



plus 1 per seeking weapon box (CDS6.15) for a total of 26.

The final CPV cost for this ship is 400+7+28+12+6+11-4+8+12+16+24+24 +26=570.

By way of analysis, this ship is well suited for a 600-CPV scenario. The remaining 30 points can be spent on options (3 T-bombs would cost 24 CPV under the CDS system, for example, and the rest could be spent on boarding parties or commandoes).

A light dreadnought would be another consideration for a 600-CPV game. This would have added a photon, two phasers and some additional power over the Wedge, but would have cost another 100 CPV for the base package. The player could still have purchased the gatlings, extra drone racks, and plasmas and would have wound up with a more expensive ship.

When designing a ship under the CDS, take care to consider these kinds of issues. It is very easy to get carried away adding expensive boxes and ship improvements. Use the "percentage" upgrades like cloaks and aegis on small ships only. Try not to add too many of any given box type, especially outside the racial standards, as the cost will quickly become prohibitive.

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