

STAR FLEET BATTLES

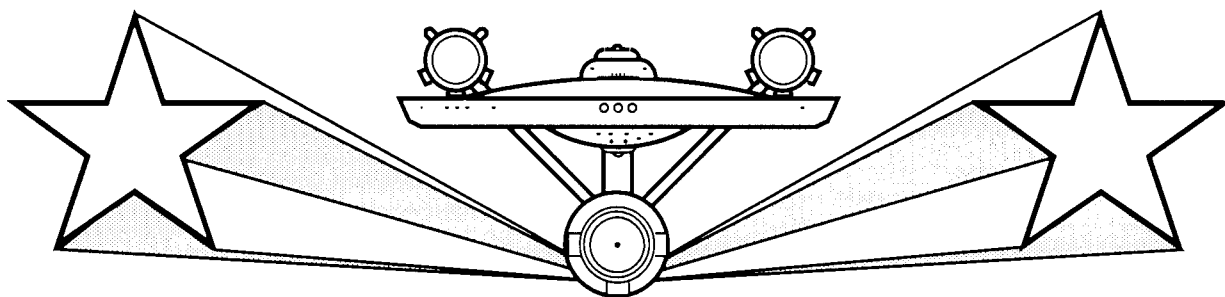
THE X-SHIPS



**CAPTAIN'S
MODULE X1**

**TASK
FORCE
GAMES™**

STAR FLEET BATTLES



CAPTAIN'S MODULE X1 FIRST-GENERATION X-SHIPS

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(Z22.0) NOTES ON MODULE X1

(Z22.1) PRODUCT ORGANIZATION AND COMPONENTS

STAR FLEET BATTLES CAPTAIN'S MODULE X1 is a modular component of the Star Fleet Battles Captain's Edition game system. To use this product, you must have Star Fleet Battles Basic Set. To use some of the material in this product, you must also have Advanced Missions, Modules C1-C3, Module J, and/or Module K.

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

A complete copy of Module X1 includes:

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

(Z22.2) DESIGN CREDITS

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- orders for spare parts,
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(Z22.4) DESIGNER'S INFORMATION

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

When sending questions, phrase each one so that it can be answered with a yes or no, a brief answer, or by circling one of several choices. Leave several blank lines after each question (not each group of questions). In order to better serve the player community, letters asking 10 or fewer questions are given priority and are answered in 1 week. Letters with more questions are answered only as time permits (allow 2-3 weeks). Please attempt to look up the answer yourself first. We will cheerfully answer questions about how the rules work, but cannot answer questions as to "WHY?" various things work the way that they do. Such "WHY?" questions are sometimes printed (with answers) in Captain's Log. All future products for the STAR FLEET UNIVERSE will be prepared by ADB; all questions relating to existing products will be answered by ADB.

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(X0.0) IMPROVED TECHNOLOGY

During the final years of the General War, many races began to experiment with new advances in technology which increased the power and capabilities of starships. During the period Y180-185, each race produced a few "X-ships" which included various aspects of this advanced technology. During the Andromedan Invasion, more of these ships were built, but the total number remained low.

X-ships produced during the period Y180-205 were all conversions of existing designs. Some were converted from ships in service; others were converted during construction. These were known as "First-Generation X-ship designs" or sometimes as "up-rated" or "improved technology" designs (as indeed the standard ships were known when they first appeared to replace even earlier designs).

After Y205, many ships were built from new designs using even more advanced technology. These were known as "Second-Generation" designs and are not included in Module X1. They may appear in a later product. Module X2 might include more First-Generation material.

The rules in this section reflect the advanced capabilities of the First-Generation X-ships. Anything not specifically changed here works exactly as it would on a normal non-X-ship. Players can ignore X-ships entirely if they wish.

X-ships have appeared in playtest and draft form in many places before this product. The rules and ships in Module X1 supersede *all* earlier publication of X-ship material (including that in Advanced Missions, Module P2, Module C3, Nexus #18, various issues of Captain's Log, and elsewhere).

(XA0.0) GENERAL RULES

(XA3.14) RULE NUMBERS: The rules for X-ships modify the existing rules. Whenever a modification is required, the rule number from the non-X-rules is listed, with an "X" in front of it to indicate that this is the X-modification to the rules. If no X-rule is provided, the non-X rule remains in force. In some cases, entirely new rules have been created for use with X-ships, and the X-rule, for example (XE2.42), has no non-X corollary.

(XA3.3) BACKGROUND: X-ships appeared in Y181 and remained in service from that date.

(XB0.0) HOW TO PLAY THE GAME

(XB1.0) There is no change from the basic game rules presented under (B0.0) created by the X-ship rules.

(XC0.0) MOVEMENT

(XC1.0) GENERAL X-MOVEMENT RULES

(XC1.313-2) ORDER OF PRECEDENCE:

1. Monsters move.
- 1A. Change in Temporal Elevation (G31.152) except seeking weapons.
- 2A. Non-nimble ships move.
- 2B. Non-nimble X-ships move.
- 3A. Nimble ships move (C11.0).
- 3B. Nimble X-ships move.
- 4A. Fighters and shuttles (including those used as seeking weapons) move. If a shuttle is a seeking weapon and is targeted on another seeking weapon, the owning player has the option of declaring this fact

(during the resolution of the order of precedence), in which case the shuttle moves in step 5.

4B. X-fighters and X-MRS shuttles move (unless they are seeking weapons).

5. Seeking weapons move or change Temporal Elevator (G31.0) levels. (Note that impact is announced but not resolved until after base rotation and tactical maneuvers. This allows tactical maneuvers to be used to turn a stronger shield toward an incoming seeking weapon. The weapon hits the shield *after* the rotation or Tac.) If one seeking weapon is targeted on another seeking weapon, the owner of the weapon so targeted may announce this fact (during the resolution of the order of precedence); weapons known to be targeted on other seeking weapons move after their targets have moved.

6. Bases rotate (C3.7).

7A. Ships make tactical maneuvers (C5.0).

7B. X-ships make tactical maneuvers.

8A. Nimble ships make tactical maneuvers.

8B. Nimble X-ships make tactical maneuvers.

9A. Fighters make tactical maneuvers. Non-fighter shuttles cannot Tac; see (C5.43).

9B. X-fighters make tactical maneuvers.

10. Computer-controlled ships move (G11.0).

As before, units perform HETs at the point of movement.

NOTE: This rule is not used simultaneously with (XC1.32); only one of these rules can be used in any given scenario. (XC1.32) is used **ONLY** by groups that use plotted movement in all of their SFB gaming.

(XC1.32) PLOTTED MOVEMENT: In scenarios between X-ships and non-X-ships where players are already using plotted movement in their non-X gaming, X-ships use Free Movement. This reflects the maneuverability of X-ships.

(XC1.322) PURSUIT PLOTTING: Non-X-ships cannot use Pursuit Plotting, Evasion Plotting, or Station Keeping Plotting against an X-ship, but must plot their movement as per (XC1.32), unless using (XC1.313-2).

(XC2.0) ENERGY COST OF X-MOVEMENT

(XC2.21) ACCELERATION: X-ships may increase their practical speed to triple the previous turn's speed or by 15, whichever is greater. Freighters and auxiliaries with X-technology use their standard non-X acceleration limits.

(XC3.0) TURN MODES

(XC3.64) X-ships have a +1 bonus to the die roll for a quick reverse. Nimble X-ships have a +2 bonus for this purpose.

(XC5.0) TACTICAL MANEUVERS BY X-SHIPS

(XC5.224) X-ships can make up to six tactical warp maneuvers in each turn. Use the system in (C5.233).

(XC5.532) WARP: X-ships "earn" (or earn the right to buy with reserve warp power) tactical maneuvers on the speed 6 column as per (C5.233), but can make the first such maneuver 3 impulses after coming to a halt.

(XC6.0) HIGH ENERGY TURNS BY X-SHIPS

(XC6.52) X-ships have two first-use HET bonuses.

(XC6.521) Nimble X-ships and Orion Pirate X-ships have three first-use HET bonuses.

(XC6.522) X-freighters, X-auxiliaries, X-Q-ships, and warp-powered X-booms and X-saucers all have one first-use HET bonus. Warp-powered X-booms and X-saucers have this bonus even if the original ship used all of its HET bonuses before separation. This bonus cannot be used unless the boom or saucer has separated from the main hull.

(XC7.23) DISENGAGEMENT: X-ships with active fire control count as scouts for this purpose, i.e., a ship attempting to disengage from a scenario involving an enemy X-ship must be more than 75 hexes from that ship in order to have successfully disengaged by distance.

A ship attempting to disengage from a scenario involving an enemy X-scout with operating unblinded special sensors must be more than 100 hexes from that ship in order to have successfully disengaged by distance. See (G24.322).

(XC8.0) EMERGENCY DECELERATION

(XC8.4) POST DECELERATION PERIOD for X-ships lasts only 12 impulses. Note specifically that the delay under (C6.54) is NOT affected by this rule.

(XC9.0) POSITRON FLYWHEEL: X-ships cannot use the positron flywheel. No one knows why, but they blow up if they try.

(XC12.0) SPEED CHANGES BY X-SHIPS

(XC12.312) X-ships can change speed every 6 impulses (as a nimble ship can, but reflecting improved power management rather than actual nimbleness). There is no additional benefit if the X-ship is itself nimble.

(XC12.352) X-ships may accelerate 12 impulses after coming to a halt by emergency deceleration; see (XC8.4).

(XC12.37) REVERSING DIRECTION: X-ships may begin moving in reverse 6 impulses after coming to a halt.

(XC12.371) The highest speed in the previous 6 impulses is used to determine the braking cost.

(XC13.0) DOCKING BY X-SHIPS

(XC13.949) If the X-ship is cloaking both units, both units will benefit from the 2 points of ECM generated by the X-cloak (XG13.44), even if the other unit is non-X.

(XC14.0) X-PINWHEELS

(XC14.211) Non-X ships cannot pinwheel with X-ships.

(XD0.0) COMBAT

(XD3.0) SHIELDS

(XD3.33) The minimum shields on X-ships are 10 boxes in each direction.

(XD3.61) If using Leaky Shields, X-ships "leak" at one-half of the normal rate. If normal ships leak 1 point for every 4 points of damage, X-ships leak 1 for every 8.

(XD6.0) FIRE CONTROL SYSTEMS

(XD6.3) X-ships have better targeting computers for combat. The net effect is to reduce the effectiveness of enemy ECM jamming. See (XD6.3142) and (XD6.393).

(XD6.3142) BUILT-IN: All X-ships produce extra points of ECCM at no energy cost; see (XD6.393) for details.

(XD6.3144) X-ships use EW (and are affected by it) normally. X-ships do not ignore lent EW and can use EW from any source a non-X-ship can.

(XD6.3145) X-ships ignore offensive EW jamming applied by a non-X-scout.

(XD6.393) All X-ships produce 2 points of ECCM at no energy cost [in addition to the 6 points all ships can generate under (D6.3141)] so long as their sensor rating is 6. (If the rating is less than 6, the points are lost.) This ECCM effect is a passive benefit and cannot be detected until used. It will function under (D19.0); see (XD19.12) and (XD6.622).

(XD6.394) X-ships have 2 ECM while cloaked (XG13.44).

(XD6.54) UIM BURNOUT: There is no penalty for UIM burnout on an X-ship other than the loss of the UIM.

(XD6.56) INSTALLATION: All X-ships armed with disruptors have UIMs as standard equipment. Cruisers have three; frigates and destroyers have two. X-ships can purchase backups under (S3.2).

(XD6.622) X-ships can use the 2 points of ECCM that are provided to them under (XD6.393) even if their fire control is not active.

(XD6.633) FIRE CONTROL ACTIVATION: X-ships have a 3-impulse delay on activation rather than the standard 4-impulse delay. NOTE that if the fire control becomes fully active during the wild weasel explosion period (J3.211), the weasel will be voided at that point, i.e., 1 impulse sooner, although they can voluntarily take 4 impulses for deception purposes.

(XD6.68) All X-ships are under the restrictions of this rule for only 3 impulses rather than the standard 4 impulses, although they can voluntarily take 4 impulses for deception purposes.

(XD7.0) BOARDING PARTY COMBAT ON X-SHIPS

(XD7.422) STEP 2A: All X-ships are treated as having two Security Stations for purposes of this rule so long as there are two or more functioning control systems (groups of boxes) on the ship. If there is only one functioning control system, the X-ship is treated as having one Security Station for purposes of this rule. "Control system" is defined as bridge, aux con, emer, or flag. Two separated control boxes qualify; two connected control boxes do not. As per (D16.55), these protect the area with the designated control system and one other. For the Klingons, use the normal Security Stations.

(XD8.1) CRITICAL HITS: X-ships roll for critical hits when struck by 40 or more damage points when (D8.0) is used.

(XD9.7) CONTINUOUS REPAIRS: An X-ship using this system repairs its own systems at the non-doubled rate (XG17.3), e.g., an X-phaser-1 requires 5 repair points to repair and can be repaired for 4 repair points as an X-phaser-2. Destroyed systems CANNOT be hastily-repaired to non-X status (XG17.512).

(XD11.3) CHAFF: X-drones (types-VII, -VIII, and -IX) add 1 to the roll to lose lock-on as a result of chaff, i.e., they are only distracted by chaff on a roll of 3 or less. If X-drones and non-X-drones are targeted on the shuttle, the non-X-drones use the unmodified die roll. X-drones roll normally against chaff dropped by X-shuttles. Admin shuttles, even those on X-ships, do not have chaff (XJ2.1).

(XD13.0) AEGIS FIRE CONTROL: All X-ships have a special version of Limited Aegis (two shots), which can engage seeking weapons, shuttles, and PFs; this is known as X-Aegis. Note that the successive volleys will quickly wreck PFs, one of the reasons that X-ships put PFs out of business.

[Previous drafts of the X-rules provided Full Aegis, but playtesting proved it unwarranted and unbalancing. At this time there are no X-ship "escorts" which would, logically, be fitted with Full Aegis.]

Bases which have Full Aegis as standard equipment without X-technology (e.g., starbases, BATs, base stations) retain this aegis capability when fitted with X-technology (gaining the ability to engage PFs).

(XD14.0) EMERGENCY DAMAGE REPAIR cannot repair X-systems to non-X status.

(XD16.45) ADVANCED BOARDING PARTY COMBAT: While many proposals have been made to improve the boarding party capability of X-marines, it is clear that X-marines would simply have better training (available to any

marines) and perhaps better weapons (but 10,000 hand phasers cost less than one frigate). Consequently, except for (D7.422), there is no change to boarding party or ground combat for X-ships.

(XD17.121) TACTICAL INTELLIGENCE: An X-ship counts as a scout for tactical intelligence purposes. X-scouts are treated as gaining one level higher than a scout (i.e., if range provides level F, an X-scout receives Level G information).

(XD17.196) DETECTION: X-ships are never detected simply because they are X-ships, but only when their increased or improved systems are detected. Note that unless various deception measures are taken under (D17.7), an X-ship will be detected as such at various ranges as a result of its warp power (Level E); the number of phasers (Level G); the performance of various operations, such as aegis fire control signals (D13.51) from a hull type that should not have aegis (Level E); or when specific classes of ships can be identified (Level-H).

(XD17.222) CLOAKED OBSERVER: Cloaked X-ships do benefit from the 2 points of ECCM provided under (XD6.393).

(XD17.26) X-ships have a benefit of extra ECCM in addition to (XD17.121); see (XD6.3142).

(XD17.4) LEVEL G: Plasma-L and -M launchers distinguished.

(XD17.7) See also (XG13.14) and (XG13.15).

(XD18.0) SURPRISE

(XD18.12) This also applies to type-L plasma torpedoes.

(XD18.19) Overloaded phasers (XE2.42) cannot be fired when inactive.

(XD18.22) The 2 free points of ECCM received under (XD6.393) still operate when the ship is inactive, but aegis does not (D6.62). The unit still ignores lent offensive EW (XD6.3145) applied by a non-X-scout.

(XD18.31) See (D18.35).

(XD19.0) PASSIVE FIRE CONTROL

(XD19.12) An X-ship receives the benefit of its 2 free points of ECCM because they are linked to its sensor rating.

(XD19.26) REACTIVATION: X-ships can reactivate their fire control in 3 impulses, although they can take the usual 4 impulses for deception purposes. See (XD6.633) or (D6.67).

(XD19.31) Note that an X-ship has this bonus even though it also retains its 2 free points of ECCM under (XD19.12).

(XD20.25) HIDDEN DEPLOYMENT: An X-ship can lock-on to a non-X-ship after only 3 impulses. See (XD6.633). An X-ship counts as a scout for detecting hidden units.

(XD21.56) CATASTROPHIC DAMAGE: X-units have a bonus of +1 to the die roll in addition to all other applicable bonuses such as (D21.543).

(XE0.0) DIRECT-FIRE WEAPONS

(XE1.0) GENERAL DIRECT-FIRE RULES

(XE1.25) MISFIRE: Certain weapons, in certain conditions, may "misfire". When a weapon misfires, the following things happen:

- The weapon discharges (E1.24) without damaging the ship or its target.
- All of the energy that went into arming the weapon is lost.
- No energy can be put in the weapon (by allocation or reserve power) until the Energy Allocation Phase of the second subsequent turn. (e.g., misfire on Turn #3, begin arming the weapon on Turn #5.)

(XE1.50) FIRING RATE: This rule applies to fast-loaded weapons which normally cannot fire in consecutive turns.

(XE2.0) PHASERS

(XE2.42) PHASER OVERLOADS: All X-phasers may be "overloaded". The energy cost is doubled, and the damage caused by each phaser is increased by 50% (round fractions down for each phaser, not the total). See (D6.1263). Players should use the tables below rather than calculating the damage for themselves. A phaser can be downloaded and overloaded, i.e., a phaser-1 can be fired as an overloaded phaser-3 and a phaser-4 can be fired as an overloaded phaser-1 or phaser-3, paying the appropriate energy.

OVERLOADED PHASER-1 TABLE

DIE ROLL	RANGE 0	1	2	3	4	5
1	13	12	10	9	7	7
2	12	10	9	7	7	6
3	10	7	7	6	6	6
4	9	6	6	6	6	4
5	7	6	6	6	4	4
6	6	6	4	4	3	3

OVERLOADED PHASER-2 TABLE

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

OVERLOADED PHASER-3/G TABLE

DIE ROLL	RANGE 0	1	2
1	6	6	6
2	6	6	6
3	6	6	6
4	6	6	4
5	6	4	3
6	4	4	1

OVERLOADED PHASER-4 TABLE

DIE ROLL	RANGE 0-3	4-5	6	7
1	30	30	30	22
2	30	30	22	18
3	30	22	18	16
4	30	22	16	15
5	22	18	15	13
6	22	15	13	12

(XE2.421) Overloaded phasers may be "held" in the same manner as regular phasers. Unused phaser energy from a previous turn may be combined with additional energy to overload any phaser.

(XE2.422) The decision to fire a phaser in an overloaded mode is made at the instant of firing. The energy may be drawn from the phaser capacitors or from reserve power. All of the capacitors on the ship are linked into a single power grid, the total capacity of which is equal to twice the energy required to fire every phaser on the ship on a non-overloaded setting. See (XS4.22).

(XE2.423) The maximum range of overloaded phaser fire depends on the phaser type.

PHASER TYPE	MAXIMUM OVERLOAD RANGE
1	5 hexes
2	3 hexes
3	2 hexes
4	7 hexes
G	2 hexes

(XE2.43) RAPID-PULSE: X-ships may fire their phasers in this mode as a defense against seeking weapons, shuttles, and PFs. This mode is tied into the X-Aegis defensive fire control system and cannot be used to engage ships (size 4 or larger); exception (XE2.433).

Under this system, most phasers gain an ability to fire several times with reduced effect (i.e., ph-3 rather than ph-1) on each individual shot. This is known as "rapid-pulse fire".

Players are not required to record in advance the intention to fire any phaser in rapid-pulse mode. In this mode the shots may be fired in the same or a different impulse and at the same or at different targets. This mode can also be used when sweeping mines (XM8.5). The power for each shot is deducted from the capacitors or reserve power at the time it is made. A phaser may not be fired in normal and rapid-pulse modes during the same turn.

Rapid-pulse can also be used against asteroids, which are not engaged under the X-Aegis system.

(XE2.431) When using the rapid-pulse system, a phaser-1 or phaser-2 may be fired in one of the two modes listed below. This fire is, however, under X-Aegis fire restrictions and cannot be used against ships.

(XE2.4311) A phaser-1 or -2 may be fired as two non-overloaded phaser-3s; this costs 1 point of power (1/2 point per shot).

(XE2.4312) A phaser-1 or -2 may be fired as two overloaded phaser-3s; this costs 2 points of power (1 point per shot). See 2-hex range limit (XE2.423).

(XE2.432) When using the rapid-pulse system, a phaser-4 may be fired in one of the modes listed below. This fire is, however, under X-Aegis fire restrictions and cannot be used against ships.

(XE2.4321) A phaser-4 may be fired as two non-overloaded phaser-1s; this costs 2 points of power (1 point per shot).

(XE2.4322) A phaser-4 can be fired as two overloaded phaser-1s; this costs 4 points of power (2 points per shot). See 5-hex range limit (XE2.423) for overloaded phaser-1s.

(XE2.4323) A phaser-4 can be fired as four overloaded phaser-3s; this costs 4 points of power (1 point per shot). See 2-hex range limit (XE2.423). A phaser-4 can be fired as four non-overloaded phaser-3s; this costs 2 points of power (1/2 point per shot).

(XE2.4324) A phaser-4 can always be fired as a phaser-1; see (XE2.431).

(XE2.433) When using the rapid-pulse system, a phaser-G may be fired in either of the two modes listed below. All shots on a given turn must be either overloaded or non-overloaded; they cannot be combined. The decision is made at the time of the first shot during a turn.

(XE2.4331) Phaser-Gs may fire as four overloaded phaser-3s; this costs 2 points of power (1/2 point per shot). This can be done under the X-Aegis restrictions (gaining the benefit of "fire, observe, fire again" at the cost of not being allowed to engage ships) or without the X-Aegis restrictions, in which case it can be fired at ships

but cannot observe the effects of one shot before deciding to fire another. This decision is made at the instant that the weapon is fired for the first time in a given turn.

(XE2.4332) Phaser-Gs may fire as four non-overloaded phaser-3s; this costs 1 point of power (1/4 point per shot). (This is the same as a non-X phaser-G.) This can be done under the X-Aegis restrictions (gaining the benefit of "fire, observe, fire again" at the cost of not being allowed to engage ships) or without the X-Aegis restrictions, in which case it can be fired at ships but cannot observe the effects of one shot before deciding to fire another. This decision is made at the instant that the weapon is fired for the first time in a given turn.

(XE2.434) If multiple shots from one phaser are fired in a narrow salvo (E1.6), the shots must be fired at the same target and in the same aegis step; it is not possible to fire some shots in a narrow salvo, observe results, and then choose whether to fire more shots with the same die roll.

EXAMPLE: A Federation CX with its many phasers has a total phaser capacitor of 24 (2 points for each of the 12 phaser-1s). At the start of the current turn, this capacitor holds 14 points of power, and there are 6 points of reserve power in the batteries. During the turn, the CX observes four drones only 1 hex away that will strike on the next impulse. The captain decides to use the rapid-pulse system with several phasers. The four drones are identified by labs and determined to all be type-IV drones, each requiring 6 damage points to kill. The captain fires two overloaded phaser-1s (deducting 4 points of power from the 14 in the capacitor, leaving 10), each as two overloaded phaser-3s. On average, this will kill two or three of the drones outright, but in this case he rolls a 3, two 5s and a 6, leaving three drones alive (with 2 points of damage remaining). Observing the result, the captain then uses his X-Aegis system to fire another shot on the same impulse. He uses one non-overloaded phaser-1 firing as two phaser-3s (1 point of power) and a second non-overloaded phaser-1 firing as a single phaser-3 (1/2 point of power) to destroy these drones.

(XE3.0) DISRUPTORS

(XE3.24) HOLDING DISRUPTORS: Standard disruptors may be held at a cost of 1 point of power allocated at the start of the turn following the turn the weapon was charged and not fired, and each succeeding turn until the weapon is fired, discharged, or destroyed. Disruptors may not be held at the start of a scenario under any weapon status.

The held weapon may be overloaded with allocated or reserve power on a following turn (during which it was held).

Overloaded disruptors may be held at a cost of 2 points of power allocated at the start of the turn following the turn during which the weapon was overloaded and not fired (whether it was overloaded by allocated or reserve power), and each succeeding turn until the weapon is fired, discharged, or destroyed.

The overloaded disruptor may be discharged (E1.24) during a turn in order to allow a standard disruptor to be fired with reserve power.

All holding energy must be allocated at the start of the turn.

(XE3.32) X-bases and size class-3 X-ships have range-40 disruptors; size class-4 X-ships have range-30 disruptors.

(XE3.61) All disruptor-armed X-ships have UIM modules [see (XD6.56) for how many] and suffer no burn out effects [see (XD6.54)] other than the loss of the specific module which burned out.

(XE3.62) All disruptor-armed X-ships are equipped with DERFACS.

(XE4.0) PHOTON TORPEDOES

(XE4.5) FAST LOADING: X-ships may arm photon torpedoes in a single turn by allocating during that single turn the total amount of energy required to arm a normal (non-X) torpedo over two (or more) turns. (The specific type of loading — Normal, Normal-Fast, Overload, Overload-Fast — must be recorded on the EA Form. Use the initials of the loading method.) Reserve warp (including AWR) power may be used to complete the arming of a photon which was originally being armed over two turns. Such torpedoes, if not overloaded, may be held as per (E4.22) and could be overloaded on a subsequent turn. (Fast-overloaded photons cannot be held into a subsequent turn; they must be fired or discharged on the turn of arming.) See (XE1.50).

(XE4.51) When an X-ship loads and overloads a photon torpedo in a single turn (possibly including reserve warp power), there is a chance that the photon was not fully stable when fired. On the impulse the photon is fired, one die is rolled per overloaded photon fired (not secret). The result is cross-referenced with the photon warhead size using the PHOTON LAUNCH RESULT TABLE (XE4.53), and the table will indicate the success, or lack thereof, of the shot.

(XE4.52) There are three outcomes of such a fast charge overloaded shot. Either the launch is successful (and you next roll for a hit), the torpedo was discharged from the tube by either safety devices or alert officers, OR the torpedo misfires. If the torpedo was ejected, it is lost. If the torpedo is ejected, the energy is lost but the tube can be reloaded on the next turn. If the torpedo misfires, the energy is lost, but the tube cannot be armed in the next turn (XE1.25).

(XE4.53) FAST OVERLOAD PHOTON RESULT

Total Energy	Warhead Strength	Feed Back	Torpedo Status		
			Safe	Discharge	Misfire
5	10	1	1-5	6	—
6	12	2	1-4	5	6
7	14	3	1-3	4-5	6
8	16	4	1-3	4-5	6

Warheads produced by fractional arming (where, for example, 5.5 points of power would produce an 11-point warhead) are considered, for the purposes of the chart above, as the next higher strength warhead (i.e., 11 counts as 12 for purposes of the safety die rolls).

(XE5.41) ANTI-DRONE SYSTEMS were modified to enable them to fire type-IX drones, but were otherwise unchanged. See (XFD3.86) for Starbase-ADDs.

(XE7.0) FUSION BEAMS

(XE7.22) COOLING: An X-ship may fire its fusion beams every turn. There is no one-turn cool-down required for X-ships. If an overloaded fusion beam is fired in the turn after that same fusion beam was fired overloaded, a die roll of "6" is treated as a "misfire" (XE1.25) instead of the number of damage points on the combat chart. Note that this will continue as long as the weapon is fired overloaded on consecutive turns. The turn of idleness required by (XE1.25) will break that cycle. See (XE1.50).

(XE7.421) Suicide overloads only destroy the beam which fires them and score no other damage. If not fired, an X-ship can discharge a suicide overloaded beam into space under (E1.24) and sustain no damage to the ship (or the beam).

(XE10.0) HELLBORES

(XE10.2) An X-ship may arm (but not overload) its hellbores in one turn (and hence fire them every turn) by allocating the total amount of energy required (i.e., 6 points) in that single turn (either in Energy Allocation or a combination of 3 allocated and 3 reserve points). If fired on the turn that it was fast-loaded (i.e., if not held to a later turn), roll one die (not secret) at the instant of firing and consult the following chart:

DIE ROLL	RESULT
1-4	Weapon is fired normally. Follow the standard rules (i.e., roll again for probability of a hit; do not use the die roll you used for this chart).
5	Weapon is discharged (E1.24) and causes no damage to the firing ship or to the target.
6	Weapon misfires (XE1.25), causing no damage to the firing ship or to the target. The weapon cannot be armed on the next turn.

If unfired, the weapon can be held for 2 points of energy (any source) per turn. Overload energy can be added during the turn the hellbore is held (added by either allocated or reserve power), but an overloaded hellbore may not be held.

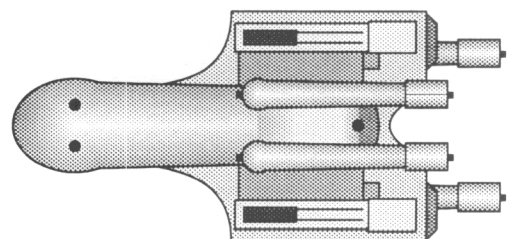
See (XE1.50) regarding firing rates.

(XE11.0) PLASMATIC PULSARS

(XE11.21) An X-ship can load (but not overload) its PPDs in one turn (and hence, fire them every turn) by allocating the total amount of energy required during that single turn. (Whether the energy is a fast load must be noted on the Energy Allocation Form.) While a PPD can fire every turn, it cannot fire until 8 (or more) impulses after it has completed firing from the previous turn (XE1.50). If fired on the turn that it was fast-loaded (i.e., if not held to a later turn), roll one die (not secret) at the instant of firing and consult the following chart:

DIE ROLL	RESULT
1-4	Weapon is fired normally. Follow the standard rules (i.e., roll again for probability of a hit; do not use the die roll you used for this chart).
5	Weapon is discharged (E1.24) and causes no damage to the firing ship or to the target.
6	Weapon misfires (XE1.25), causing no damage to the firing ship or to the target. The weapon cannot be armed on the next turn.

(XE11.22) Overload energy can be added to a PPD being held (but not on the first turn of arming or fast-loading) either through allocated or reserve power. An overloaded PPD cannot be held.



ROMULAN FIREHAWK-X HEAVY CRUISER (FHX)

(XE12.0) WEB CASTERS

(XE12.31) A web caster on a First-Generation X-ship can be charged with up to 6 points of power.

(XE12.44) X-WEB CASTER STRENGTH TABLE

Energy Used			Number of Web Hexes Created				
Range							
1-10	11-20	21-30	1	2	3	4	5
1	2	3	10	5	3	2	2
2	3	4	20	10	6	5	4
3	4	5	30	15	10	7	6
4	5	6	35*	20	13	10	8
5	6	†	35*	25	16	12	10
6	†	†	35*	30	20	15	12

(XE13.0) SNARES

(XE13.2) A Tholian X-ship can put 2 energy points into its snare generators. If 2 energy points are allocated (and both are used at the same time, which isn't required), the snare creates either 1 hex of 20-point web or 2 hexes of 10-point web.

(XE14.31) X-WEB FIST CHART

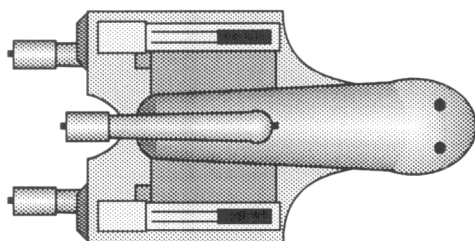
RANGE	1-10	11-20	21-30
HIT:	1-4	1-3	1-2
MISS:	5-6	4-6	3-6
ENERGY USED	DAMAGE SCORED		
1	2	0	0
2	4	2	0
3	6	4	2
4	8	6	4
5	10	8	6
6	12	10	8

(XF0.0) SEEKING WEAPONS

(XF2.13) HIGH ENERGY TURNS: X-drones and X-plasma torpedoes can make one HET during each period of 16 consecutive impulses on the map (i.e., two per turn, not within 16 impulses of any other HET).

(XF3.2) CONTROL LIMITS: X-ships armed with drones or plasma torpedoes can control a number of seeking weapons equal to double their sensor rating. X-ships not armed with drones or plasma torpedoes can control a number of seeking weapons equal to their sensor rating. Starbases have double seeking weapon control; see (R1.201).

(XF3.5) TRANSFERS: Control of X-seeking weapons cannot be transferred to a non-X-unit (i.e., an X-base, X-ship, or X-MRS). X-ships can control non-X weapons and accept transfers. This is one of the reasons why X-squadrons became the standard way of employing X-ships.



ROMULAN SPARROWHAWK-AX (SPX)

(XFD0.0) DRONES**(XFD2.0) TYPES OF X-DRONES**

(XFD2.1) Chart for drones used by X-ships. Obviously, X-drones can use any legal combination of drone warhead payload modules. The type-IX drone has two full turns (64 impulses) of endurance.

Type	Speed	Endurance	Warhead	Damage	Space
VII	Varies	5	18*	6	1
VIII	Varies	5	24†	8	2
IX	Varies	2	8‡	4	1/2

* This drone can carry three 1/2-space modules or a 1-space and a 1/2-space module. These can be of any type, but only one can be in the forward position. The warhead rating in the chart is based on three 1/2-space explosive modules. Note that this is a "one space" drone with "one and a half" payload spaces.

† This drone can carry three modules, but only two can be explosive modules; only one module can be in the "forward" position. Two half-space modules can replace each single-space module. Note that this is a "two space" drone which has three "payload spaces".

‡ This drone has a fixed warhead which cannot be changed in any way (XFD10.2). It is a warp-seeking dogfight drone (XFD5.14). See (XFD2.51). The warhead operates under rule (FD2.54).

(XFD2.11) Extra type-VII drones cost 2.5 points. Extra type-VIII drones cost 3.5 points. Extra type-IX drones cost 1 point.

(XFD2.21) Type-VII, type-VIII, and type-IX drones are X-drones and can only be used by X-units.

(XFD2.22) Type-VII, type-VIII, and type-IX drones can select their speed from several available settings. The launching player announces the speed the drone will use on launch; see (XFD10.3).

(XFD2.222) Extended range is available for type-VII and type-VIII drones, but not type-IX.

(XFD2.31) The basic "no cost" drone load for X-ships consists of type-VII drones. See (XFD10.1).

(XFD2.42) All X-ships have triple reloads for their drone racks.

(XFD2.51) The type-IX drone is a dogfight drone carried by X-ships. It is treated for all purposes as a type-VI drone except for the improved factors noted in the chart. (It has the same reduced warhead effects against some targets as type-VI drones, e.g., 2 points against ships, 4 against PFs (FD2.54) Type-IX drones may only be carried in type-Gx, type-Dx, and type-Hx racks and in ADD racks on X-units (and on X-multi-warhead drones).

NOTE: In some older editions of the game, this designation (IX) was used for a second-generation X-drone. That weapon has been redesignated (XI) due to the need for a warp-seeking X-drone.

(XFD3.0) TYPES OF X-DRONE RACKS

Drone racks on X-ships can launch non-X drones.

(XFD3.3) Some Kzinti, WYN, and Orion ships continued to use C-racks. These racks were modified to use the X-drones, but are otherwise functionally identical to a normal C-rack, i.e., they still held only four spaces of drones and could not function as ADDs or use type-VI or type-IX drones.

(XFD3.4) X-BATS used an improved D-rack called a Dx-rack. It is identical to the D-rack except that each magazine can hold six spaces of drones and the necessary electronics to handle the new X-drones were installed.

(XFD3.46) Plasma racks on X-battle stations have three magazines, each with six D-torps.

(XFD3.7) Almost all drone-armed X-ships used type-Gx drone racks able to hold six spaces of drones and to use the new X-drones. In all other respects, these drone racks function the same as type-G drone racks. The third reload set on a Gx-rack is entirely ADDs.

(XFD3.8) X-starbases used a modified type-H rack called an HX-rack. It is identical to the H-rack, except that each of the five magazines can hold six spaces of drones (including any mixture of 1/2-, 1-, and 2-space drones) and the necessary electronics to handle the new X-drones were installed.

(XFD3.86) Anti-drone racks on X-starbases were modified to handle type-IX drones and were otherwise unchanged.

(XFD3.87) Plasma-racks on X-starbases have five magazines, each with six type-D torpedoes.

(XFD4.0) DRONE FIRING RATES

(XFD4.2) All X-ships can launch drones from their drone racks at the maximum rate allowed by each particular rack.

(XFD4.5) All Orion X-ships had OAKDISC installed; this is included in their BPVs.

(XFD5.0) X-DRONE GUIDANCE

(XFD5.11) The type-IX drone is a warp seeker.

(XFD5.14) The type-IX drone also uses warp seeking.

(XFD5.2) Type-VII and type-VIII drones include ATG in their frames; see (XFD10.2).

(XFD7.0) SCATTER-PACKS

(XFD7.11) Only X-ships can prepare a scatter-pack that includes X-drones. Such a scatter-pack could also include non-X drones if they are available. X-drones cannot be loaded on a fighter used as a scatter-pack.

(XFD8.0) MULTI-WARHEAD DRONES

These are X-versions of the standard MW modules.

(XFD8.11) Two-space has 5 type-IX submunitions, cost = 6.

(XFD8.14) The one-space module has 3 type-IX drone submunitions, cost = 4.

(XFD9.0) ECM DRONES

(XFD9.12) X-ECM drones [built under (XFD10.0)] can lend to X-ships and to non-X ships; they can escort X-drones and non-X-drones.

(XFD10.0) X-DRONE CONSTRUCTION

(XFD10.1) DEFINITION: X-ships primarily used three types of drones:

the single-space type-VII

the double-space type-VIII

the half-space type-IX dogfight drone

(They also used standard ADDs in some cases.)

These drone types may only be carried by X-ships. *They cannot be carried by fighters.* X-ships often carried non-X-drones (purchased as additional weapons, no refund if exchanged for standard X-drones) and often carried type-VI (dogfight) or type-IX drones in their type-Gx drone racks for anti-fighter work.

X-ships include type-VII drones with explosive warheads as standard equipment. The cost is included in the BPV of the ship. (Costs for frames and propulsion listed below are for reference purposes.) Costs for modules are extra. Substitution of one type-VIII for two type-VIIs will produce a refund of 1.5 points which can be applied to the cost of drone warhead modules but cannot reduce the BPV of the ship. The drones themselves are general availability items for X-ships; warhead modules remain under the originally assigned restricted and limited availability rules (FD10.6).

(XFD10.2) DRONE FRAMES

The type-VII drone frame is a 1-space drone frame (i.e., it takes up one space on a drone rack). It is destroyed by 6 damage points.

The type-VIII drone frame is a 2-space drone frame (i.e., two rack spaces). It is destroyed by 8 damage points.

Both the type-VII and type-VIII drone frames include active terminal guidance (FD5.21) as a standard feature; this can be deactivated at the instant of launch if the tactical situation warrants but cannot be removed to reduce the cost. Note that this makes the cost of the frame 0.5 points as that is the cost of an ATG-capable frame.

Type-IX drones cannot be modified and are "warp seekers" as are type-VI drones; see (XFD2.51), (XFD5.11), and (XFD5.14). They are destroyed by 4 damage points.

(XFD10.3) PROPULSION

The propulsion modules for X-drones can be set to run at a speed of 32, 20, 12, or 8 at the time of launch or when loaded into a scatter-pack. (The speed of MW submunitions is set at the time the bus drone is launched.) They have the same endurance (e.g., 5 turns for type-VII) no matter what speed they are set for. The propulsion module for the type-VII drone costs 1.5 points, and the propulsion module for the type-VIII drone costs 2.0 points. Note that, while the speed is set at launch, this speed remains constant as long as the drone is on the board and cannot be changed (or be set to change) during flight. Exceptions are in (FD9.112) and (FD6.21).

Type-IX drones have variable speed

(XFD10.4) PAYLOAD

X-drones can use all standard (non-X) warhead modules. There are also X-versions of some modules.

The type-VII drone has 1.5 payload spaces. One-space payloads that are designated front payload space only (e.g., MW, Swordfish, and Spearfish) may be used in this drone along with a 0.5 space explosive or armor module.

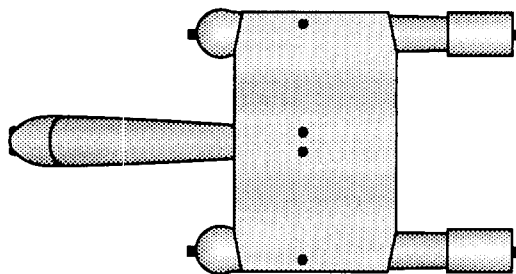
The type-VIII drone has 3 payload spaces. Due to design limitations, no more than 2 spaces of explosive payload modules may be carried; the third space on a type-VIII drone fresh from the factory is a null module (FD10.48). Only one "forward" module can be carried, but it can be 1-space or 2-space.

External armor slows down X-drones as it would any other drones (FD12.132).

ECM modules cannot be combined with armor modules.

Any of the modules from (FD10.4) may be used as payloads for these drones. Armor will increase the damage points as usual.

Type-IX drones have an 8-point warhead (FD2.54), and this cannot be removed or replaced by any other module.



ROMULAN SKYHAWK-AX (SKX)

(XFD10.51) **MODULE COSTS:** Listed with each type.

MODULE	1/2-PS	1-PS	2-PS
Explosive	0.25	0.50	1.00
Probe	—	0.50	—
MW	—	2.50	3.50
XMW	—	4.00	6.00
ECM	—	0.50	—
Swordfish	—	1.00	2.00
X-Swordfish (ph1)	—	—	4.00
Spearfish	—	1.00	2.00
X-Spearfish	—	1.00	2.00
Starfish	—	2.50	3.50
Stingray	—	1.00	—
Armor	0.25	0.50	1.00
Ext Armor	0.25	0.50	—
Null	0.25	0.50	1.00

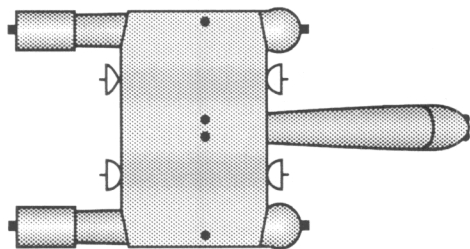
(XFD10.6) Drone-using X-ships use the Kzinti availability rates for special drones. Their calculations are based on payload spaces, not "rack spaces".

(XFD11.12) **SWORDFISH DRONES:** For type-VIII X-drones, the phaser in a 2-space module is a phaser-1. It is NOT an X-phaser. Swordfish drones, even X-swordfish drones, never had X-phasers installed; the cost was far too high for one-shot units. Cost = 4. Note that X-drones fitted with X-Swordfish modules do not burn out when the phaser fires but continue on with whatever modules are in the remaining space(s).

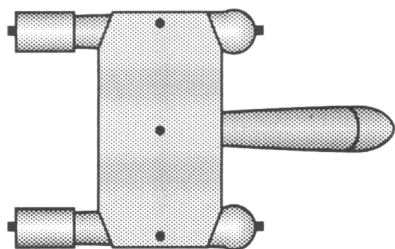
(XFD14.1) **SPEARFISH DRONES:** The Spearfish modules on X-drones operate as stated against X-ships. Against non-X-ships, the 1-space (cost = 1) will cause 2 points of internal damage and 1 of shield damage; the 2-space module (cost = 2) will cause 4 points of internal damage and 2 points of shield damage.

(XFD15.0) **STARFISH DRONES:** X-drones can use standard Starfish modules.

(XFD16.0) **STINGRAY DRONES** were obsolete, and no X-version was produced, but non-X Stingray modules could theoretically be installed on X-drones.



ROMULAN SKYHAWK-FX-SCOUT (SKSX):



ROMULAN SEAHAWK-X FRIGATE (SEX)

(XFP0.0) PLASMA TORPEDOES ON X-SHIPS

(XFP1.0) GENERAL X-PLASMA RULES

(XFP1.13) A type-R torpedo can be downloaded to a type-M (or -S, -G, -L, -F). A type-M torpedo can be downloaded to a type-S, -G, -L, or -F. A type-L torpedo can be downloaded to a type-F.

(XFP1.21) See (XFP1.25) and (XFP1.26) for exceptions to (FP1.21).

(XFP1.221) Type-L and type-M torpedoes can also be delayed in this manner.

(XFP1.25) FAST TORPEDO ARMING

(XFP1.251) All X-ships may arm and fire their plasma torpedoes in one turn, but the result is a type-F torpedo. The type-F torpedo costs 7 points to arm; it cannot be an enveloping or shotgun type. There is a possibility of a failed launch (XFP1.252), and the firing rate is limited by (XE1.50) even in seeking mode. Torpedoes may, of course, be armed by the normal method.

Players may not use fast-loading to complete the arming of a torpedo that was partially loaded (by the slower, normal, rules) on a previous turn. However, a player may discharge (E1.24) the energy in the launcher (which is lost, and causes no damage) and fast load the launcher by this rule. This can be done during Energy Allocation only.

Type-F and type-D torpedoes cannot use this rule.

(XFP1.252) When launching or bolting a fast-loaded (one turn) plasma-F torpedo, the owning player rolls one die. If the result is 1–5, the torpedo operates normally. If the result is a 6, the torpedo misfires (XE1.25).

(XFP1.26) **RAPID TORPEDO ARMING:** This method of arming requires two turns, but can produce a torpedo of the full size of the launcher. Basically, the second and third turn arming energy from a non-X torpedo is all applied on the second turn, and the torpedo is treated as one that has completed the third turn of (normal) arming. As can be seen from the chart, downloading (e.g., loading a type-S in a type-M launcher) is possible and may be tactically useful.

(XFP1.261) The additional energy for rapid arming can be provided by reserve power, allowing a torpedo in the normal arming process to be converted to rapid arming during the second turn. (However, reserve power cannot produce an EPT or shotgun torpedo as these can only be armed during Energy Allocation.)

Torpedo Type	Turn 1	Turn 2	EPT or SG	Hold Cost
R	2	7	+5	4
M	2	7	+5	4
S	2	6	+4	2
G	2	5	+3	1
L	2	5	NA	0*
F	1 (or 2†)	4	NA	0*

* Type-F costs 1 to hold in non-F launcher. Only starbases can hold an R-torp. Holding cost is for a normal torpedo; EPT and Shotgun cannot be held.

† In a larger launcher for which 2 points was paid on the first arming turn, the torpedo could be converted into a type-F, but the extra point of power from the first turn would be lost.

(XFP1.262) When launching or bolting a fast-loaded (two turn) plasma torpedo, the owning player rolls one die. If the result is 1–5, the torpedo operates normally. If the result is a 6, the torpedo misfires (XE1.25).

(XFP1.43) SPEED: Plasma torpedoes launched by X-ships move at speed 32, just as non-X-torpedoes do.

(XFP1.53) X-PLASMA TORPEDO TABLE

The table at the bottom of this page includes both non-X and X-torpedoes.

(XFP1.611) X-plasma torpedoes take phaser damage exactly the same way (and at the same rate) as non-X plasma torpedoes.

(XFP1.93) Type-L and type-M torpedoes can use rapid arming.

(XFP1.961) One point of reserve power is required to launch a type-M held in a type-R launcher as a type-R.

(XFP2.0) TYPES OF X-PLASMA TORPEDO

(XFP2.1) Two additional types of plasma torpedo are introduced in Module X1: the type-M and the type-L.

(XFP2.51) ARMING COST: The cost of arming a plasma torpedo is as follows:

Type	Turn			EPT or SG	Hold Cost
	1	2	3		
R	2	2	5	+5	4*
M	2	2	5	+5	4
S	2	2	4	+4	2
G	2	2	3	+3	1
L	2	2	3	NA	0*
F	1	1	3	NA	0*

* Type-F or type-L costs 1 to hold in non-F launcher. Only starbases can hold an R-torp. Holding cost is for a normal torpedo; EPT and Shotgun cannot be held.

(XFP2.62) TYPE-M PLASMA TORPEDO

The type-M plasma torpedo is used only by First-Generation X-ships. In power, it is between a type-S and a type-R. Attempts to place type-R torpedoes on ships were largely unsuccessful due to the extreme amount of insulation and power required for the torpedo chamber. Only those few ships with large structures devoted almost exclusively to the weapon were able to mount it. Experiments, however, determined that it was possible to provide sufficient insulation to increase the torpedo strength substantially while still falling short of the 50-point type-R warhead.

OTHER DATA ABOUT TYPE-M PLASMA TORPEDOES

- If fired as a shotgun, it results in four type-F torpedoes.
- It can use the wider LP/FP/RP firing arcs used by type-S torpedoes.
- It is a 3-space weapon for ship modifications and option mounts. Orions can use type-M torpedoes.
- The repair cost is 16.
- It can be bolted.
- An X-ship can hasty-repair a damaged type-R launcher as a type-M, but a non-X-ship cannot.

(XFP1.53) X-PLASMA TORPEDO TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE														
R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
M	40	40	30	30	30	20	20	20	15	15	15	10	5	1
S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
L	20	20	15	15	15	10	5	1	0	0	0	0	0	0
F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3			1-2					1			1	

(XFP2.63) TYPE-L PLASMA TORPEDO

The type-L plasma torpedo is a longer range version of the type-F which it replaced on X-ship conversions. The type-L launcher is, functionally, a type-F launcher that can fire a torpedo identical to a standard type-G torpedo. (The term "type-L torpedo" can be taken to mean a type-G fired from a type-L launcher under the restrictions below. Except for purposes of explaining how this rule works, the term "type-G" torpedo refers to a true type-G torpedo fired from a launcher other than a type-L.

The type-L launcher can arm a plasma-G torpedo (cannot be EPT or shotgun) or a type-F torpedo, each under the standard arming rules and costs (including rapid arming for X-torpedoes). The torpedo (G/L or F) can be held in the launcher at no energy cost (i.e., it retains the stasis capability of the F-launcher). The type-L torpedo launcher takes one space in optional weapons mounts.

At the start of a scenario, each type-L launcher can be holding a type-F or a type-L (i.e., G) torpedo at the option of the owning player (FP1.132).

(XFP3.2) SWIVELS: Plasma-M and -L torpedoes can use swivel mounts. R-torps on X-ships (and non-X) cannot have swivels.

(XFP5.0) ENVELOPING X-TORPEDOES

(XFP5.11) TYPE: There are EPT versions of the type-M torpedo used by X-ships, but not of the type-L.

(XFP5.242) An enveloping type-G torpedo will have the same warhead strength as a standard type-M and could be confused with it unless the specific launch tube were spotted or the torpedo traveled far enough for its deterioration to become noticeable.

(XFP6.0) PSEUDO X-TORPEDOES

(XFP6.11) GENERAL: X-ships have two PPTs per launcher.

(XFP6.21) FIRING LIMIT: X-ships have two PPTs and (obviously) can fire both during a scenario.

(XFP6.22) SIMULTANEOUS: A PPT may not be fired during the same impulse as a real torpedo from the same launcher. An X-ship cannot fire both PPTs from a given launcher on the same impulse.

(XFP6.23) TYPE: The PPT can be set to simulate any size of torpedo that could be fired by the launcher it is associated with. This decision must be made before the scenario begins and is recorded in writing (mark the warhead level on the SSD next to the check-off box); the records are revealed and verified at the end of the scenario. (The actual procedure is very complicated and would require several non-combat rounds to change; hence, it cannot be changed during a scenario.) There is no BPV adjustment for using a smaller PPT. It still cannot simulate an EPT or Shotgun load.

(XFP6.34) DECEPTION: When firing a PPT, the player has the option to roll for "misfiring" (simulating a fast-load or rapid-load). If the die roll produces a discharge or misfire, the PPT simulates this perfectly (without harming the launcher). Even if a "misfire" occurs, this does not restrict the ability of the launcher to launch its real torpedo, even on the next impulse. The player cannot "voluntarily" misfire a PPT.

(XFP7.0) X-PLASMA SHOTGUNS

(XFP7.1) DESIGNATION: Using this system, any torpedo larger than a type-F can fire a number of type-F torpedoes simultaneously.

BASIC TYPE	NUMBER OF TYPE-Fs PRODUCED
R	5
M	4
S	3
G	2
L	Not Allowed
F	Not Allowed

Essentially the ball of plasma energy in the launch tube is divided into smaller pieces to allow more targets to be engaged.

(XFP7.32) Type-M torpedoes cost 10 points to load as a shotgun. Type-L torpedoes cannot be loaded as a shotgun. See (XFP2.51).

(XFP8.0) PLASMA BOLTS work normally on X-ships. Note that the misfire die rolls for fast-loaded torpedoes apply to plasma bolts as well as plasma torpedoes.

(XFP9.0) PLASMA-D ON X-SHIPS

(XFP9.1) X-plasma-Ds are identical in all respects to standard plasma-Ds.

(XFP10.0) PLASMA RACKS ON X-SHIPS

(XFP10.14) Plasma racks on X-ships have six spaces and two sets of reloads.

(XG0.0) SYSTEMS ON X-SHIPS

(XG2.0) CONTROL OF X-SHIPS

(XG2.2) Uncontrolled X-ships lose all benefits of being X-ships, i.e., phasers cannot be overloaded or rapid-pulsed, hellbores cannot be charged in a single turn, no movement precedence, etc. The ship becomes a normal non-X-ship for all purposes, except that weapons and other systems will function within normal limits, e.g., a plasma-M could be loaded normally, but could not use X-fast-loading. Batteries would have the increased power ability.

(XG4.12) LABS: X-units add one to the result obtained (not the die roll) before multiplying by the number of labs.

(XG6.0) MUTINY: Klingon X-ships cannot mutiny. There may be exceptions in some scenarios that provide for the ship to have been stolen or commandeered by its own crew, or cases in which a ship from any race could mutiny. If so, these will be clearly stated. The Klingons retained their security stations partly from tradition and partly so that the ESS could watch the crew and be sure they did not defect or surrender.

(XG9.41) MINIMUM CREW: Because the equipment is harder to maintain and the number of bases able to make repairs farther apart, the minimum crew for X-ships is double the minimum crew of non-X-ships. This is shown on the SSDs.

Exception: This does not apply to X-starbases or X-battle stations.

(XG11.0) COMPUTER-CONTROLLED SHIP: X-ships cannot be computer-controlled. The races had all given up on computer-controlled ships by the advent of X-technology, which was actually an outgrowth of the attempts to create a computer-controlled ship.

(XG12.0) SHIP SEPARATION: X-ships function normally under this rule, with the number of boxes required shown below. Also note that some X-ships have small warp engines in their separable sections and gain certain benefits.

Tholian [see (G12.91)]	8
Federation CX, GSX	7
Klingon DX, DXD	6
Klingon FX, FSX	4

(XG12.332) X-ship booms and saucers have 10-box shields.

(XG12.9) Neo-Tholian X-CMs cannot dock to non-X rear hulls and vice versa.

(XG13.0) X-CLOAKING DEVICES

(XG13.14) X-ships require four impulses, rather than five, to fade out. The first fade-out impulse is the +2 modifier. For deception purposes (XD17.7), an X-ship can extend its fade-out to five impulses to convince its opponent that it is not an X-ship.

(XG13.15) X-ships require four impulses, rather than five, to fade in. The last fade-in impulse is the +2 modifier. For deception purposes (XD17.7), an X-ship can extend its fade-in to five impulses to convince its opponent that it is not an X-ship.

(XG13.44) The cloaking devices on X-ships generate 2 points of ECM without any additional power expenditure. (These 2 extra points of ECM are received only after the unit becomes fully cloaked.) This ECM can, as with other ECM, be countered by ECCM. It does not count against the self-generated limit (D6.3141). It does count for (G13.331), which is of course why X-ships get this free ECM. See (XC13.949).

(XG17.3) REPAIRS: X-ships can be repaired at X-bases normally (i.e., for the costs on Annex #9). It requires twice the normal (Annex #9) amount of repair points for a non-X-base or other non-X repair system to repair a system on an X-ship.

(XG17.512) Hasty Repairs: A plasma torpedo cannot be hastily repaired as a plasma-M or plasma-L except on an X-ship. X-systems cannot be repaired as non-X systems. A Plasma-M or -L torpedo can be repaired as any smaller type of plasma torpedo but would be the X-version of that type of torpedo.

(XG17.522) A type-M torpedo launcher hastily repaired as a type-F launcher would not have the stasis box and would have to pay holding energy for any torpedo armed and held in it. A type-L torpedo launcher hastily repaired as a type-F would retain the stasis capability of the type-L.

(XG21.0) CREW QUALITY: X-ships never have poor or outstanding crews, and the crew quality rules do not apply to X-ships in any way. The technology is highly automated and the crew highly trained; these rules already reflect the maximum benefits of both.

(XG22.0) LEGENDARY OFFICERS: If players are using this optional rule in a free campaign, their X-ships will often have one of the following officers: Legendary Captain (G22.2), Legendary Science Officer (G22.3), or Legendary Engineer (G22.4). They will rarely have any other legendary officer. To see which, roll one die and consult the following chart:

Die Roll	Legendary Officer
1	Legendary Captain
2	Legendary Engineer
3	Legendary Science Officer
4	Roll on (G22.11)
5–6	No legendary officers are on this ship.

NOTE: This chart is used ONLY in player campaigns, and then only if players wish to use it. It is NOT used for published scenarios (since the outcome of the die rolls on the chart could determine the winner before the scenario is even played). Published scenarios may include provisions for specific legendary officers.

(XG22.721) A legendary weapons officer (or captain in that role) subtracts one from die rolls for fast weapons loading, e.g., (XE4.52), (XE10.2), (XE11.21), (XFP1.252), (XFP1.262); however, a roll of 6 is always treated as a 6.

(XG23.42) EXPANDING SPHERE GENERATORS: The ESGs on X-ships can use more power, but operate on the same 64-impulse cycle (i.e., X-ESGs can be activated 32 impulses after they were dropped or knocked down, just as non-X-ESGs do).

To determine the field strength, take the radius and use it to find the Strength Factor on the following chart:

Radius	Strength Factor	Energy Points Released						
		1	2	3	4	5	6	7
0	4.00	4	8	12	16	20	24	28
1	3.67	4	7	11	15	18	22	26
2	3.33	3	7	10	13	17	20	23
3	3.00	3	6	9	12	15	18	21

(XG24.0) SCOUTS: X-ships are treated as scouts for many purposes, including:

Tactical Intelligence (XD17.121).

Many functions related to mines (XM0.0).

(XG24.1342) Phasers firing in rapid-pulse mode at a maximum rate of one non-overloaded ph-3 shot per impulse will not blind sensors. Overloaded phaser-3s, or any other type of phaser (overloaded or otherwise), will blind a channel normally.

(XG24.219) See (XD6.3145).

(XG26.12) WEB ANCHORS: Tholian X-ships can carry standard (non-X) web anchors.

(XG27.5) X-DECOYS: Romulan X-ships can obtain X-decoys on the same basis as non-X ships. The existing supply of decoys must suffice for both X and non-X ships; it is not increased because X-ships are using some of them.

(XH0.0) POWER SYSTEMS

(XH5.1) BATTERIES on X-ships hold 3 points of power; see (H5.5). This energy can be used 1 point (or a fraction of a point) at a time or all at once.

(XH6.1) PHASER CAPACITORS: The phaser capacitor on an X-ship is equal to the total energy required to fire each phaser (non-overloaded) twice. See (XE2.421). The destruction of each phaser reduces the capacitor by the amount required to overload that phaser.

(XJ0.0) SHUTTLECRAFT

(XJ2.1) X-ADMIN SHUTTLES: Administrative shuttles on X-ships are identical to those on non-X ships. They do not have chaff (XD11.3).

(XJ3.4) WILD WEASELS: The 2 points of ECCM that X-ships generate under (XD6.393) do not void a WW launched by that ship.

(XJ4.0) FIGHTERS: Only Hydran X-ships carried X-fighters. A few WYN ships carried one or two casual fighters, and the Federation GSX could carry F-18s; see (R2.204).

(XJ8.0) XMRS SHUTTLE: X-ships cannot operate non-X MRS shuttles. XMRS shuttles cannot be operated by non-X-ships.

(XJ8.1) TYPES AVAILABLE

RACE	STANDARD EQUIPMENT INCLUDED
Federation, Klingon, Kzinti	1xPh-3-360°, 1xADD-6, 2 spaces of drones.
Lyran, LDR	2xPh-3-360°, 1xPh-2-360°
Hydran	1xPh-G-360°, 1xPh-2-360°
Romulan, Gorn, ISC	2xPh-3-360°, 2xPlasma-D
Tholian	1xPh-3-360°, 1xPh-2-360°, web spinner

XMRS shuttles can use X-drones if so equipped (see above). The phasers on XMRS shuttles are NOT X-phasers.

(XJ8.5) X-cruisers of all types are eligible to carry an XMRS, but the overall MRS limit in (J8.5) includes XMRS shuttles.

(XK0.0) FAST PATROL SHIPS

No fast patrol ship can have X-technology installed. They were too small to use the technology to any extent and too easily destroyed to be worth the high cost.

(XM0.0) MINES AND MINE WARFARE

(XM0.0) X-MINES: There are no X-mines. Standard non-X mines continue to function.

(XM2.45) X-ships receive the minesweeper bonus.

(XM2.72) The KEX has one NSM.

(XM2.73) XKR-ships in Romulan service use this rule.

(XM2.74) X-ships in Romulan service use this rule.

(XM3.13) T-BOMBS: X-ships carry two more T-bombs (and dummies) than a non-X-ship of the same size class.

This does not apply to X-bases.

(XM7.321) DETECTING MINES: X-ships can detect mines up to 10 hexes away.

(XM7.51) X-ships receive the minesweeper bonus for this rule.

(XM8.12) MINESWEEPING: X-ships are considered minesweepers for this purpose.

(XM8.5) X-ships can use rapid-pulse (XE2.43) while sweeping mines. For this purpose, aegis restrictions (M8.54) STILL apply. The phaser can fire multiple shots, but all are rolled for at the same time.

(XP0.0) X-TERRAIN

(XP6.3) NEBULAE: X-ships have minimum shields of 10 boxes; see (XD3.33). They can have 10 points of specific shield reinforcement and up to 10 points of general shield reinforcement.

(XP7.0) WYN RADIATION ZONE: X-ships recover at the same rate as non-X ships.

(XP9.312) GRAVITY WAVES: X-plasma torpedoes entering a gravity wave are considered to have expended a range equal to one-half of the strength of the wave at the time of impact. Round fractions up.

(XS0.0) SCENARIOS**(XS4.1) WEAPONS ARMING STATUS**

(XS4.10) WS-0: Phasers not energized.

(XS4.11) WS-I: Phasers energized, capacitors empty.

(XS4.12) WS-II: Phasers energized, capacitors at 50% of maximum capacity. (This is enough energy to fire all of the phasers non-overloaded, or half of them overloaded, or some combination.)

(XS4.13) WS-III: Phasers energized, capacitors full. (Every phaser could be fired overloaded with the energy in the capacitors. There is, of course, no requirement to do so.)

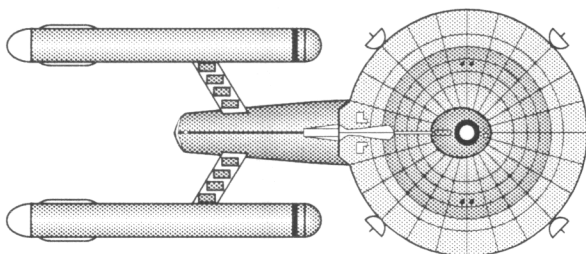
(XS4.22) MODIFIERS: X-ships have a +1 modifier when rolling for WS. This benefit applies only to the X-ship, not to non-X-ships traveling with it, but is cumulative with other modifiers. X-ships cannot be holding fusion beam or disruptor charges at the start of a scenario under any weapon status. X-ships cannot enter a scenario holding armed hellbores at any weapons status; these can only use the rolling delay technique.

(XS4.24) The final result for X-ships can be no more than +3 or less than -2.

(XS8.48) In the case of a fleet composed entirely of X-ships, there can be no more than three heavy cruisers and no more than three light cruisers. Light cruisers may be substituted for heavy cruisers. Size-4 X-ships can be added to or substituted for the cruisers. All X-fleets must operate within the normal rules on command ratings. The Federation may not use more than one GSX; it may use the "free scout" slot but still counts against the limit of heavy cruisers.

(XSM0.0) X-MONSTERS

Most monster scenarios have a built-in balance factor based on the ship's BPV. Adjust the scenarios for X-ships accordingly.

END OF (X0.0) RULES

FEDERATION GSX SURVEY CRUISER

DESIGNER'S NOTES AND REMARKS

X-ships date back to Nexus #2 (and prototypes before that). They appeared in various incomplete, playtest, and similar forms at various times over a decade. In Nexus #18, we published the "final" version of the rules for the Commander's Edition.

POWER: The key to X-ships was significantly increased power. Every SFB player knows that there is NEVER enough power. The ships were generally given a 33% increase in engine power, but the real secret to the success of X-ships was the triple-capacity batteries and the implications of that on reserve power.

WEAPONS: Rather than providing more powerful weapons (although a few weapons got longer ranges), we chose to give the ships an ability to fire their weapons more often. This took more energy (the same energy per shot, but more shots), which fit in neatly with the increased engine power). However, even the earliest testing showed that the result of this was to have the ships move to close range and just sit there and blast away with weapons at full bore every turn, which didn't make for much fun. To turn the fast-load system from the normal way that the ships fought into a special situations rule that you would use only when tactics required it, we provided all of the fast-load weapons with a misfire probability. Later testing showed that the original rules (in which a misfire damaged the ship) were too severe, so we moved to a system where a misfire simply costs you the energy and the ability to fire that weapon for one turn.

The debate over X-drones vs. X-phasers was intense, and we finally cut back on the firing rate of overloaded X-phasers. This also forced a change in the proposed rule for plasma torpedoes, which in earlier drafts lost a point of strength for every *three* phaser damage points, and now (finally) lose strength at the same rate as non-X plasmas.

INCREASED DAMAGE CONTROL: Because X-ships would be off by themselves a lot (the "flying squadron" concept), we provided increased Damage Control ratings. The Orions, who already had the increased ratings for just that "off by themselves" mission, did not merit a further increase.

REJECTED IDEAS: We have received many proposals, some of which were given full-scale playtesting while others were rejected outright. Some of those tested did not survive the experience. Here is a list of rejected proposals for the information of those who have seen playtest copies of them: pulsed fusion, photon shotgun, speed-64 drones and plasmas, shield pods for fighters, X-fighters for races other than the Hydrans, Kzinti new DD class, deleting all references to ph-2s, reducing all 8-impulse delays to 6 impulses, various disruptor improvements, X-admin shuttles, hastily-repairing X-systems as non-X-systems, Cx-drone racks with six spaces, shotgun PPTs, and more.

THANKS to those players who took time out from their gaming to send us reports on all of the previous drafts of the X-ship rules and let us know their thoughts (and our goofs!): Jerry Bookter, James Bradley, Sam Clark, Ken Cole, Andrew Cookson, Earl Cooley, John Crawford, Jim Davies, Charles Davis, David Everett, Stephan Fassmann, J. Joseph Felten, Gary Forbis, J. German, Garth Getgen, Jefferson Gilkey, Edward Holzman, James Huskey, David Jensen, Ken Kazinski, Brian Kelly, J. J. Miranda, Brian Ray, Rodney Reineke, Michael Rogers, Bryan Schenk, Joe Stevenson, Trent Telenko, Jim Todd, Mike Vinarcik, James Wagner, Jake Whitmore, Larry Wolfsbane, Jeff Zellerkraut.

SPECIAL THANKS to retired staff officers who participated in development of these rules during their tenure: Chris Cafiero, Bill Heim, and especially Scot McConnachie.

FINAL WORD: X-ships, like the rest of the game, are here to provide entertainment. Use them in good fun!—SVC

(R0.200) FIRST-GENERATION X-SHIPS**BACKGROUND AND HISTORY**

The First-Generation X-ship period began with the production of a few X-cruiser prototypes in Y181 and concluded with the deployment of Second-Generation technology in Y205. During the final War years (Y181 to Y185), most races produced only a few X-ships. During the following 20 years, most races produced or converted only a few X-ships per year. Conventional non-X-ships, including new construction, served until Y205 and beyond, forming the bulk of most fleets in the First-Generation period.

THE RISE OF X-SQUADRONS

The first tactical use of X-ships was as command platforms, or simply as another very powerful combat unit added to a fleet of non-X-ships. There was little tactical difference between a fleet with 10 ships and a CX and a fleet including 10 ships and a DN.

In the final years of the General War, however, many races began to see the advantage of an entire squadron of X-ships, including a cruiser and two or three supporting destroyers and frigates. Faster in strategic movement, and able to take full advantage of their technology because they were unhampered by non-X-squadron mates, these X-squadrons were used for special operations.

This produced a furious political debate, which was repeated in virtually every fleet in the galaxy. On one side were the "all-cruiser" admirals who wanted to produce nothing but X-cruisers and use them only as squadron and fleet flagships. These were primarily admirals who had achieved command status before X-ships were deployed.

On the other side were the "X-squadron" admirals. These were the "young lions", the best captains of the late War years who had commanded the heavy battlecruisers and then had been selected to command the first X-ships. They wanted (in simple terms) to replace half of the X-cruiser production with X-destroyers and X-frigates, producing 50–100% more total X-ships but with little direct increase in firepower.

Adding an X-frigate or X-destroyer to a fleet of conventional warships did not significantly increase the strength of the fleet, but having those smaller X-ships made X-squadrons possible, and the deployment of X-squadrons meant fewer X-cruisers available for fleet commands. The two policies were irreconcilable and on a collision course.

Ultimately, all fleets reached the conclusion that while X-squadrons might be a poor use of resources in a tactical sense, it created a strategic advantage that could be decisive. X-squadrons could remain outside the theater of operations and still intercept invading enemy forces. The presence of an enemy X-squadron in the theater posed a threat that could only be countered by another X-squadron. Even those admirals who opposed the concept finally accepted that it could not be avoided.

X-scouts became necessary when X-squadrons were formed. The fast-moving, freewheeling X-squadrons were at a disadvantage in combat without electronic warfare support, and while they could respond quickly to an enemy approach, without the extended detection range of a scout, they could not make contact with an approaching enemy unit.

DESIGN NOTES

One of the questions most often asked about these First-Generation conversions is why the heavy battlecruiser designs were not improved to X-technology. The primary reason is that heavy battlecruisers were built on battlecruiser or heavy cruiser hulls (the C7 owed far more to the D7 than appearances would indicate) and took those designs to their absolute limits. X-technology also put a strain on a ship's

design, as considerably more power was being produced and used. The combination of BCH additions and X-technology was simply more than the basic cruiser hull could stand. Eventually, of course, a cruiser hull able to withstand these pressures was designed; these ships were the Second Generation of X-ships, but they did not enter service until after the Andromedans had been defeated.

NOTES ON THE DATA PRESENTED

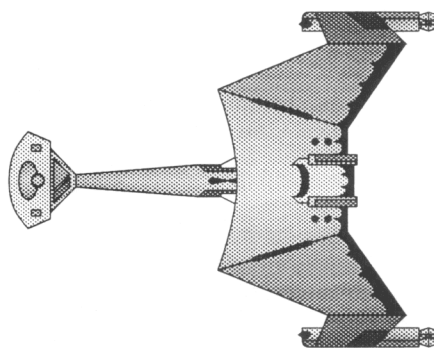
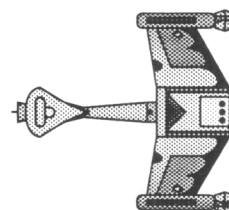
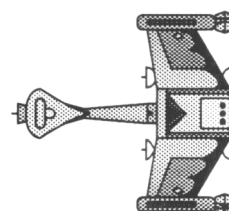
The ship name lists are not complete and do not represent a maximum number of X-ships built.

Mech links are not specifically listed, although many X-ships had them during the War.

THE FUTURE OF X-SHIPS

There will be a Module X2, but as of this writing we do not know what it will contain or when it will be released. There is room for more X-scenarios and a few more X-ships in the historical framework; those might become X2 or they might become another product entirely. They could even be added to a general SFB expansion rather than an X-ships expansion. The "second-generation X-ships" from the old Supplement #2 have long since been discarded in the move to Doomsday. It is not clear if there will be a new second-generation project or when.

Ultimately, it depends on the players. We base new product selections on a combination of what players tell us they want, what material is available, and what material attracts interest in playtesting. Tell us what you want!

**ROMULAN K7RX BATTLECRUISER (K7X)****ROMULAN K5X FRIGATE:****ROMULAN K5SX SCOUT:**

(R1.200) GENERAL FIRST-GENERATION X-UNITS

Only starbases and battle stations were converted to X-technology. Base stations, mobile bases, system stations, commercial platforms, and ground bases never received X-technology.

(R1.201) STARBASE (SBX): Relatively few starbases were converted to X-technology because the investment could provide an entire squadron of X-ships. Even so, some particularly critical starbases were converted, or considered for conversion. As with non-X-starbases, these can control a number of seeking weapons equal to double their sensor rating and can use a special sensor to control more.

An SSD for each race and a generic starbase counter are included in Module X1.

NOTES: The SSDs for starbases include extra crew boxes to be used to reflect the crews of augmentation modules. Players must adjust the crew records on the SSDs after selecting the modules they will use.

Orions did not have First-Generation X-bases.

Klingon X-starbases can use the same SFG refit as non-X-starbases.

(R1.202) BATTLE STATION (BTX): More battle stations were converted to X-technology than starbases, although this was done only in the most critical sectors. As with non-X-BATS, these can control a number of seeking weapons equal to double their sensor rating and can use a special sensor to control more.

An SSD for each race and a generic BTX counter are provided in Module X1.

NOTES: The SSDs for battle stations include extra crew boxes to be used to reflect the crews of augmentation modules. Players must adjust the crew records on the SSDs after selecting the modules they will use.

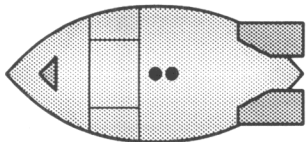
Orions did not have First-Generation X-bases.

(R1.203) FEDERATION X-EXPRESS (FXX): While this ship was used only by the Federation Express company (i.e., only by the Federation), it is listed here because it was not a government-owned Star Fleet warship. Also, some of these ships were detailed to duty in Gorn and Kzinti space, effectively being leased (complete with their crews) to those allied powers.

The Federation had always relied on the Federation Express packet ships to carry high-priority cargo and personnel, and the advent of X-technology meant that the new "Double Express" ships could be made even faster and more survivable.

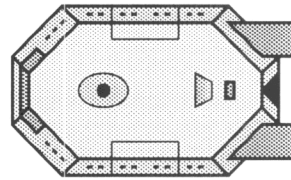
Counters and SSD are provided in Module X1.

This ship is nimble.



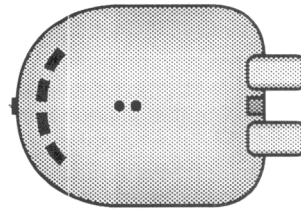
(R1.204) ARMED PRIORITY X-TRANSPORT (APX): This ship type was used by almost all races (except the Andromedans) as a government-owned (or, sometimes, private contract) priority cargo carrier, being more numerous and only slightly less swift than the Federation X-Express. The X-version gained increased shields, a better phaser, and additional warp power. Due to the new technology, the crew was more overworked than usual, but this is not reflected in game terms.

Counters and SSD are provided in Module X1.



(R1.205) FREE TRADER-X (FTX): The Free Trader-X was the most common X-ship in non-government hands. Most were owned by private corporations (and a few by pirates) who used them for priority cargo transport and for travel by corporate executives. There was considerable profit to be made during the General War, and sometimes profits could be multiplied if the delivery of key materials or personnel could be expedited.

Counters and SSD are provided in Module X1.



X-FREIGHTERS, X-AUXILIARIES, X-Q-SHIPS: Incomplete data indicates that some X-auxiliaries may have existed after the General War. X-freighters, X-auxiliaries, and X-Q-ships operated under various special rules not available at this time. They will be presented in a later product.

(R10.200) ANDROMEDAN X-SHIPS

As has been noted elsewhere, the Andromedans never produced X-ships or used X-technology. This entry is included only to confirm that nothing is missing. Some Andromedan "survivors" may have remained in the galaxy (in LDR space?) after Operation Unity, but so far as is known, they never acquired X-technology.

(R14.200) SELTORIAN X-SHIPS

The Seltorians never used X-technology.

(R2.200) FEDERATION FIRST-GENERATION X-SHIPS

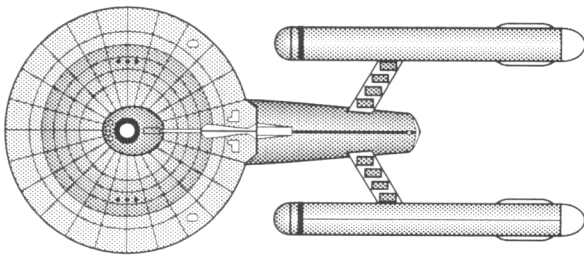
(R2.201) COMMAND CRUISER (CX): In Y181, the command cruiser NCC-1749 *Vincennes* was converted to use new technology designed to improve its combat power. The experiment was only partly successful, but led to production of 10 more ships of this type, one every year until Y193, after which production increased. Production of BCs was eventually terminated when the X-design proved itself.

These ships, being more powerful than heavy cruisers, formed the core of battle groups during the final days of the General War and during the Andromedan War.

This ship can control a number of seeking weapons equal to double its sensor rating.

As these ships were revolutionary, they were named for battles in various revolutions: NCC-1749 *Vincennes*, NCC-1771 *Revolution*, NCC-1772 *Paris Commune*, NCC-1773 *Ayacucho*, NCC-1774 *Long March*, NCC-1775 *Krasny Barikaddy*, NCC-1776 *Bunker Hill* (which led the Federation fleet in Operation Unity), NCC-1777 *Dien Bien Phu*, NCC-1778 *Managua*, NCC-1779 *Alamo*, NCC-1780 *Cinco de Mayo*, NCC-1781 *Cowpens*, NCC-1782 *Masada*, NCC-1701A *Enterprise*.

SSD and counters are provided in Module X1. The SSD in Module X1 replaces the SSD published in Advanced Missions. (Later editions of Advanced Missions include the corrected SSD.)

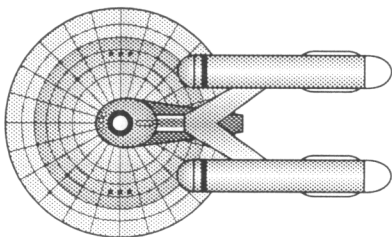


(R2.202) DESTROYER (DDX): Heavily modified version of DD+ design (not a conversion), based on the unbuilt NDD which was evolved (in a different direction) into the NCL. One of the first conversions after the CX, the DDX conversion significantly improved the class. This design was second in stature only to the CX in Star Fleet.

This ship can control a number of seeking weapons equal to double its sensor rating.

NAMED for famous Star Fleet ships: NCC-701 *Prince of Wales*, NCC-702 *Lexington*, NCC-703 *Kongo*, NCC-704 *Essex*, NCC-705 *Republic*, NCC-706 *Potemkin*, NCC-707 *Macedonia*, NCC-708 *Alliance*, NCC-709 *Australia*, NCC-710 *Ticoga*, NCC-711 *Alexander*, NCC-712 *Hood*, NCC-713 *Constellation*.

SSD and counters are provided in Module X1.

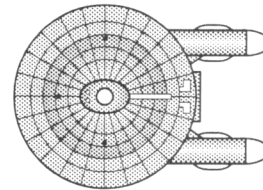


(R2.203) FRIGATE (FFX): This design was an effective X-frigate, but like most races, it was rare to install X-technology on such small hulls.

This ship can control a number of seeking weapons equal to double its sensor rating.

NAMES: NCC-451 *Mitchell*, NCC-452 *Mack*, NCC-453 *LtCol Oliver North*, NCC-454 *Byng*, NCC-455 *Mathews*, NCC-456 *Dreyfus*, NCC-457 *Kimmel*, NCC-458 *Rickover*, NCC-459 *Ralph Hayles*. These ships were named for military leaders who were found guilty of disobeying orders or regulations but who were proven (by history or trial) to have been correct.

SSD and counters are provided in Module X1.



(R2.204) GALACTIC SURVEY CRUISER (GSX): The Federation was apparently the only race to build an X-survey ship. Other races decided against such a move because it reduced the number of combat X-cruisers. The Federation apparently felt that the combat power of this ship, plus its flexibility, would allow it to undertake the most dangerous missions and felt that this was adequate compensation. At least one was used as a combination fleet scout and fire support vessel in Admiral Kosnett's Flying Squadron. Several earned fame hunting down Andromedan bases and destroying them before reinforcements could arrive.

This ship can control a number of seeking weapons equal to double its sensor rating.

While this class could in theory carry F-18C fighters, this was done only on extremely rare occasions when the ship was sent on an "out and back" mission as otherwise the attrition rate would rob the ship of its tiny fighter wing in short order. This will be shown in future in historical scenarios but this "option" is not available in patrol battles.

NAMES: NCC-1820 *Einstein*, NCC-1821 *Sakharov*, NCC-1822 *Teller*, NCC-1823 *Fermi*, NCC-1824 *Feynman*.

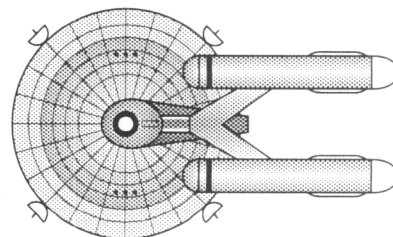
SSD and counter are provided in Module X1. The illustration for this ship is on page 14.

(R2.205) SCOUT (SCX): Identical to the DDX, except that four special sensors replace the four photon torpedoes. While the SCX had fewer channels than the unique non-X-SC, it was adequate for the mission and its phaser-1s, firing as phaser-3s, provided badly needed firepower for the small X-squadrons.

This ship can control a number of seeking weapons equal to double its sensor rating.

NAMES: NCC-651 *Donovan*, NCC-652 *Gehlen*, NCC-653 *Casey*, NCC-654 *Dzherzinski*, NCC-655 *Canaris*, NCC-656 *Thompson*.

SSD and counter are provided in Module X1.



SHIP / COUNTER	1	2	3	4	5	6	7	8	9	10
1. WARP ENGINE POWER										
2. IMPULSE ENGINE POWER										
3. REACTOR POWER										
4. TOTAL POWER AVAILABLE										
5. BATTERY POWER AVAILABLE										
6. BATTERY CAPACITY DISCHARGED										
7. LIFE SUPPORT										
8. ACTIVE FIRE CONTROL										
9. CHARGE PHASER CAPACITORS										
10. PHOTON TORPEDOES A										
B										
(SENSOR CHANNELS) (1) C										
(2) D										
(3)										
(4)										
11. ACTIVATE SHIELDS										
12. GENERAL REINFORCEMENT										
13. SPECIFIC REINFORCEMENT 1										
2										
3										
4										
5										
6										
14. ENERGY FOR MOVEMENT										
HET										
EM										
BRAKING ENERGY										
15. DAMAGE CONTROL										
16. RECHARGE BATTERIES / RESERVE WARP										
17. TRACTOR / NEGATIVE TRACTOR										
18. TRANSPORTERS										
19. ECM										
ECCM										
LABS										
CHARGE WILD WEASEL										
SUICIDE SHUTTLE										
20. TOTAL POWER USED										
21. BATTERY POWER USED										
PHASER CAPACITORS CHARGED										
PHASER CAPACITORS USED										
MOVEMENT PLOT / NOTES										

(R3.200) KLINGON FIRST-GENERATION X-SHIPS

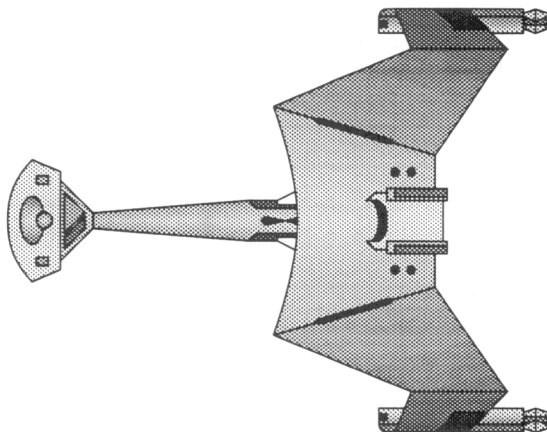
(R3.201) D7CX BATTLECRUISER (DX): The Klingons produced a few First-Generation X-cruisers before the end of the General War, the first in Y181. More were produced during the Andromedan War. One of these, the D7X *Kumerian*, led the Klingon contingent during Operation Unity.

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

This ship can control a number of seeking weapons equal to double its sensor rating.

NAMES: *Korath, Knaguar, Kumerian, Kavek IV, Kahless, Krekas, Kang, Kruge, Kagan, Kor, Kevar.*

SSD and counter are provided in Module X1.



(R3.202) F5X FRIGATE (FX): The Klingons were the first race to apply First-Generation X-technology to frigates in any significant numbers. Several F5L frigates were modified to use this technology during and after the War.

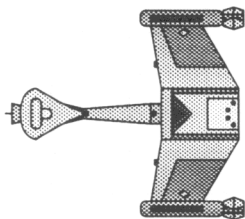
One of these, the famous *Vandal*, disappeared mysteriously in Y205 and is thought to have been destroyed in the explosion of supernova GC-1496-F, although some sources believe it was destroyed by a Federation secret weapon.

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

This ship can control a number of seeking weapons equal to double its sensor rating.

NAMES: *Barbarian, Vandal, Warlord, Marauder, Savage, Mongrel, Furie, Demon, Warrior, Battleking, Berzerker, Reaver, Renegade, Raider, Mercenary, Commando.*

SSD and counters are provided in Module X1.

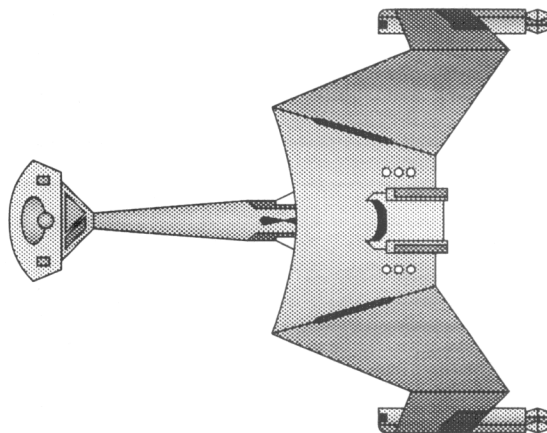


(R3.203) D7DX BATTLECRUISER (DXD): Concurrently with D7C to DX conversions, the unconventional D7D was also converted to X-technology. Since the D7D was slightly smaller than the D7C, the D7DX has slightly fewer boxes than the DX. Conversions to D7D: Shields same as DX; warp engines 2x20; increase wing phasers to 2xph-1 each side; replace the drone racks with six type-Gx racks, double drone control; batteries and disruptors same as DX.

This ship can control a number of seeking weapons equal to double its sensor rating.

NAMES: *Decimator* (Kerg's flagship), *Demolisher, Devastator, Devisor, Demoralizer.*

SSD and counter are provided in Module X1.

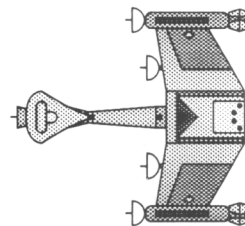


(R3.204) SCOUT (FSX): Based on the FX, with four (total) special sensors replacing the disruptors.

This ship can control a number of seeking weapons equal to double its sensor rating.

NAMES: *Laserunner, Starburner, Fireburner.*

SSD and counter are provided in Module X1.

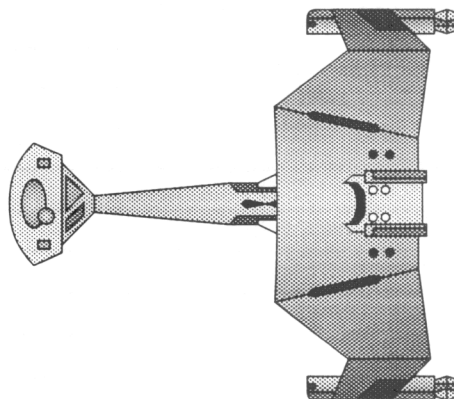


(R3.205) D5X LIGHT CRUISER: The Klingons built new light X-cruisers based on the wartime D5 hull, just as many other races built CLs based on CW designs. It was, in one sense, the first true light cruiser ever to enter service in the Deep Space Fleet. The design was fully capable, although not produced in the numbers of the DX and FX. The DX was not that much harder to build, and the D5X was not cheap enough for mass production like the FX.

This ship can control a number of seeking weapons equal to double its sensor rating.

NAMES: *Dark Emperor, Dark Lord, Dark Majesty, Dark Commander, Dark Baron, Dark Countess.*

SSD and counters are provided in Module X1.



SHIP / COUNTER		1	2	3	4	5	6	7	8	9	10
1. WARP ENGINE POWER											
2. IMPULSE ENGINE POWER											
3. REACTOR POWER											
4. TOTAL POWER AVAILABLE											
5. BATTERY POWER AVAILABLE											
6. BATTERY CAPACITY DISCHARGED											
7. LIFE SUPPORT											
8. ACTIVE FIRE CONTROL											
9. CHARGE PHASER CAPACITORS											
10. DISRUPTORS	A										
	B										
(SENSOR CHANNELS)	(1) C										
	(2) D										
	(3) E										
	(4) F										
11. ACTIVATE SHIELDS											
12. GENERAL REINFORCEMENT											
13. SPECIFIC	1										
REINFORCEMENT	2										
	3										
	4										
	5										
	6										
14. ENERGY FOR MOVEMENT											
HET											
EM											
BRAKING ENERGY											
15. DAMAGE CONTROL											
16. RECHARGE BATTERIES / RESERVE WARP											
17. TRACTOR / NEGATIVE TRACTOR											
18. TRANSPORTERS											
19. ECM											
ECCM											
LABS											
CHARGE WILD WEASEL											
SUICIDE SHUTTLE											
20. TOTAL POWER USED											
21. BATTERY POWER USED											
PHASER CAPACITORS CHARGED											
PHASER CAPACITORS USED											
MOVEMENT PLOT / NOTES											

**(R4.200) ROMULAN FIRST-GENERATION X-SHIPS
(REPUBLICAN FACTION)**

(R4.201) FIREHAWK-X HEAVY CRUISER (FHX): The "Fire-Axe" was the most numerically significant Romulan X-ship, since hulls of this type were in production and it was large enough to make full use of the technology. The powerful K-modules were used (hard-welded, no changes), but additional phasers could not be added because they were already at the design limits. The FHX was no better than the K7X, but had the advantage of being built as new ships rather than converting a very limited number of older ships.

This ship can control a number of seeking weapons equal to double its sensor rating.

NAMES: *Praetor Maximus, Praetor Augustus, Praetor Antonius, Praetor Aurelius, Admiral Tama, Admiral Tiercellus, Admiral Marcus, Admiral Tacitus, Admiral Decius, Capitalus Remus, Capitalus Romulus.*

SSD and counter are provided in Module X1.

(R4.202) SPARROWHAWK-AX (SPX): As with other races, the Romulans diverted some of their X-technology into light cruiser production, building new ships on a reinforced war cruiser design. The SPX design used type-A modules which were hard welded; the ship was not modular.

This ship can control a number of seeking weapons equal to double its sensor rating.

NAMES: *Red Hawk, Decisive, Whirlwind.*

SSD and counter are provided in Module X1.

(R4.203) SKYHAWK-AX (SKX): One of the more successful destroyer designs, the Sky-Axe was one of the few ships where the addition of X-technology made a dramatic difference in performance. These ships are not modular, although some were built as scouts (see below). Discussions were held about building troop transport or escort variants, but nothing was ever done along those lines.

This ship can control a number of seeking weapons equal to double its sensor rating.

NAMES: *Stiletto, Battleaxe, Gladius, Mace, Broadsword, Falchion, Dagger, Sickle, Cutlass.*

SSD and counters are provided in Module X1.

(R4.204) SKYHAWK-FX-SCOUT (SKSX): The scout variant of the Sky-Axe was used to guide X-squadrons into battle.

This ship can control a number of seeking weapons equal to double its sensor rating.

NAMES: *Argus, Cygnus, Scorpion.*

SSD and counter are provided in Module X1.

(R4.205) SEAHAWK-X FRIGATE (SEX): Relatively few ships of this class were produced. The intention was to provide a large number of ships for X-squadrons, but like all X-frigates, they were expensive to build and the most vulnerable X-ships.

This ship can control a number of seeking weapons equal to double its sensor rating.

NAMES: *Pillium, Pike, Lance, Halberd, Poleaxe, Truncheon, Spear.*

SSD and counters are provided in Module X1.

NOTE ON ILLUSTRATIONS: Due to space limitations on this page, the illustrations for the Romulan X-ships are on various other pages of this rulebook.

**(R4.200A) ROMULAN CIVIL WAR
(IMPERIAL FACTION)**

When the armistice was announced, ending the General War, a faction of disgruntled officers on the capital planet Romulus launched a coup which overthrew the Praetor and Emperor. The rebels formed a new government (the Romulan Republic). The fleets on the Gorn and ISC borders supported the new government, but the fleet on the Federation border was commanded by Proconsul Rolandus, a nephew of the deposed emperor. He declared himself the new emperor and led his fleet in an effort to restore the Empire (TP8.0). During the Civil War that followed, both sides employed X-ships. The Proconsul was at a disadvantage in that he had few large ships. All of the surviving Klingon types had been placed in his fleet during the last years of the war, and some of these had already been converted to X-technology. The counters for the Imperial Faction are black on pink.

(R4.206) K7RX BATTLECRUISER (K7X): Yet another attempt to produce a CX design, the K7X was equal to the FireHawk-X, but the supply of K7 (and modifiable KR) hulls was extremely limited as only three had survived the war and no more could be built. (This is something of a mystery as only three K7Rs are known to have been delivered and at least one was destroyed in combat. One may have been a Klingon D7 that "got lost" during the War, and *Retribution* may have originally been a KR.) These three were used by the Imperial Faction in the Civil War. Note that this ship, based on the D7B/K7R, is different in many respects from the Klingon DX, which was based on the D7C. The few Romulan KRC/D7C ships apparently did not survive the General War.

This ship can control a number of seeking weapons equal to double its sensor rating.

NAMES: *Finality, Reliance, Retribution.*

SSD and counters are provided in Module X1.

(R4.207) K5X FRIGATE: Two of the three surviving K5R frigates were converted to this X-frigate design by the Imperial Faction, but the ship was too small to make effective use of the improvements, and the Romulans (for reasons unknown) did not expand the rear hull as the Klingons did with the FX series.

Apparently, none of the K5Ls survived to be converted.

This ship can control a number of seeking weapons equal to double its sensor rating.

NAMES: *Rapier, Scimitar.*

SSD and counters are provided in Module X1.

(R4.208) K5SX SCOUT: The third K5R frigate was converted to this scout design by the Imperial Faction. (The original K5S scouts had all been lost.)

This ship can control a number of seeking weapons equal to double its sensor rating.

NAME: *Endeavour.*

SSD and counter are provided in Module X1.

(R4.209) KING EAGLE-X (KEX): Desperate for convertible hulls, Rolandus picked the newest King Eagles for an experimental conversion. Only two were converted by Rolandus. There is some indication a third may have been converted later.

This ship can control a number of seeking weapons equal to double its sensor rating.

NAMES: *Noble Warrior, Ancient Hero, (Fabled Legend?).*

SSD and counters are provided in Module X1.

SHIP / COUNTER	1	2	3	4	5	6	7	8	9	10
1. WARP ENGINE POWER										
2. IMPULSE ENGINE POWER										
3. REACTOR POWER										
4. TOTAL POWER AVAILABLE										
5. BATTERY POWER AVAILABLE										
6. BATTERY CAPACITY DISCHARGED										
7. LIFE SUPPORT										
8. ACTIVE FIRE CONTROL										
9. CHARGE PHASER CAPACITORS										
10. PLASMA TORPEDOES (1) A										
(SENSOR CHANNELS) (2) B										
(3) C										
(4) D										
11. ACTIVATE SHIELDS										
12. GENERAL REINFORCEMENT										
13. SPECIFIC REINFORCEMENT										
1										
2										
3										
4										
5										
6										
14. ENERGY FOR MOVEMENT										
HET										
EM										
BRAKING ENERGY										
15. DAMAGE CONTROL										
16. RECHARGE BATTERIES / RESERVE WARP										
17. TRACTOR / NEGATIVE TRACTOR										
18. TRANSPORTERS										
19. ECM										
ECCM										
LABS										
CHARGE WILD WEASEL										
SUICIDE SHUTTLE										
CLOAKING DEVICE										
20. TOTAL POWER USED										
21. BATTERY POWER USED										
PHASER CAPACITORS CHARGED										
PHASER CAPACITORS USED										
MOVEMENT PLOT / NOTES										

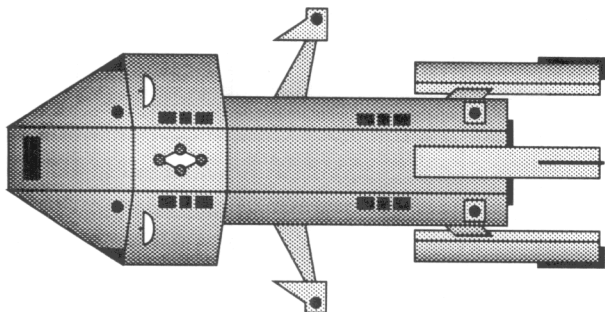
(R5.200) KZINTI FIRST-GENERATION X-SHIPS

(R5.201) BATTLECRUISER (BCX): An excellent ship, fully the equal of the Klingon DXD and DX.

This ship can control a number of seeking weapons equal to double its sensor rating.

NAMES: *Starfire, Nebula, Pulsar, Ecliptic, Meteor, Quasar, Comet, Apogee, Apex, White Dwarf, Red Giant.*

SSD and counter are provided in Module X1.

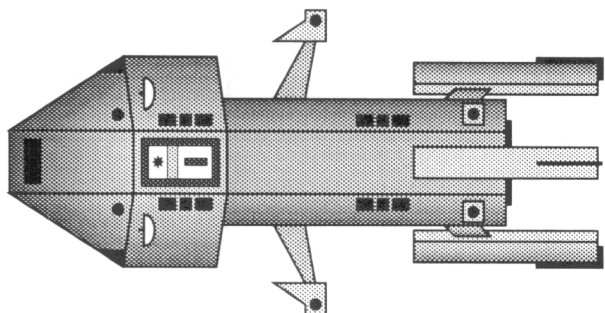


(R5.202) COMMAND CRUISER (CCX): This was a conversion of the CC that was very similar to the BC conversion. It has never been explained why the Kzintis produced two distinct ships rather than a single CCX design.

This ship can control a number of seeking weapons equal to double its sensor rating.

NAMES: *Zenith, Continuum, Supernova, Universe, Hypermass.*

SSD and counter are provided in Module X1.

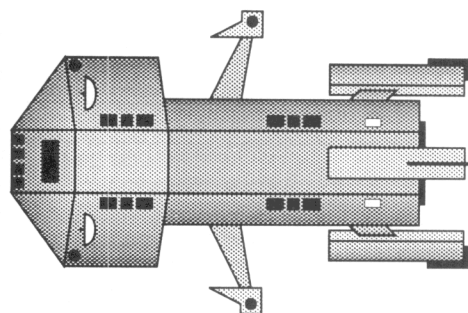


(R5.203) LIGHT CRUISER (CMX): The Kzintis faced a crisis with this class. While the BC and FF were both well suited to X-conversion, the only ships between those were the light cruiser (few if any of which survived the War), the war destroyer (totally unsuited to X-technology conversion), the medium cruiser (only marginally suited to X-technology), and the old pre-war destroyer design (only two of which survived as PFTs and no production facilities for which existed). After much debate, it was decided to build a limited number (eventually four) specially-reinforced CMs as CMXs.

This ship can control a number of seeking weapons equal to double its sensor rating.

NAMES: *Havocmaker, Exorcist, Firemaker, Deathmaker.*

SSD and counter are provided in Module X1.

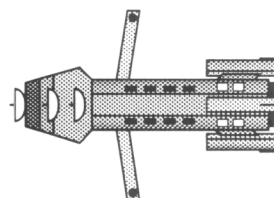


(R5.204) SCOUT DRONE FRIGATE (FDX): The Kzintis converted some of their DF drone frigates (and SDF scout/drone frigates) to this X-class to provide scouts and fleet fire support. While the drone frigate was inferior to the FKX, it could support a fleet by long-range fire, and only an X-ship could keep up with an X-squadron. Ships of this class were relatively rare compared to FKXs.

This ship can control a number of seeking weapons equal to double its sensor rating.

NAMES: Kzinti frigates, even X-frigates, had pennant numbers rather than names.

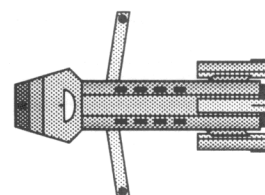
SSD and counter are provided in Module X1.



(R5.205) COMBAT FRIGATE (FKX): The Kzintis converted FFK frigates for direct combat operations.

This ship can control a number of seeking weapons equal to double its sensor rating.

SSD and counters are provided in Module X1.



SHIP / COUNTER		1	2	3	4	5	6	7	8	9	10
1. WARP ENGINE POWER											
2. IMPULSE ENGINE POWER											
3. REACTOR POWER											
4. TOTAL POWER AVAILABLE											
5. BATTERY POWER AVAILABLE											
6. BATTERY CAPACITY DISCHARGED											
7. LIFE SUPPORT											
8. ACTIVE FIRE CONTROL											
9. CHARGE PHASER CAPACITORS											
10. DISRUPTORS	A										
(SENSOR CHANNELS) (1)	B										
(2)	C										
(3)	D										
11. ACTIVATE SHIELDS											
12. GENERAL REINFORCEMENT											
13. SPECIFIC REINFORCEMENT	1										
	2										
	3										
	4										
	5										
	6										
14. ENERGY FOR MOVEMENT											
HET											
EM											
BRAKING ENERGY											
15. DAMAGE CONTROL											
16. RECHARGE BATTERIES / RESERVE WARP											
17. TRACTOR / NEGATIVE TRACTOR											
18. TRANSPORTERS											
19. ECM											
ECCM											
LABS											
CHARGE WILD WEASEL											
SUICIDE SHUTTLE											
20. TOTAL POWER USED											
21. BATTERY POWER USED											
PHASER CAPACITORS CHARGED											
PHASER CAPACITORS USED											
MOVEMENT PLOT / NOTES											

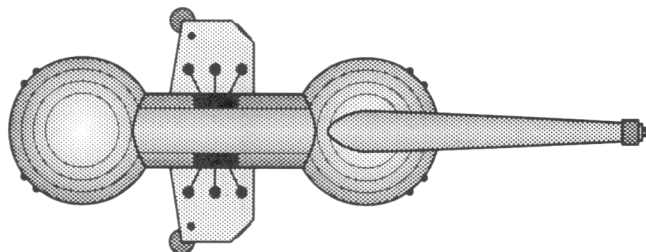
(R6.200) GORN FIRST-GENERATION X-SHIPS

(R6.201) COMMAND CRUISER (CCX): A logical development of the battlecruiser design, the CCX was a powerful ship. No BCX version was produced.

This ship can control a number of seeking weapons equal to double its sensor rating.

NAMES: *Reptilicon, Gryphonicon, Lizardicon, Carnivoricon, Tricericon, Sauricon, Basilicon, Dragonicon, Tyranicon, Serpenticon.*

SSD and counter are provided in Module X1.



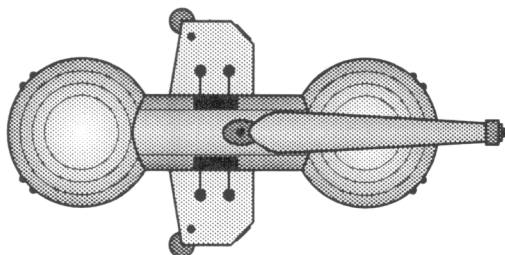
(R6.202) MEDIUM CRUISER (CMX): Intended to be the workhorse X-cruiser (freeing the CCXs to work as command ships), the CMX had equivalent firepower, but a different operating style and lacked the flag command facilities.

All were new production, while some of the CCXs were conversions of non-X-ships.

This ship can control a number of seeking weapons equal to double its sensor rating.

NAMES: *Scything Strike, Bronze Prince, Golden Queen, Triple Strike.*

SSD and counter are provided in Module X1.



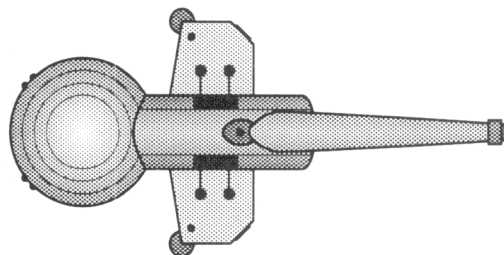
(R6.203) LIGHT CRUISER (HDX): The conversion of Gorn light cruisers reflects the Gorn version of the "cruiser vs. squadron" debate. The "squadron" admirals won approval for their program (a CX one year, an HDX and BDX the next) by pointing out that, due to the unique structure of Gorn ships, the HDXs could later be converted to CMXs if the "squadron" philosophy proved unworkable.

Like most "X-war cruisers", this is not a conversion of the rapid-construction HDD but a true light cruiser built at greater expense to the same pattern.

This ship can control a number of seeking weapons equal to double its sensor rating.

NAMES: *Firebreaker, Stormbreaker, Flaming Death, Worldbreaker.*

SSD and counter are provided in Module X1.

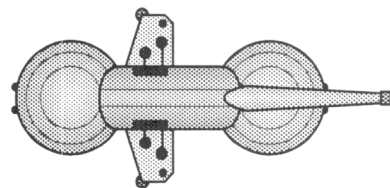


(R6.204) BATTLE DESTROYER (BDX): Rather than convert the inadequate destroyer, the Gorns chose the larger battle destroyer for conversion. While most "war destroyers" could not use X-technology due to their internal structure, the BDD was an exception because it was based on the conventional destroyer. Wartime construction simply added a rear bubble to the destroyer design.

This ship can control a number of seeking weapons equal to double its sensor rating.

NAMES: *Shockforce, Starforce, Strikeforce, Fireforce, Excessive Force, Battleforce.*

SSD and counters are provided in Module X1.

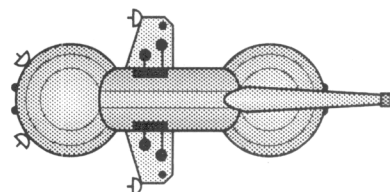


(R6.205) BATTLE SCOUT (BSX): When the squadron concept proved workable, the need for a scout was seen and modified BDXs were selected.

This ship can control a number of seeking weapons equal to double its sensor rating.

NAMES: *Truthforce, Mindforce, Stealthforce.*

SSD and counter are provided in Module X1.



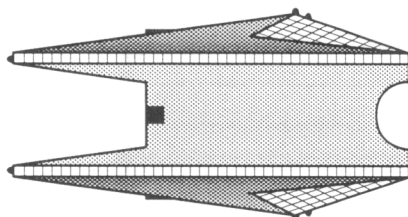
SHIP / COUNTER		1	2	3	4	5	6	7	8	9	10
1. WARP ENGINE POWER											
2. IMPULSE ENGINE POWER											
3. REACTOR POWER											
4. TOTAL POWER AVAILABLE											
5. BATTERY POWER AVAILABLE											
6. BATTERY CAPACITY DISCHARGED											
7. LIFE SUPPORT											
8. ACTIVE FIRE CONTROL											
9. CHARGE PHASER CAPACITORS											
10. PLASMA TORPEDOES (1) A											
(2) B											
(SENSOR CHANNELS) (3) C											
(4) D											
11. ACTIVATE SHIELDS											
12. GENERAL REINFORCEMENT											
13. SPECIFIC REINFORCEMENT	1										
	2										
	3										
	4										
	5										
	6										
14. ENERGY FOR MOVEMENT											
HET											
EM											
BRAKING ENERGY											
15. DAMAGE CONTROL											
16. RECHARGE BATTERIES / RESERVE WARP											
17. TRACTOR / NEGATIVE TRACTOR											
18. TRANSPORTERS											
19. ECM											
ECCM											
LABS											
CHARGE WILD WEASEL											
SUICIDE SHUTTLE											
20. TOTAL POWER USED											
21. BATTERY POWER USED											
PHASER CAPACITORS CHARGED											
PHASER CAPACITORS USED											
MOVEMENT PLOT / NOTES											

(R7.200) THOLIAN FIRST-GENERATION X-SHIPS

(R7.201) COMMAND CRUISER (CCX): The command cruiser design, being the most powerful non-X-version of the twin-hull cruiser, was used as the basis for this design. The first ship, *Defender*, used a web caster salvaged from a wrecked Neo-Tholian ship, but the Tholians could produce their own web casters by the time the second ship was ready for fitting out.

NAMES: *Defender, Ejector, Avenger.*

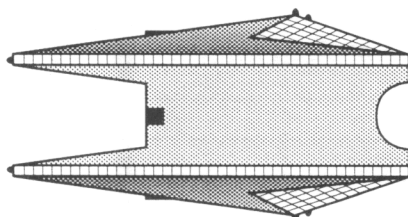
SSD and counter are provided in Module X1.



(R7.202) PHOTON CRUISER (CPX): Some CXs carried photons instead of disruptors and were given this designation. Other than their heavy weapons (and the installation of warp reactors), they were identical to CXs.

NAMES: *Champion, Victor, Hero.*

SSD and counter are provided in Module X1.

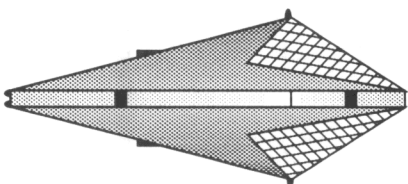


(R7.203) DESTROYER (DDX): Based on the DD, using the facilities for the mass-production PC hulls.

This ship is nimble.

NAMES: *Quintax, Vortex, Syntax, Helix.*

SSD and counters are provided in Module X1.

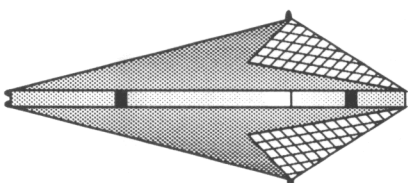


(R7.204) PATROL CORVETTE (PCX): Production of this class was possible only because of the extensive PC production facilities and hulls available. Most were used to defend bases against enemy X-ships due to their ability to fight behind webs.

This ship is nimble.

NAMES: *Porticullus, Borderguard, Security.*

SSD and counters are provided in Module X1.

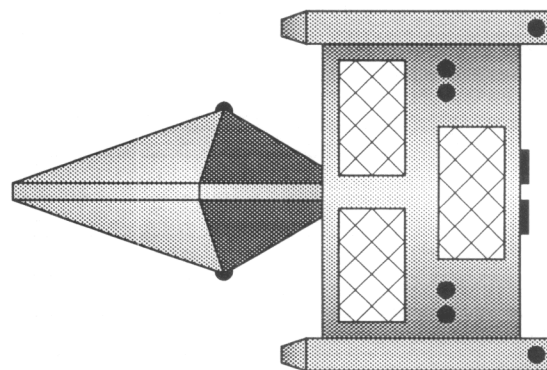


(R7.205) NEO-THOLIAN HEAVY CRUISER (NCX): There were only four Neo-Tholian CAs, three of which survived the War. However, one of these was so badly damaged that conversion to X-technology was deemed impossible. The other two were converted only well after the War, when they were not required for immediate combat at all times.

The command module, if separate, is nimble.

NAMES: *Conqueror, Ferocity.*

SSD and counter are provided in Module X1.

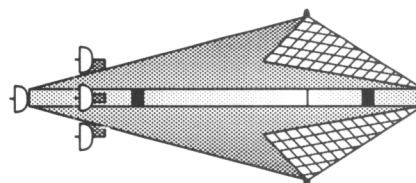


(R7.206) SCOUT (SCX): A modified X-destroyer used for scout duties. No more than two of these were in service at any given time due to the lack of need for "expeditionary" forces. For home defense, the network of bases provided adequate warning of enemy movements.

This ship is nimble.

NAMES: *Flare, Comet Tail.*

SSD and counter are provided in Module X1.

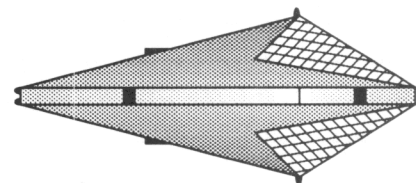


(R7.207) PHOTON DESTROYER (DPX): The Tholians built limited number of this photon variant of the DDX. Other than the heavy weapons (and the use of AWRs), the DPX was identical to the DDX.

This ship is nimble.

NAMES: *Matrix, Triax.*

SSD and counter are provided in Module X1.



SHIP / COUNTER		1	2	3	4	5	6	7	8	9	10
1. WARP ENGINE POWER											
2. IMPULSE ENGINE POWER											
3. REACTOR POWER											
4. TOTAL POWER AVAILABLE											
5. BATTERY POWER AVAILABLE											
6. BATTERY CAPACITY DISCHARGED											
7. LIFE SUPPORT											
8. ACTIVE FIRE CONTROL											
9. CHARGE PHASER CAPACITORS											
10. DISRUPTOR/PHOTON (1) A											
(2) B											
(SENSOR CHANNELS) (3) C											
(4) D											
WEB CASTERS E											
WEB SNARES (1) F											
(2)											
11. ACTIVATE SHIELDS											
12. GENERAL REINFORCEMENT											
13. SPECIFIC REINFORCEMENT	1										
	2										
	3										
	4										
	5										
	6										
14. ENERGY FOR MOVEMENT											
HET											
EM											
BRAKING ENERGY											
15. DAMAGE CONTROL											
16. RECHARGE BATTERIES / RESERVE WARP											
17. TRACTOR / NEGATIVE TRACTOR											
18. TRANSPORTERS											
19. ECM											
ECCM											
LABS											
CHARGE WILD WEASEL											
SUICIDE SHUTTLE											
20. TOTAL POWER USED											
21. BATTERY POWER USED											
PHASER CAPACITORS CHARGED											
PHASER CAPACITORS USED											
MOVEMENT PLOT / NOTES											

(R8.200) ORION PIRATE FIRST-GENERATION X-SHIPS

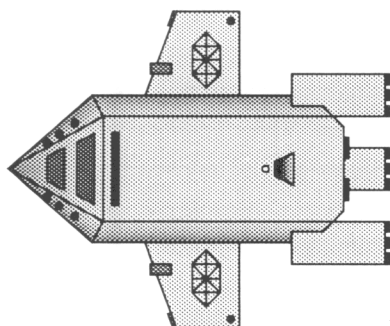
The Orions cannot be included within the general discussion of X-ship history because they did not function as a typical combat fleet, nor did they have a unified command. Pirate X-ships were rare because of their expense and the fact that the operators could not count on recovering the expense before the ship was lost in combat. The various pirate cartels, however, faced a problem analogous to those faced by the standard fleets. If another pirate cartel built X-ships, they would be able to intrude on the operating areas of a cartel that did not have X-ships. Thus, most cartels built one (rarely two) heavy cruisers for franchise enforcement and a few smaller X-ships for raiding missions.

(R8.201) HEAVY CRUISER (CX): The basic pirate CA design was adapted for use as an X-ship. The first ship of this class, *Spirit of Orion*, was built by the Pharaoh Cartel and commanded by Cabal O'Kay, the son of Deth O'Kay.

Has OAKDISC and cloaking device.

NAMES: *Spirit of Orion*, *Sword of Hamilcar*, *Black Death*, *Heart of the Lion*, *Capitalist*, *Lioness*, *Jewel of Orion*, *Enforcer*, *Terminator*.

SSD and counter are provided in Module X1.



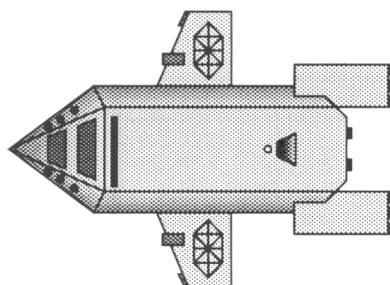
(R8.202) RAIDER CRUISER (CRX): Used by some cartels as their standard X-ship for pirate missions. The design was old and not entirely suitable, but the only real choice.

This ship is nimble.

Has OAKDISC and cloaking device.

NAMES: *Deathsinger*, *Grim Reaper*, *Insurance Premium*, *Winged Dragon*.

SSD is in Module C3; counters are in Module X1.

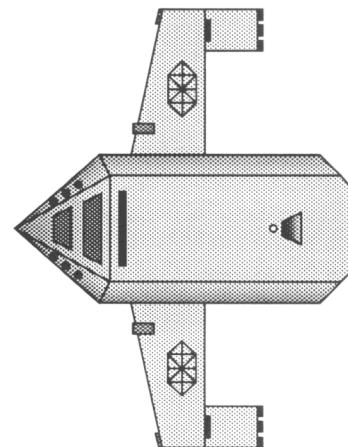


(R8.203) SALVAGE-X (SAX): The most successful and useful of Orion conversions due to their strategic mobility. There were no CVL or PFT variants of this design.

This ship has OAKDISC and a cloaking device.

NAMES: *Junk Heap*, *Jackpot Express*, *Monte Carlo*.

SSD and counter are provided in Module X1.

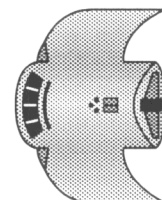


(R8.204) SLAVER-X (SLX): This ship was used in the traditional role of smuggler and priority transport, but was far more effective than the standard Slaver due to X-technology.

Has OAKDISC and cloaking device.

NAMES: *Grabber*, *Swooper*, *Treasure Hunt*.

SSD and counter are provided in Module X1.



(R8.205) LIGHT RAIDER (LX): Used by some cartels as a raider because of its low cost. Sometimes considered to be too small for the job, but with good option mount selections can defeat any other FFX and fry most light cruisers.

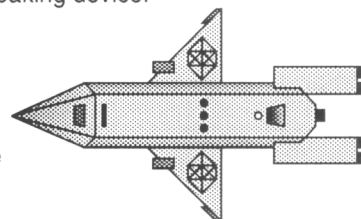
This ship is nimble.

Has OAKDISC and cloaking device.

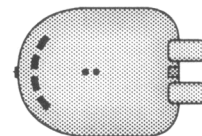
NAMES: *Junkyard*

Dog, *Junkyard Dragon*, *Bargain Hunter*, *Mugger*, *Slasher*, *Merciless*, *Profiteer*, *Corruptor*.

SSD and counters are provided in Module X1.



(R8.206) FREE-X-TRAITOR: The Orion cartels used standard FTX Free Exchangers for some missions. Some of these missions were even legal business ventures. A counter is provided in Module X1.



(R8.201) PLASMA RACK ALTERNATIVE: X-ships of the Omega, Cirentes-Ta, and Kublai Cartels have plasma-D racks instead of the drone racks. The racks have LS or RS firing arcs, as appropriate. Each rack holds six type-D plasma torpedoes with two sets of reloads. The drone rack check-off boxes can easily be used to record this data.

Some X-ships from the Stardust and Penance Cartels had the plasma racks, while others had drone racks. X-ships of the Pharaoh Cartel used only drone racks.

Some independent X-ships had these plasma racks, but this option is restricted to published scenarios and is not available in patrol scenarios, except by mutual agreement of the players.

DESIGN NOTE: While the Damage Control ratings of most ships improved when converted to X-technology, the DC ratings of Orion ships, for the most part, were already at the higher levels and not further improved.

SHIP / COUNTER		1	2	3	4	5	6	7	8	9	10
1. WARP ENGINE POWER (OUTPUT)											
2. IMPULSE ENGINE POWER											
3. REACTOR POWER											
4. TOTAL POWER AVAILABLE											
5. BATTERY POWER AVAILABLE											
6. BATTERY CAPACITY DISCHARGED											
7. LIFE SUPPORT											
8. ACTIVE FIRE CONTROL											
9. CHARGE PHASER CAPACITORS											
10. HEAVY WEAPONS		A									
		B									
		C									
		D									
		E									
ACTIVATE PLASMA-D TORPS											
11. ACTIVATE SHIELDS											
12. GENERAL REINFORCEMENT											
13. SPECIFIC REINFORCEMENT	1										
	2										
	3										
	4										
	5										
	6										
14. ENERGY FOR MOVEMENT											
HET											
EM											
BRAKING ENERGY											
15. DAMAGE CONTROL											
16. RECHARGE BATTERIES / RESERVE WARP											
17. TRACTOR / NEGATIVE TRACTOR											
18. TRANSPORTERS											
19. ECM											
ECCM											
LABS											
CHARGE WILD WEASEL											
SUICIDE SHUTTLE											
CLOAKING DEVICE											
20. TOTAL POWER USED											
21. BATTERY POWER USED											
PHASER CAPACITORS CHARGED											
PHASER CAPACITORS USED											
MOVEMENT PLOT / NOTES											

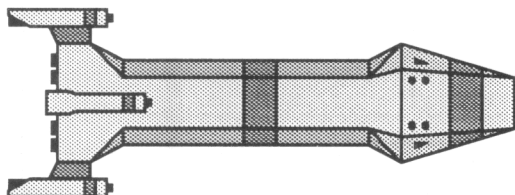
(R9.200) HYDRAN FIRST-GENERATION X-SHIPS

The Hydrans were unique in many ways, and their First-Generation X-ships reflect this. The Hybrid cruiser/carrier concept was initially retained, as were the gatling phasers. The Hydrans originally produced both fusion and hellbore X-ships. The fusion ships (Ranger-X and Lancer-X) were devastatingly effective against non-X-ships, but were at a severe disadvantage when faced with another X-ship, which could avoid closing to short range. By Y188, the Hydrans realized the fallacy of this policy and switched production to the hellbore ships exclusively. The fusion ships completed their service as core units in conventional fleets, leaving the hellbore ships for X-squadrons.

(R9.201) LORD BISHOP-X COMMAND CRUISER (LBX):

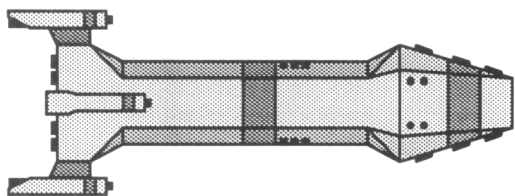
The Hydrans elected to use only a single CCX design (based on the Lord Bishop) rather than building two parallel types. This design has four hellbores and three fusion beams. Only four were built, all for duty as flagships of non-X-fleets.

NAMES: *Vengeance, Retribution, Revenge, Resolution.*
SSD and counter are provided in Module X1.



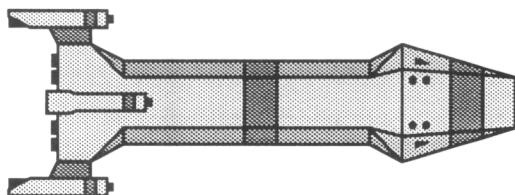
(R9.202) RANGER-X HEAVY CRUISER (RNK): The improved power of the X-technology refit made it possible for this ship to reach point-blank range against non-X-ships where its fusion beams were devastatingly effective. However, as more and more X-ships appeared in service, the Ranger-X was placed at a severe disadvantage. The initial parallel production of Ranger-X and Dragoon-X ships was changed to Dragoons exclusively after the first two Ranger-Xs were completed.

NAMES: *Bravery, Tenacity.*
SSD and counter are provided in Module X1.



(R9.203) DRAGOON-X HEAVY CRUISER (DGX): The increased power resulting from the X-conversion made this ship particularly effective.

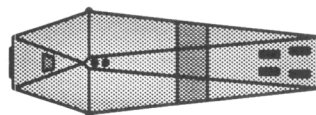
NAMES: *Majestic, Victorious, Triumphant.*
SSD and counter are provided in Module X1.



(R9.204) LANCER-X DESTROYER (LNK): The fusion version of the DDX triumvirate. [For reasons unknown, the Hydrans apparently kept the DD assembly line open throughout the War.] As with the Ranger, production was terminated in favor of the Knight because this ship was ineffective against other X-ships.

NAMES: *Concept, Thought, Intuition.*

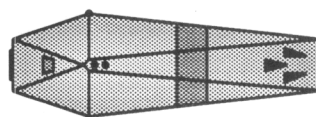
SSD and counters are provided in Module X1.



(R9.205) KNIGHT-X DESTROYER (KNX): This was the hellbore version of the DDX triumvirate.

NAMES: *Invulnerable, Inevitable, Indestructible, Indefatigable, Insidious, Indomitable, Inflexible.*

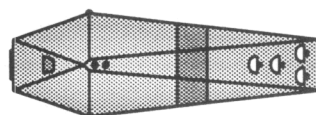
SSD and counters are provided in Module X1.



(R9.206) SCOUT DESTROYER (SCX): A scout version of the Lancer-X, used to support X-squadrons. The design was based on the Lancer-Scout built earlier, but the 360° phasers were installed as phaser-1s because those could fire in non-blinding mode and still provide adequate defense.

NAMES: *Inescapable, Insoluble.*

SSD and counter are provided in Module X1.



(R9.XF1) STINGER-X FIGHTER: The Hydrans provided their X-ships with this advanced fighter. (Note: The X-ships could still operate the older fighters, although they could not arm hellbore versions, and some did so when the limited production of Stinger-Xs could not keep pace with losses.)

The Stinger-X had one built-in EW pod and the ability to carry one more (the extra one reduces the ratings as it would on any non-X-fighter); exception to (J11.111). The pods are standard types, identical to non-X-pods and interchangeable with them.

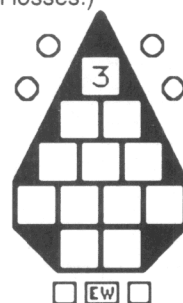
The fusion beams can be fired to range 5 with a single charge (range 12 with a double charge).

The gatling phaser was augmented with a phaser-2; both had FA arcs. These are standard phasers without X-abilities.

The fighter can only be repaired or rearmed on an X-ship, although any deck crew can give it chaff packs or add/remove the extra pod.

The BPV of Hydran X-ships includes their fighters.

Use standard Stinger counters for the Stinger-X.



SHIP / COUNTER		1	2	3	4	5	6	7	8	9	10
1. WARP ENGINE POWER											
2. IMPULSE ENGINE POWER											
3. REACTOR POWER											
4. TOTAL POWER AVAILABLE											
5. BATTERY POWER AVAILABLE											
6. BATTERY CAPACITY DISCHARGED											
7. LIFE SUPPORT											
8. ACTIVE FIRE CONTROL											
9. CHARGE PHASER CAPACITORS											
10. HELLBORES A											
FUSION BEAMS B											
(SENSOR CHANNELS) (1) C											
(2) D											
(3) E											
(4) F											
.G											
11. ACTIVATE SHIELDS											
12. GENERAL REINFORCEMENT											
13. SPECIFIC REINFORCEMENT	1										
	2										
	3										
	4										
	5										
	6										
14. ENERGY FOR MOVEMENT											
HET											
EM											
BRAKING ENERGY											
15. DAMAGE CONTROL											
16. RECHARGE BATTERIES / RESERVE WARP											
17. TRACTOR / NEGATIVE TRACTOR											
18. TRANSPORTERS											
19. ECM											
ECCM											
EW FOR FIGHTERS											
CHARGE WILD WEASEL											
SUICIDE SHUTTLE											
20. TOTAL POWER USED											
21. BATTERY POWER USED											
PHASER CAPACITORS CHARGED											
PHASER CAPACITORS USED											
MOVEMENT PLOT / NOTES											

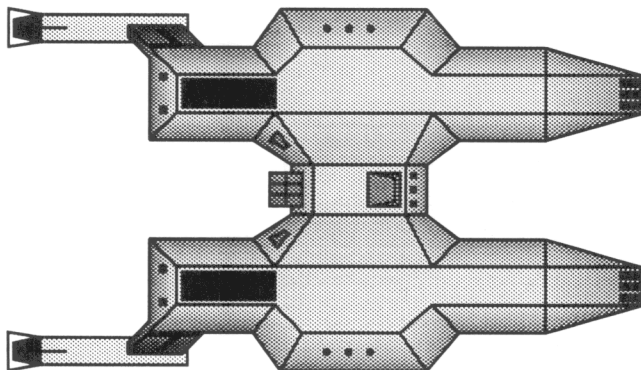
(R11.200) LYRAN FIRST-GENERATION X-SHIPS

The Lyran X-ships showed dramatic improvements over the non-X-versions, primarily because of the devastating power of the X-ESGs.

(R11.201) COMMAND CRUISER (CCX): A drastic improvement over the standard CC. No standard heavy cruisers were converted. All CCXs were controlled by Dukes, the Arch-Duke, or the King himself. Any CAX conversion would have resulted in a ship identical to the CCX in any case.

NAMES: *Necromancer III, Sorceress, Redeemer, Death Seeker, Warlock, Enchantress, Seductress, Heartcleaver.*

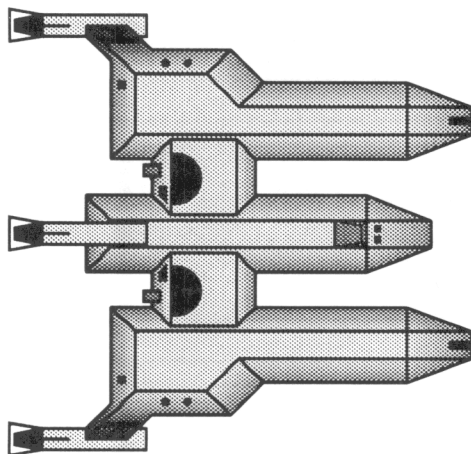
SSD and counter are provided in Module X1.



(R11.202) LIGHT CRUISER (CWX): For all practical purposes, no CLs survived the War, all having been lost or converted to BCs. To provide additional cruisers, specially-reinforced CWs were built and given X-technology. Designed as a stablemate to the CCX, but sometimes used by one of the Counts as a flagship. Includes power pack.

NAMES: *Striker, Slayer, Novablast, Phoenix.*

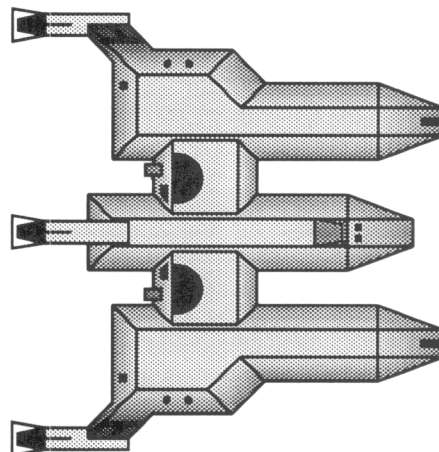
SSD and counters are provided in Module X1.



(R11.203) WAR DESTROYER (DWX): Designed to fill out an X-squadron, the DWX used specially reinforced DW hulls built for the purpose. Includes power pack.

NAMES: *Firestar, Bloodguard, Abolition, Deathfire, Icefire.*

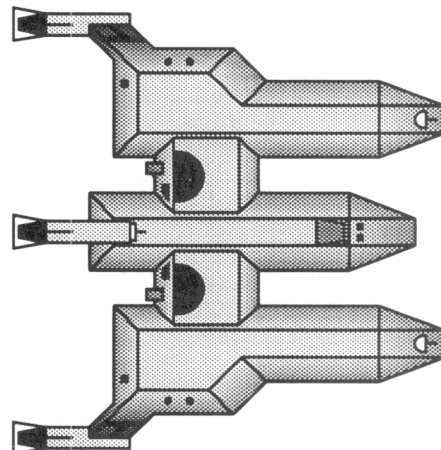
SSD and counters are provided in Module X1.



(R11.204) SCOUT (SCX): A variant of the DWX.

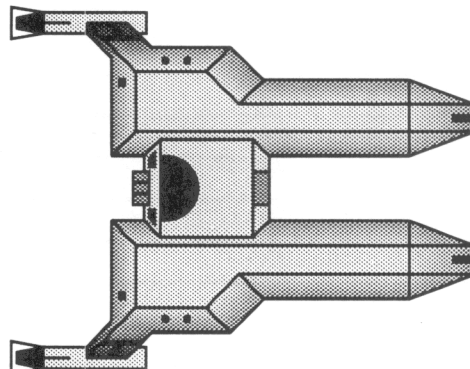
NAMES: *Chant, Spell, Apparition.*

SSD and counter are provided in Module X1.



(R11.205) FLEET DESTROYER (DDX): Originally intended as a competitive design to the DWX, the DDX remained in production because it was a capable ship and could later be upgraded to a CWX.

SSD and counter are in Module X1.



SHIP / COUNTER		1	2	3	4	5	6	7	8	9	10
1. WARP ENGINE POWER											
2. IMPULSE ENGINE POWER											
3. REACTOR POWER											
4. TOTAL POWER AVAILABLE											
5. BATTERY POWER AVAILABLE											
6. BATTERY CAPACITY DISCHARGED											
7. LIFE SUPPORT											
8. ACTIVE FIRE CONTROL											
9. CHARGE PHASER CAPACITORS											
10. DISRUPTORS A											
B											
(SENSOR CHANNELS) (1) C											
(2) D											
(3) E											
F											
ESG 1											
ESG 2											
11. ACTIVATE SHIELDS											
12. GENERAL REINFORCEMENT											
13. SPECIFIC REINFORCEMENT	1										
	2										
	3										
	4										
	5										
	6										
14. ENERGY FOR MOVEMENT											
HET											
EM											
BRAKING ENERGY											
15. DAMAGE CONTROL											
16. RECHARGE BATTERIES / RESERVE WARP											
17. TRACTOR / NEGATIVE TRACTOR											
18. TRANSPORTERS											
19. ECM											
ECCM											
LABS											
CHARGE WILD WEASEL											
SUICIDE SHUTTLE											
20. TOTAL POWER USED											
21. BATTERY POWER USED											
PHASER CAPACITORS CHARGED											
PHASER CAPACITORS USED											
MOVEMENT PLOT / NOTES											

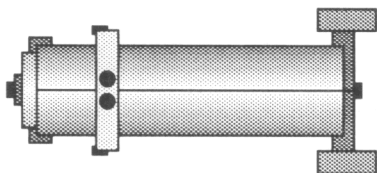
(R12.200) WYN FIRST-GENERATION X-SHIPS

The WYNs acquired X-technology, but had relatively few ships to apply it to. During the final War years, they obtained an Orion CRX and a LX (these ships cannot use engine doubling) and were able to convert some ships as listed below. In Y190, they received a gift of one Lyran DWX, one Klingon FX, and one Kzinti FKX under a treaty with the neighboring powers. The Aux-BC and Pocket Battleship were already at (and beyond) the design limits and could not be converted to X-technology.

(R12.201) AUXILIARY X-CRUISER (ACX): While seemingly unworthy of conversion, the WYNs had relatively few ships available and attempted to improve the standard cruiser with Advanced Technology: This ship cannot use the mobility advantages of other X-ships, but can accelerate by 10 or by double its current speed.

NAMES: *Dominique, Jessica, Ushia, Kitta, Seka, Cherie, Anastasia.* (These ships were scheduled for X-conversion, but it is unclear if more than one or two were actually converted.)

SSD and counter are provided in Module X1.

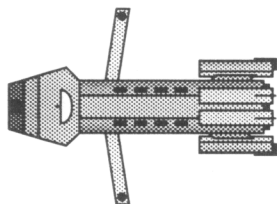


(R12.202) WYN (KZINTI) FRIGATE (FZX): Another less than successful ship, but probably the best of the WYN wartime X-conversions. There is some indication that the Kzintis provided new hulls for one or two conversions of this type, but this is not confirmed.

This ship can control a number of seeking weapons equal to double its sensor rating.

NAMES: *Flame-kist Hell, Firebreather.*

SSD and counter are provided in Module X1.

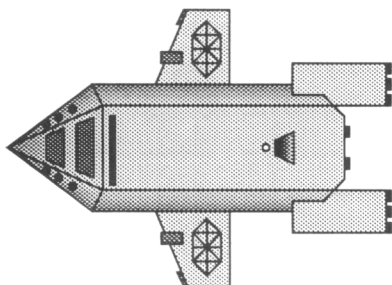


(R12.203) ORION CRX: Identical to a standard Orion CRX but cannot use engine doubling and does not have cloak or the suicide bomb.

This ship is nimble. The BPV includes OAKDISC, allowing the ship to control a number of seeking weapons equal to double its sensor rating.

NAMES: *Attrition, Sacrifice.*

SSD and counter are provided in Module C3.

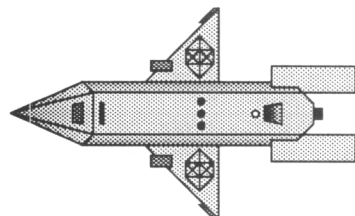


(R12.204) ORION LX: Identical to a standard LX but cannot use engine doubling and does not have cloak or the suicide bomb.

This ship is nimble. The BPV includes OAKDISC, allowing the ship to control a number of seeking weapons equal to double its sensor rating.

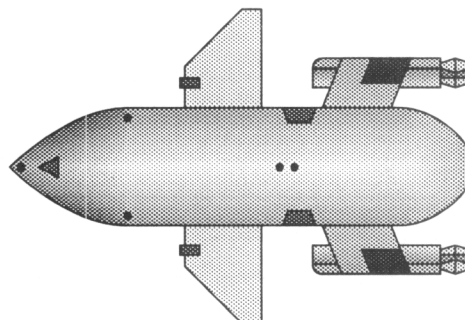
NAMES: *Death Dancer, Fire Dancer, Hell Dancer, Ice Dancer.*

SSD and counter are provided in Module X1.



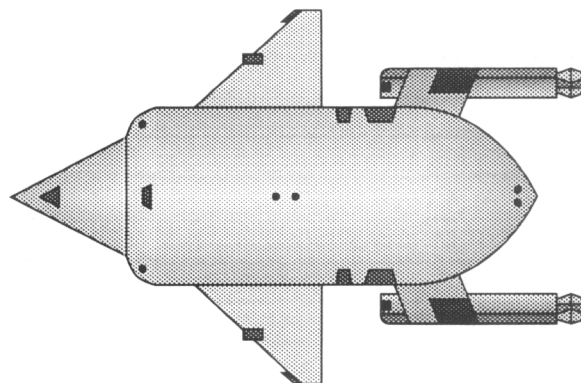
(R12.205) MAKO-X IMPROVED DESTROYER (DDX): The fish ship designs did not originally account for X-technology, and available X-tech equipment went into Orion-class hulls. By Y185, the WYNs had completed a DDX and found the systems compatible; they started work on a second DDX and a CAX immediately. Both DDXs were ready in time for the War of Return.

SSD and counters are in Module C3.



(R12.206) GREAT WHITE-X CRUISER (CAX): The second of the two CAs completed before the War of Return was completed with X-technology systems that had been proven on the destroyer class.

SSD and counter are in Module C3.



SHIP / COUNTER		1	2	3	4	5	6	7	8	9	10
1. WARP ENGINE POWER											
2. IMPULSE ENGINE POWER											
3. REACTOR POWER											
4. TOTAL POWER AVAILABLE											
5. BATTERY POWER AVAILABLE											
6. BATTERY CAPACITY DISCHARGED											
7. LIFE SUPPORT											
8. ACTIVE FIRE CONTROL											
9. CHARGE PHASER CAPACITORS											
10. HEAVY WEAPONS											
A											
B											
C											
D											
E											
F											
11. ACTIVATE SHIELDS											
12. GENERAL REINFORCEMENT											
13. SPECIFIC REINFORCEMENT	1										
	2										
	3										
	4										
	5										
	6										
14. ENERGY FOR MOVEMENT											
HET											
EM											
BRAKING ENERGY											
15. DAMAGE CONTROL											
16. RECHARGE BATTERIES / RESERVE WARP											
17. TRACTOR / NEGATIVE TRACTOR											
18. TRANSPORTERS											
19. ECM											
ECCM											
LABS											
CHARGE WILD WEASEL											
SUICIDE SHUTTLE											
20. TOTAL POWER USED											
21. BATTERY POWER USED											
PHASER CAPACITORS CHARGED											
PHASER CAPACITORS USED											
MOVEMENT PLOT / NOTES											

(R13.200) ISC FIRST-GENERATION X-SHIPS

The ISC ships were tough opponents as they were first designed, and the application of advanced technology only served to make the situation worse. The rear-firing plasma-Ls have the same restrictions as the original rear-firing plasma-Fs.

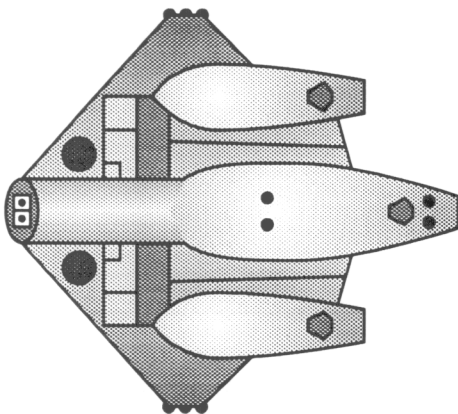
The most powerful X-squadron ever fielded was the ISC "Echelon of Judgment" which included one CCX, one CSX, two CLXs, one SCX, and four DDXs. This squadron was able to respond more rapidly and was called home from Klingon territory to (successfully) defend the ISC capital from an attack by two Andromedan Dominators.

(R13.201) COMMAND CRUISER (CCX): The most dangerous CX ever built, this ship combined the dreaded PPD with the feared M-torp.

This ship can control a number of seeking weapons equal to double its sensor rating.

NAMES: 05-Concordance, 09-Stellar Harmony, 10-Peacemaker, 14-Harbinger, 15-Arbitrator, 16-Worldbreaker.

SSD and counter are provided in Module X1.

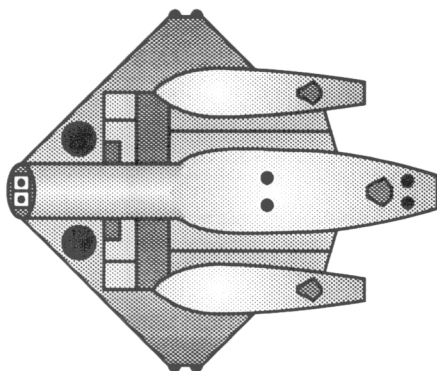


(R13.202) LIGHT CRUISER (CLX): Designed as a consort to the CCX and to form the second rank in the Echelon of Judgment.

This ship can control a number of seeking weapons equal to double its sensor rating.

NAMES: 73-Novabolt, 74-Novablast, 75-Novabird, 76-Novaball, 77-Novafash, 78-Novasword.

SSD and counter are provided in Module X1.



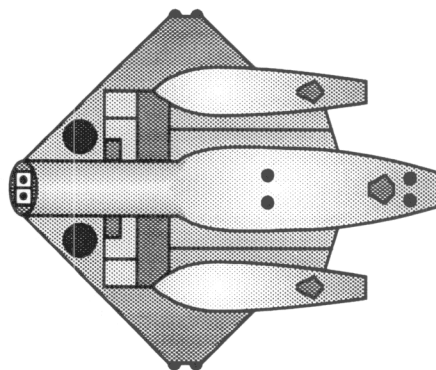
(R13.203) STRIKE CRUISER (CSX): Similar to the CLX, but less successful because of the minimum range requirement of the PPD. Only one or two were built; one served in the Echelon of Judgment.

This ship can control a number of seeking weapons equal to double its sensor rating.

NAMES: 11-Startiger, 18-Gryphon, 25-Starsword, 26-Novawave, 27-Starfox.

It is known that *Startiger* was with the Echelon of Judgment. It is thought that the *Gryphon* was completed and served with another formation. The other three names were allocated but apparently never built after the disappointing results from the first ship.

SSD and counter are provided in Module X1.

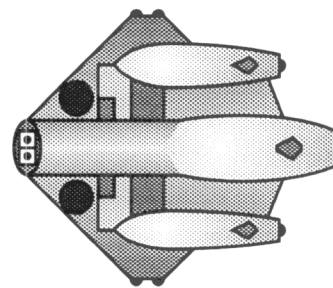


(R13.204) DESTROYER (DDX): Designed to provide a gun-line for X-squadrons.

This ship can control a number of seeking weapons equal to double its sensor rating.

NAMES: 18-Ukal, 26-Versatile, 30-Vindicator, 45-Electra, 51-Ask Not, 52-Volcano, 53-Armorclad, 54-Liberator, 55-Vehement.

SSD and counters are provided in Module X1.

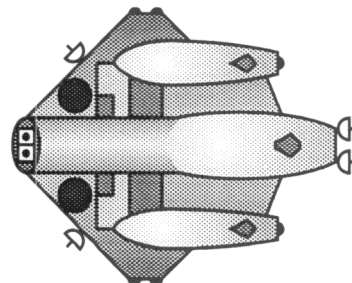


(R13.205) SCOUT (SCX): Designed to provide support for a fleet. A variant of the destroyer.

This ship can control a number of seeking weapons equal to double its sensor rating.

NAMES: 05-Alarm, 09-Interrogator, 12-Tracker, 15-Vanguard.

SSD and counter are provided in Module X1.



SHIP / COUNTER		1	2	3	4	5	6	7	8	9	10
1. WARP ENGINE POWER											
2. IMPULSE ENGINE POWER											
3. REACTOR POWER											
4. TOTAL POWER AVAILABLE											
5. BATTERY POWER AVAILABLE											
6. BATTERY CAPACITY DISCHARGED											
7. LIFE SUPPORT											
8. ACTIVE FIRE CONTROL											
9. CHARGE PHASER CAPACITORS											
10. PLASMA TORPEDOES A											
PLASMATIC PULSARS B											
C											
D											
(SENSOR CHANNELS) (1) E											
(2) F											
(3) G											
(4) H											
11. ACTIVATE SHIELDS											
12. GENERAL REINFORCEMENT											
13. SPECIFIC REINFORCEMENT	1										
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	3										
	4										
	5										
	6										
14. ENERGY FOR MOVEMENT											
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EM											
BRAKING ENERGY											
15. DAMAGE CONTROL											
16. RECHARGE BATTERIES / RESERVE WARP											
17. TRACTOR / NEGATIVE TRACTOR											
18. TRANSPORTERS											
19. ECM											
ECCM											
LABS											
CHARGE WILD WEASEL											
SUICIDE SHUTTLE											
20. TOTAL POWER USED											
21. BATTERY POWER USED											
PHASER CAPACITORS CHARGED											
PHASER CAPACITORS USED											
MOVEMENT PLOT / NOTES											

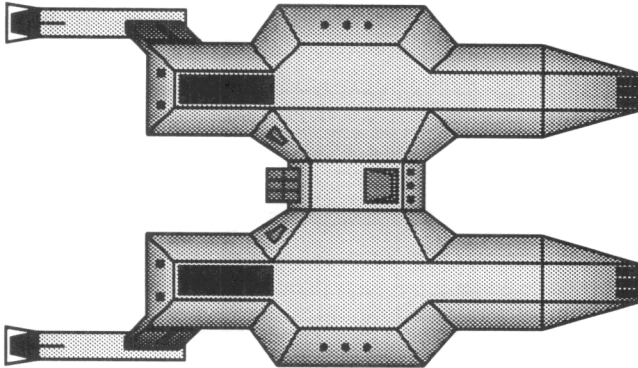
(R14.200) LDR FIRST-GENERATION X-SHIPS

The LDR was unusual in its ships and its place in the galaxy, and their X-ships mirrored this situation. The designs are similar to those of the Lyran Empire, but gatling phasers were retained.

(R14.201) COMMAND CRUISER (CCX): Identical to the standard Lyran CC (R11.201), except that the ship has one ph-1 and two ph-Gs on each side (LS/RS arcs).

NAME: *Independence*.

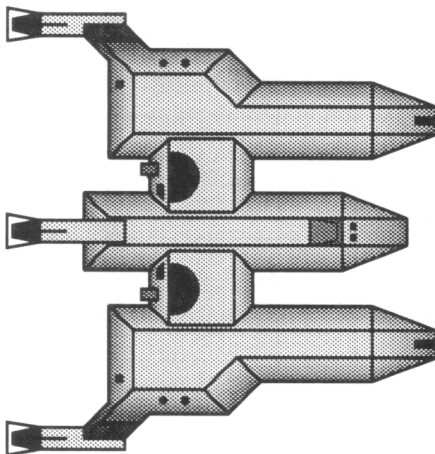
SSD and counter are provided in Module X1.



(R14.202) WAR DESTROYER (DWX): Identical to the Lyran DWX (R11.203), but with one ph-1 and one ph-G on each side (LS/RS arcs). It is significant to know that the number of gatling phasers was actually *reduced* compared to the non-X-version of the ship. This was because the more powerful X-gatling was much more effective, the X-phaser-1 could be used in defensive mode, and the LDR wanted more phaser-1s on the ship for stand-off firepower.

NAMES: *Presidium, Jurisdiction, Constable, Committee*.

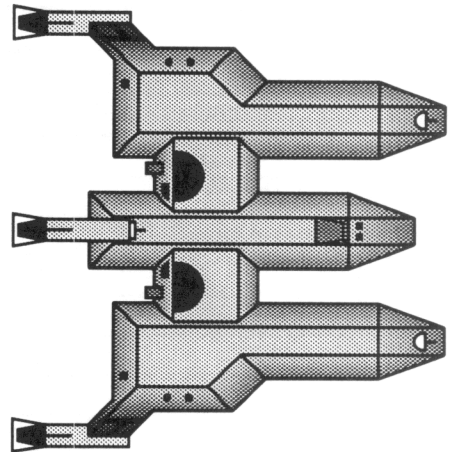
SSD and counters are provided in Module X1.



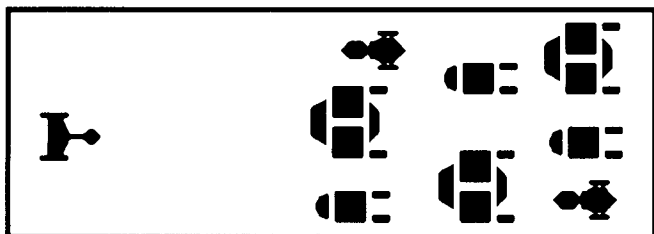
(R14.203) SCOUT (SCX): Identical to the Lyran SCX (R11.204), but with one ph-1 and one ph-G on each side (LS/RS arcs).

NAME: *Ombudsman*.

SSD and counter are provided in Module X1.



SHIP / COUNTER		1	2	3	4	5	6	7	8	9	10
1. WARP ENGINE POWER											
2. IMPULSE ENGINE POWER											
3. REACTOR POWER											
4. TOTAL POWER AVAILABLE											
5. BATTERY POWER AVAILABLE											
6. BATTERY CAPACITY DISCHARGED											
7. LIFE SUPPORT											
8. ACTIVE FIRE CONTROL											
9. CHARGE PHASER CAPACITORS											
10. DISRUPTORS A											
B											
(SENSOR CHANNELS) (1) C											
(2) D											
(3) E											
F											
ESG 1											
ESG 2											
11. ACTIVATE SHIELDS											
12. GENERAL REINFORCEMENT											
13. SPECIFIC REINFORCEMENT 1											
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14. ENERGY FOR MOVEMENT											
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EM											
BRAKING ENERGY											
15. DAMAGE CONTROL											
16. RECHARGE BATTERIES / RESERVE WARP											
17. TRACTOR / NEGATIVE TRACTOR											
18. TRANSPORTERS											
19. ECM											
ECCM											
LABS											
CHARGE WILD WEASEL											
SUICIDE SHUTTLE											
20. TOTAL POWER USED											
21. BATTERY POWER USED											
PHASER CAPACITORS CHARGED											
PHASER CAPACITORS USED											
MOVEMENT PLOT / NOTES											

(SG58.0) X-TRAORDINARY LUCK

(Y182)

by Steven P Petrick, Texas

One of the many uses for small X-ships was to raid the enemy's rear. These ships were fast enough to elude pursuit by all but another X-ship, yet for their size packed enough punch to be more than the average convoy could handle. The number of such X-ships were of necessity low, and the need to use them to counter other X-ships made the numbers of them available for such behind the lines operations even smaller. Small enough, in fact, that for a convoy to actually encounter one was a case of extraordinary luck.

Unfortunately, it was bad luck.

(SG58.1) NUMBER OF PLAYERS: 2; the X-ship player and the convoy player.

(SG58.2) INITIAL SET UP

X-SHIP: Any X-Frigate or X-DD enters from any map edge, heading at the player's option, speed max, WS-III.

CONVOY: Two police ships within 7 hexes of 2215, heading B, speed 5, WS-I.

Two large freighters, three small freighters, two small armed freighters, within 5 hexes of 2215, heading B, speed 4, WS-0.

Large Q-ship within 3 hexes of 2215, heading B, speed 4, WS-I.

(SG58.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, have disengaged, or until the end of Turn #10.

(SG58.4) SPECIAL RULES

(SG58.41) MAP: Use a floating map. The convoy units can only disengage in direction B. The X-ship units can only disengage in direction E. Units which disengage in unauthorized directions are considered destroyed.

(SG58.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs except those deployed on the freighters. The Q-ship's shuttles have booster packs.

(SG58.421) If using the optional MRS shuttles, the X-ship has an MRS.

(SG58.422) There are no EW fighters in this scenario. Note that Hydran Gendarmes and Q-ships, as well as Kzinti Q-ships, carry some fighters.

(SG58.423) There are no PFs in the basic version of this scenario. One or two standard PFs carried on mech links might be added as a balance factor or variation.

(SG58.43) COMMANDER'S OPTION ITEMS

(SG58.431) Each police ship, Q-ship, and the X-ship can select additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions.

(SG58.432) All drones are "fast", i.e. speed-32. Note that X-drones on a drone-armed X-ship can be set for variable speeds. Each drone-armed ship can select 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.

(SG58.433) No ship in this scenario normally carries a Prime Team (G32.0), but such Teams are sometimes assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor.

(SG58.44) REFITS: All units involved in this scenario will have received all available refits.

(SG58.45) Q-SHIP: The Q-ship rules (R1.7) are used.

(SG58.5) VICTORY CONDITIONS: The X-ship wins if at least half the freighters (including the Q-ship in this case) are destroyed, or all of the freighters are at least crippled and he disengages uncrippled. (Note to players: Dropping the warp engines to sublight disengage the freighters will cause them to become crippled and the raiding ship to win.) Any other outcome is a victory for the convoy player. If the convoy player cripples the X-ship, he has done well and will be commended if he survives. If he destroys the X-ship, he will be promoted and not have to operate convoys any more. If he captures the X-ship, he achieves legendary status and is removed from active duty in order to go on a tour of the Federation/Empire selling war bonds.

(SG58.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG58.61) Allow the attacking player to use an X-destroyer, and allow an X-frigate to arrive on Turn #5 to assist the convoy.

(SG58.62) Replace the convoy with a tug carrying two self-defense pods (one self-defense pallet in the case of the Hydrans, no Romulan version) escorted by the two police ships. The X-ship wins by destroying the tug before it can disengage and disengaging himself uncrippled.

(SG58.63) Add two PFs on mech links to the police force and one PF to the raiding X-ship also on a mech link.

(SG58.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SG58.71) Change one or two or all of the small freighters to large freighters.

(SG58.72) Replace an armed freighter with a normal freighter of the same size.

(SG58.73) Delete or add a police ship.

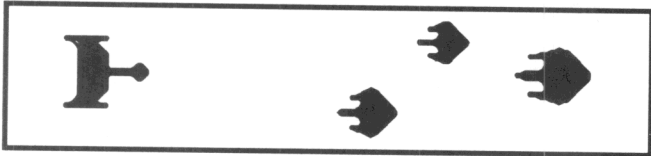
(SG58.8) TACTICS

X-SHIP: Try to hit the armed freighters first because they, and the Q-ship, can disengage by acceleration. Watch for the convoy to try to scatter and disengage by distance. If that happens, hit each one just enough to slow it so that you can catch it. Don't forget to kill the escorts while you are at it, but also do not forget that, if you get too close, the convoy as a whole DOES pack some noticeable firepower.

CONVOY: You have to concentrate your fire to overcome his defenses. Remember he can overload the phasers. You might want to think about ordering the armed freighters and Q-ships to make a run for it. They can at least disengage, and he will be forced to kill the other freighters in order to win.

(SG58.9) PLAYTESTER COMMENTS: An interesting test of the smaller X-ships' capabilities. The comments in the Tactics Manual still apply for the defense and attack of convoys.

(SG58.X) DESIGNER'S NOTES: Seeking another showcase for the abilities of X-ships, the idea of a convoy raid seemed a natural.

(SG59.0) X-PATROL**(Y187)***by John Berg, Battle Group Chicago*

As the ISC pushed farther across the galaxy, lead elements of their fleet would patrol ahead, looking for targets of future opportunity. Some of the opposing races made the decision to use their limited supply of X-cruisers as an early warning system. The longer cruising time made this role ideal for X-ships. On such patrols, the X-cruiser would be the first unit to encounter the encroaching ISC forces, and the commanders of these ships were anything but timid in using their technological edge.

(SG59.1) NUMBER OF PLAYERS: 2; the ISC player and the Opposing player.

(SG59.2) INITIAL SET UP

ISC: Patrol Echelon of: CS, DD, FF, all within 4 hexes of 0503, any heading, speed max, WS—III.

OPPOSING: X-Cruiser of no more than 250 BPV within 4 hexes of 4028, any heading, speed max, WS—III.

(SG59.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SG59.4) SPECIAL RULES

(SG59.41) MAP: Use a floating map. The ISC units can only disengage in directions B or C. The Opposing units can only disengage in directions E or F. Units which disengage in unauthorized directions are considered destroyed.

(SG59.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SG59.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SG59.431).

(SG59.422) If fighters are used in a variation of this scenario, one fighter in any squadron of eight or more fighters can be an EW fighter. If not using EW fighters, it will be a standard fighter.

(SG59.423) PFs might be added to this scenario in a variation by adding two or four on mech links to the ISC force or two to the X-ship also on mech links. Any such PFs will be standard PFs (no variants, leaders, or scouts).

(SG59.43) COMMANDER'S OPTION ITEMS

(SG59.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombss, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SG59.432) All drones are "fast", i.e., speed-32. Note that the X-ship will have X-drones if it is a drone armed X-ship.

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.

(SG59.433) If players wish to use the optional rules for Prime Teams (G32.0), X-cruisers normally carry one

such team and the ISC often assigned such teams to the flagships of leading squadrons.

(SG59.44) REFITS: All units in this scenario will have received all available refits.

(SG59.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.2); however, the X-ship does not score any points unless the ISC CS is crippled or destroyed. If the ISC CS is crippled, the X-ship receives points for crippling it only. If the CS is destroyed, the X-ship receives points for its destruction, plus points for any damage done to the ISC FF and DD.

(SG59.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG59.61) Reverse the roles, and have a small force of 320 BPV (including drone speed) encounter an ISC X-cruiser (CLX is suggested) on patrol.

(SG59.62) Replace the ISC Patrol echelon with an ISC CVL (5x SF, 3x TF, 1x EWF), CLE, and DDE.

(SG59.63) For a smaller and faster battle, delete the DD from the ISC force and replace the X-cruiser with a DD.

(SG59.64) Add four standard PFs on mech links to the ISC force and two PFs on mech links to the X-cruiser. Note that this option is not available if the X-ship is a Federation X-ship unless you agree to use the conjectural Federation PFs.

(SG59.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SG59.71) Change the DD to a DDL.

(SG59.72) Replace the FF with a DD.

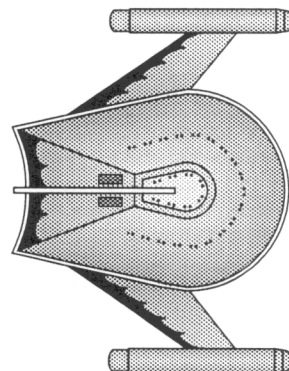
(SG59.73) Delete or add an FF to the ISC force.

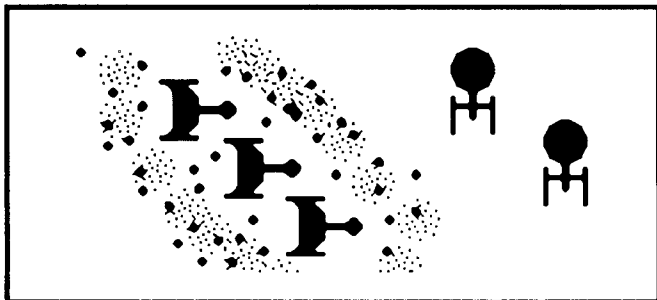
(SG59.8) TACTICS

ISC: Concentrate your firepower to overwhelm his shields and reserve power. Remember that his phasers can devastate your plasma torpedoes, so you'll have to use your PPTs to get in one good hit. If that doesn't work, you can try bolting the torpedoes.

X-SHIP: Keep your speed up. Use your EW advantage. Keep a couple of phasers handy for the odd plasma torpedo. You are not invincible, but this bunch of yo-yos isn't going to hurt you if you do not make a mistake.

(SG59.9) PLAYTESTER COMMENTS: An excellent training scenario for introducing a player to X-technology. It is a fluid situation.

**ROMULAN KING EAGLE-X (KEX):**

(SH157.0) ZARMOLY BY THE TAIL**(Y181)***by Martin Coker, England*

A Klingon squadron has penetrated into the Federation rear area, without being spotted, and has established an ambush along a known Federation convoy route. Looking for freighters, the Klingons are gratified when, instead, a pair of Federation cruisers enters their trap.

Their elation would prove short lived, however.

(SH157.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SH157.2) INITIAL SET UP

TERRAIN: Asteroid counters (P3.0) in 0605, 0623, 0809, 1410, 1522, 1705, 1807, 2112, 2405, and 2709.

FEDERATION: CX *Vincennes*, CAR+ *El Dorado*. One ship in 3023, the other 3226. Both heading F, speed 10, WS-I. See (SH157.45).

KLINGON: D5L *Ruthlesskiller* in 2407, heading C, speed 0, WS-III.

D5K *Rebellion* in 1809, heading D, speed 0, WS-III.

D5D *Archer* in 2006, heading C, speed 0, WS-III.

One T-bomb each within 2 hexes of 1012, 1214, and 1217. See (SH157.46).

Klingon ships are using "Hidden Deployment" (D20.0).

(SH157.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH157.4) SPECIAL RULES

(SH157.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Klingon units can only disengage in directions D or E. The Federation units can only disengage in directions A, B, or C. Units which disengage in unauthorized directions or areas are considered destroyed.

(SH157.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH157.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH157.431).

(SH157.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters if desired.

(SH157.423) There are no PFs in this scenario.

(SH157.43) COMMANDER'S OPTION ITEMS

(SH157.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SH157.432) All drones are "fast", speed=32. Each drone-armed ship can purchase special drones up to the

historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SH157.433) If players wish to experiment with Prime Teams, the Federation CA and CX would normally each have such a team. Adding these, however, would give the Klingons 25 points (per team added) to spend on additional Commander's Options or additional forces (e.g., one PF on a mech link).

(SH157.44) REFITS: The D5L and D5K have the K refit; all Klingon ships have the Y175 refit. The Federation CA has the plus, Y175, rear phaser, and AWR refits. No other refits are in play.

(SH157.45) X-SHIP: Before play begins, the Federation player will decide which ship is in which starting hex. This will be recorded in writing, and the written record will be exposed when the CX is revealed. The *Vincennes* has its shields (D17.71) and engines (D17.72) powered down to "normal" levels (the center warp engines are shut down but are activated normally with the other power systems), has two dummy phaser-3s (D17.73), and has blow-away panels covering its extra phaser-1s (D17.74). These systems cannot be powered up, or the panels blown clear, until the beginning of Turn #2.

(SH157.46) FEDERATION: Until they are fired on, strike a mine, or detect a Klingon unit, the Federation ships must proceed in a straight line (i.e., in direction F). Each ship is assumed to generate only enough energy to move at speed 10 and to have shields, fire control, and life support. Any power in excess of these needs is assumed to have never been generated. Batteries are all fully charged, but not with warp or impulse power. Fire control cannot be turned off prior to the Klingons firing, hitting a mine, or detecting the Klingons.

(SH157.47) MINES: The T-bombs deployed at the start must be purchased as Commander's Option Items. One was placed by each Klingon ship. No Klingon ship can have more than three actual (and four dummy) T-bombs on it in this scenario.

(SH157.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.2).

(SH157.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH157.61) Reverse the roles, replacing the Klingon ships with, respectively, a Federation NCC, NCL, and NCD. Replace the Klingon ships with a DX and a D7K.

(SH157.62) Allow the Klingons to select any three D5 variants for the ambush. Note that D5Vs require an F5 escort and, thus, could not be used, and a D5P would be overwhelming with its PFs and should not be used. Only one D5C/L could be used.

(SH157.63) For a smaller and faster scenario, delete the Federation FFG and the Klingon D5K. The Klingon player will have to determine which of his two ships laid two of the T-bombs and record this in advance so that the Federation player will be able to examine the records at the end of the scenario.

(SH157.4) For a taste of what might have been, play the scenario again but substitute an actual Federation CC+ for the CX.

(SH157.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH157.71) Change the D5D to a D5K.

(SH157.72) Replace the CAR with a CC.

(SH157.73) Limit one side's Commander's Option Items to 10% instead of 20%.

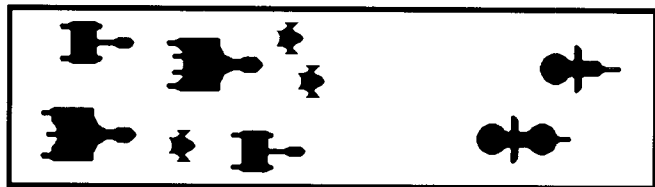
(SH157.8) TACTICS

KLINGONS: Stay close together, and pound the Federation ships. Consider using a wild weasel for EW protection if things go bad (like the CCX heading straight at you).

FEDERATION: Stay together, and concentrate on one D5 at a time with your photons. Be ready to use your phasers on any scatter-packs. Ready a wild weasel just in case.

(SH157.9) PLAYTESTERS' COMMENTS: A good training scenario for bringing in new Federation players. Give the beginner the CX, and have experienced players play the other ships.

HISTORICAL OUTCOME: The Klingons managed to inflict considerable damage on the Federation CA, but were stymied by the CX. After sustaining heavy damage themselves and trying to deal with the unit, they were finally forced to disengage. They did, however, bring back word to the Klingon Empire that the Federation would soon be deploying X-ships to its fighting fronts.

(SH158.0) EAGLE BREAKER

(Y183) by Stephen V. Cole & Steven P. Petrick, Texas

While the Romulans were beyond any strategic offensive by Y183, they did launch several serious local counterattacks. The Gorns themselves were short of ships due to the dispatch of units to assist in the Alliance offensive "Operation Cavalry" and the increasing threat of the ISC on their eastern border. In one such operation, a key Gorn base was threatened. The Gorn Command ordered two newly deployed X-ships to attack the Romulan flank and threaten their supply lines in the hopes that this would disrupt the Romulan drive.

(SH158.1) NUMBER OF PLAYERS: 2; the Gorn player and the Romulan player.

(SH158.2) INITIAL SET UP

GORN: CCX *Basilicon* in 4001, HDX *Firebreaker* in 4202, both at WS-III, heading E, speed max.

ROMULAN: FireHawk-K *Starhawk*, SparrowHawk-A+ *Avenger*, SkyHawk-A *Sling*, SkyHawk-A *Poinard*, all within 5 hexes of 0620, heading at option of Romulan player, WS-III, heading A, B, or C. (Ships are not required to have the same heading.)

Three Centurion PFs are held on mech links by either the FireHawk or the SparrowHawk (one ship holds two, the other holds one, Romulan player's choice).

(SH158.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH158.4) SPECIAL RULES

(SH158.41) MAP: Use a floating map. The Romulan units can only disengage in directions C, D, or E. They can disengage by any legal means. The Gorn units can only disengage by acceleration in directions A or B, but can disengage by dis-

tance in any direction. Units which disengage in unauthorized directions or areas are considered destroyed.

(SH158.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH158.421) If using the optional MRS shuttles, the CCX and FireHawk each have one MRS. The Gorn MRS is an X-MRS. These count against the point totals available to these ships under (SH158.43).

(SH158.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters if desired.

(SH158.423) The three Romulan PFs are standard Centurions and are not formed into a flotilla.

(SH158.43) COMMANDER'S OPTION ITEMS

(SH158.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombss, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions.

(SH158.432) There are no drone-armed ships in this scenario. In a non-historical alternative, all drones are "fast", i.e., speed-32.

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

(SH158.433) If players wish to use the optional rules for Prime Teams (G32.0), the FH and the CCX each normally carry one such team.

(SH158.44) REFITS: The Romulan PFs have the shield refit. The SparrowHawk has the plus refit, and both the FireHawk and SparrowHawk have the mech-link refit.

(SH158.5) VICTORY CONDITIONS

GORN: Decisive: Both Gorn ships disengage uncrippled in direction E.

Substantive: One Gorn ship disengages uncrippled in direction E; the other disengages uncrippled in any other direction.

Tactical: One Gorn ship disengages uncrippled in direction E; the other disengages (crippled) in any direction.

Draw: One Gorn ship disengages uncrippled in direction E; the other Gorn ship is destroyed.

Defeat: Neither ship disengages uncrippled in direction E.

ROMULAN: The Romulan player evaluates his victory under the Modified Victory Conditions, but scores no points for Gorn ships which disengage in direction E.

(SH158.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH158.61) Replace the Romulans with an ISC squadron consisting of a CC, CS, DD, and 2x FF.

(SH158.62) Allow the Romulan to select any non-PF tender module for his three modular ships. This will allow the Romulan some chance to surprise the Gorns. Note that SparrowHawk-Fs are not modular.

(SH158.63) For a smaller and faster battle, delete the CCX from the Gorn side and the FireHawk and one SkyHawk from the Romulan side.

(SH158.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH158.71) Change the CCX to an HDX.

(SH158.72) Replace the SparrowHawk with another FireHawk-K.

(SH158.73) Delete or add a SkyHawk to the Romulan force.

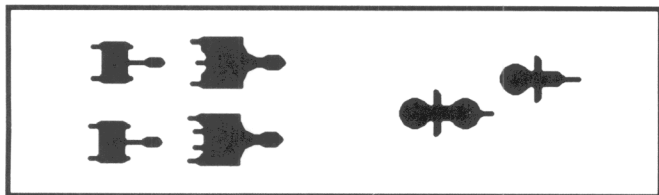
(SH158.8) TACTICS

GORN: Basically, blow through them. Fast load one or two torpedoes with your batteries after the main salvo, but get going and keep going. Remember to use your phasers in overload mode to defend against the Romulan torpedoes.

ROMULAN: You cannot afford to fall out of effective range, but your only real chance is to hit one Gorn ship with all you have and then to chase the other with concentrated phaser fire, and possibly plasma bolts.

(SH158.9) PLAYTESTERS' COMMENTS: Amazing that two ships versus four ships accompanied by two PFs can still win! The X-captains have a chance to show why they were given command of these ships.

HISTORICAL OUTCOME: The Gorn X-ships burst through the Romulan squadron, inflicting heavy damage on all the ships and destroying the PFs. The Gorn ships received damage in return and headed back to their own space for repairs. The Gorn ship commanders thought their mission had failed, but the strategic effect of the damage to the Romulan squadron halted the Romulan effort in the sector.

(SH159.0) FLIGHT OF THE HAWK**(Y184)**

by Steven Paul Petrick, Texas

Following a raid on the Gorn-held planet of Gijard-III, the Romulan Thunderhawk *Thunderbolt* attempted to return to Romulan-held space. The *Thunderbolt's* raid caught the local Gorn commander by surprise, and the reinforcements he had dispatched were too few and too late to prevent the Romulan raid. However, he did have an ace in the hole in a small squadron of X-ships which he maneuvered to cut the Romulan retreat route.

The battle was a quick pass as both sides were desperately short of fuel, but the temptation to do battle was intense. For the Gorns, destroying the Thunderhawk would remove a key capital ship from the still reeling Romulan fleet, perhaps extending the ongoing Romulan Civil War. For the Romulans, the destruction or crippling of a Gorn X-squadron could not help but reduce the pressure on their northern border, freeing more units to use against the Imperial faction led by Rolandux.

(SH159.1) NUMBER OF PLAYERS: 2; the Romulan player and the Gorn player.

(SH159.2) INITIAL SET UP

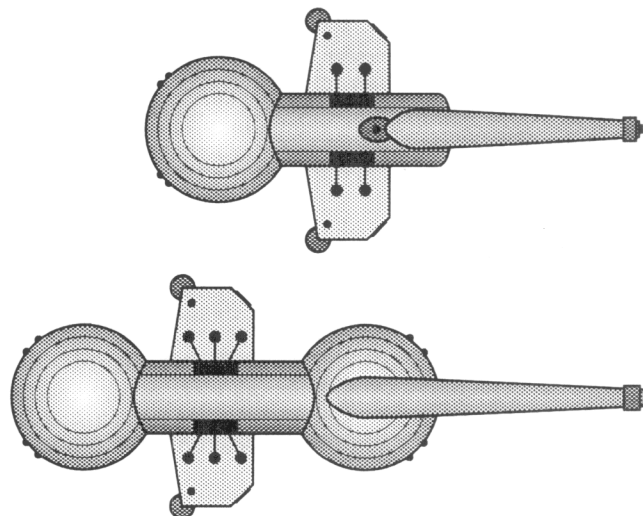
GORN: CCX *Basilicon*, HDX *Firebreaker*, both set up within 4 hexes of 4230, heading F, speed max, WS-III.

ROMULAN: Thunderhawk *Thunderbolt* (2x G-FSF, 3x G-III), 4x Starhawk PFs (two with A and two with B modules), in 1501, heading D, speed max, WS-III.

Sparrowhawk-M in 1301, heading D, speed max, WS-III.

SkyHawk-EA *Bastion* in 1602, heading D, speed max, WS-III.

SkyHawk-EA *Adamant* in 1302, heading D, speed max, WS-III.



(SH159.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, have disengaged, or until the end of Turn #6. Both sides are assumed to have disengaged at the end of Turn #6.

(SH159.4) SPECIAL RULES

(SH159.41) MAP: Use a floating map. The Romulan units can only disengage in direction D. The Gorn units can disengage in directions A, B, or E. Units which disengage in unauthorized directions or areas are considered destroyed.

(SH159.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH159.421) If using the optional MRS shuttles, the Gorn X-ships each has one X-MRS.

(SH159.422) If using EW fighters, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters if desired.

(SH159.423) The four PFs carried by the Thunderhawk are carrying the stated modules in (SH159.2). They are the survivors of the flotilla after the raid. The scout and leader modules (and the PFs they were on) were destroyed in the raid.

(SH159.43) COMMANDER'S OPTION ITEMS

(SH159.431) Each Gorn 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.

The Romulan ships each have 5% of their BPV for option items, the remainder having been used in the previous raid. Extra boarding parties in (SH159.454) are not counted against this 5%.

(SH159.432) There are no drone-armed ships in this scenario. In a non-historical alternative, all drones are "fast", i.e., speed-32; use the normal rules for special drones as Commander's Options.

(SH159.433) If players wish to use the optional rules for Prime Teams (G32.0), the CCX normally carries one such team. If a team is added to the CCX, one should be added to the TH to balance the scenario.

(SH159.44) REFITS: All units in this scenario have received all applicable refits.

(SH159.45) ROMULANS: The Romulan ships are returning from a raid on a Gorn-held planet. They have possibly sustained some damage while on the raid. To simulate this damage, do the following:

(SH159.451) For each Romulan PF, roll one die. If the result is a 1 or 2, the PF has sustained no damage. If the result is a 3 or 4, roll one die and score the result as internal damage to that PF in a single volley through a

random shield. If the result is a 5 or 6, score two one-die volleys through two different shields. The actual shield hit should be determined by a random die roll in the case of a PF which is damaged. Warp packs have been replaced if they are destroyed or damaged as a result of these internals. PPTs are available for any undestroyed plasma torpedo to the maximum of two PPTs.

(SH159.452) For each Romulan fighter, roll one die. On a 1 or 2, the fighter is undamaged. On a roll of 3–6, roll one die and score that many damage points.

(SH159.453) For each Romulan ship, roll four dice and score that many points of internal damage through a random shield. Each Romulan ship may then repair a number of system boxes equal to its damage control rating. All shields have been repaired. All PPTs for undestroyed plasma torpedoes (including those repaired before the scenario begins) have been reloaded, and all plasma racks have been reloaded. Each ship with a plasma-D rack has only two remaining reloads (i.e., two plasma-Ds) for each plasma-D rack, but none of the escorts have used any of their plasma-Ds for fighters. These could also be used to reload the racks. The Thunderhawk has half of its plasma-D storage for its fighters and PFs remaining.

(SH159.454) The Romulans had conducted a ground raid on the planet, and each Romulan ship is carrying a number of additional boarding parties as a result. Roll two dice for each ship, and add that many boarding parties. For each 6 rolled, one boarding party is a Commando boarding party, e.g., if a 4 and a 6 was rolled for the Sparrowhawk-M, it would have nine extra regular boarding parties and one Commando boarding party.

(SH159.46) DEAD IN SPACE: Any ship unable to move under warp power at the end of Turn #6 is assumed to have been destroyed.

(SH159.5) VICTORY CONDITIONS: Victory hinges on the destruction of key ships.

If the Gorns destroy the Thunderhawk, and neither X-ship is destroyed, or only one is crippled, they win.

If the Romulans destroy a Gorn X-ship, or cripple both of them, and the Thunderhawk is not destroyed, the Romulans win.

If the Thunderhawk is destroyed, and one Gorn X-ship is destroyed, or both are crippled, the scenario is a draw.

If the Romulans destroy both Gorn X-ships, or capture one or both Gorn X-ships, including destroying one and capturing one, the Romulan commander will be elevated to the position of Praetor.

(SH159.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH159.61) Replace the Gorns with an ISC CCX and CSX.

(SH159.62) Play the scenario as a follow-on to (SH28.0) *Descent of the Hawk*.

(SH159.63) For a smaller and faster battle, delete both the SkyHawk-EAs and two of the StarHawks (modules do not matter) and the Gorn HDX.

(SH159.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH159.71) Change the HDX to another CCX.

(SH159.72) Replace the HDX with an HDD.

(SH159.73) Delete or add a PF to the Romulans.

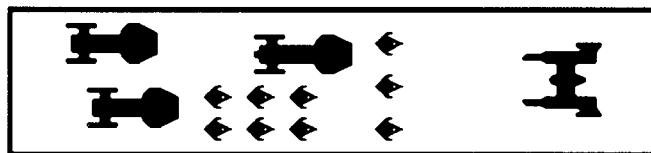
(SH159.8) TACTICS

GORN: Be careful. The Romulans may not be X-ships, but they do pack considerable firepower even with the damage they have sustained. Your primary goal is the Thunderhawk, but do not leave yourself open in trying to reach it.

ROMULAN: Here is a chance for glory. The X-ships are tough, but if you can nail them with enough plasma, it may well be worth the loss of a few attrition units, even an escort or two.

HISTORICAL OUTCOME: The Romulans sustained considerable damage to all ships, losing three of the PFs, before they broke contact. They were unable to cause any significant damage to the Gorn ships.

(SH160.0) HEARTCLEAVER



(Y184)

by Jeff Worthen

In Y184, a strong Hydran squadron broke through the Lyrans screening forces and headed towards a minor, but important, Lyrans colony in the Bloody Claw County. The Lyrans forces in this area had been stripped of reserves by other Hydran operations and the continuing need to supply ships to defend against the burgeoning Kzinti and Federation forces as well. The Lyrans Sector Commander found he had only one ship that could possibly make the interception.

The *Heartcleaver* was soon on her way.

(SH160.1) NUMBER OF PLAYERS: 2; the Hydran player and the Lyrans player.

(SH160.2) INITIAL SET UP

HYDRAN: Lord Bishop *Vengeance* (3x Stinger-2) in 0229, Mongol *Assassin* (6x Stinger-2) in 0230, Tartar *Strongbow* in 0130, all heading B, speed max, WS-III.

LYRAN: CCX *Heartcleaver* with four Bobcats on mech links in 2215, heading F, speed max, WS-III.

(SH160.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH160.4) SPECIAL RULES

(SH160.41) MAP: Use a floating map. The Hydrans can only disengage by acceleration in directions E or F. The Lyrans can disengage in directions B or C. Units which disengage in unauthorized directions are considered destroyed.

(SH160.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH160.421) If using the optional MRS shuttles, the *Heartcleaver* and the *Vengeance* each have one. This does count against their allowable Commander's Option Items under (SH160.431).

(SH160.422) There are no EW fighters in this scenario, but in a variant of this scenario, one fighter in any squadron of eight or more fighters can be an EW fighter. If EW fighters are not used, such fighters would be standard fighters.

(SH160.423) The four Bobcats carried by the *Heartcleaver* are standard Bobcats; no leader, scout, or other variants can be carried. Casual PFs might be added to the Hydrans as a balance factor.

(SH160.43) COMMANDER'S OPTION ITEMS

(SH160.431) Each ship can select additional or special equipment as Commander's Option Items (e.g. T-bombs, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions.

(SH160.432) All drones are "fast", i.e. speed-32.

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

(SH160.433) If players wish to use the optional rules for Prime Teams (G32.0), the LB and the CCX each normally carry one such team.

(SH160.44) REFITS: All units that take part in this scenario have received all available refits.

(SH160.5) VICTORY CONDITIONS: The Hydrans win by:
destroying the CCX *or*
cripling the CCX *and* disengaging at least one uncrippled ship in direction B from the CCX.

The Lyrans win by preventing the Hydran victory conditions and crippling or destroying at least two Hydran ships.

If neither side fulfills its conditions, the scenario is a draw.

(SH160.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH160.61) Replace the Hydrans with a Kzinti force of a CC and two CMs.

(SH160.62) Add a Buffalo Scout to the Hydran force.

(SH160.63) For a smaller and faster battle, replace the CCX and four Bobcats with a DWX and two Bobcats. Replace the Hydrans with a Baron Light Command Cruiser (6x Stinger-2), Buffalo Hunter DW (2x Stinger-2), and Rhino Hunter DW.

(SH160.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH160.71) Change the Lord Bishop to an Apache.

(SH160.72) Replace the Mongol and its fighters with a Tartar.

(SH160.73) Delete one or more Bobcats from the Lyrans, or add one or two Harriers on mech links to the Hydrans.

(SH160.8) TACTICS

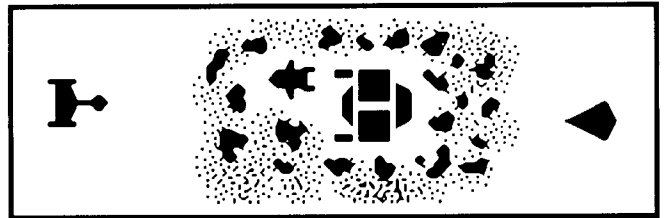
LYRAN: The CCX must destroy one Hydran ship while the Bobcats amuse the other two. It will probably be easier to destroy one of the CMs first. If the Hydrans have not used warp packs, simply move the battle at a speed of about 24 until the Stingers are out of it for a few turns. This will radically change the balance of power.

HYDRAN: Concentrate fire on the CCX until it is destroyed. Once you have crippled it, send one of your ships off to disengage by distance (or threaten to) as this will either win the scenario or at least force the Lyrans to spend power chasing that CM. If things aren't that clear, send two ships off at an angle to each other as he cannot chase both.

And remember the hellbore. You can *always* hurt him once you get one of his shields down, so knock one down and keep pestering him with hellbore shots.

HISTORICAL OUTCOME: The *Heartcleaver* crippled the *Assassin* and destroyed the *Strongbow*. The Hydran Commander opted to withdraw, leaving the *Heartcleaver* in command of the contested space.

(SH161.0) POSSESSION



(Y186)

by Steven Paul Petrick, Texas

Possession is said to be nine-tenths of the law. The Orions, of course, tend to take a different view of this. There is also the minor point that no one minds robbing a robber.

A case in point occurred in Y186 when an Orion ship of the Pharaoh Cartel decided to drag its new prize into Tholian space for looting, reasoning that it would not be pursued there. Unfortunately, the Orion proved wrong on two counts. The Klingons wanted that particular cargo back very much (history does not record just why), and the Tholians were attracted by the activity.

(SH161.1) NUMBER OF PLAYERS: 3; the Orion player, the Klingon player and the Tholian player.

(SH161.2) INITIAL SET UP

TERRAIN: The map is an Asteroid Field (P3.2).

ORION: LX *Bargain Hunter* in 2215, heading A, speed 10, WS-III.

Large freighter in 2215, heading A, speed 10, WS-0.

KLINGON: FX *Battleking* in 0101, heading C, speed max, WS-III.

THOLIAN: DDX *Helix* in 4201, heading E, speed max, WS-III.

(SH161.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH161.4) SPECIAL RULES

(SH161.41) MAP: Use a floating map. The Orion units can only disengage in direction A. The Klingon units can only disengage in directions E or F. The Tholian units can only disengage in directions B or C. Units which disengage in unauthorized directions or areas are considered destroyed.

(SH161.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH161.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH161.431).

(SH161.422) There are no fighters in this scenario due to the terrain.

(SH161.423) There are no PFs in this scenario.

(SH161.43) COMMANDER'S OPTION ITEMS

(SH161.431) Each ship (except the freighter) 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.

(SH161.432) All drones are "fast", i.e., speed-32.

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

(SH161.433) No ship in this scenario normally carries a Prime Team (G32.0), but such Teams are sometimes assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor.

(SH161.44) REFITS: There are no refits in this scenario.

(SH161.45) OPTION MOUNTS: The Orion LX option mounts can hold any weapons legally allowed to the Pharoah Cartel.

(SH161.46) FREIGHTER: The freighter is a prize which the Orion has captured. The crew is "under arrest", but is otherwise unharmed. The Orion player must place a minimum of two crew units on the freighter to operate it (one of these two crew units must be two boarding parties to guard the freighter's original crew). The freighter cannot arm its own weapons; its shuttle will operate normally. The freighter cannot self-destruct or sublight evade, and it cannot be fired on for any reason.

(SH161.5) VICTORY CONDITIONS: Whichever player is in possession of the freighter at the end of the scenario has won irrespective of any other event. The cargo of this freighter is THAT important. If the freighter is destroyed (probably by being dragged through asteroids), all players lose the scenario.

(SH161.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH161.61) Replace the Klingon FX with a Romulan SKX or K5X.

(SH161.62) Add a PF held on a mech link to each ship.

(SH161.63) Replace all the ships with their non-X counterparts. For a non-X-vs-X battle, replace one ship with a non-X warship of equivalent BPV.

(SH161.64) The action can be moved to any border, replacing the two ships involved with any equivalent X-ships or non-X-ships of equivalent BPV.

(SH161.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH161.71) Reduce the Commander's Options available to one or two of the players.

(SH161.72) Replace the Tholian DDX with a PCX.

(SH161.73) Replace the Orion LX with an SLX.

(SH161.8) TACTICS

ALL: It should be obvious that some negotiation will be required to get someone to help you against the other. Be careful that you do not wind up taking the lion's share of the damage during the partnership, as your partner can only win by taking the freighter away from you.

ORION: You are drone bait to the Klingon. If you do not take phasers in your options, you will have problems.

KLINGON: You are the least maneuverable ship out there for a change. Try not to use a scatter-pack since you can chew up the other ships' phasers with your normal drone racks.

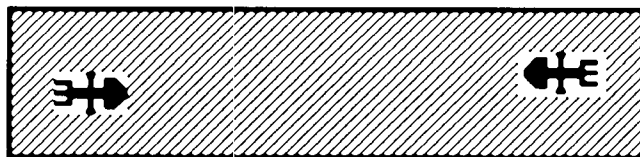
THOLIAN: Follow the Academy's advice. Let the other two fight. Do not engage unless you have to.

(SH161.9) PLAYTESTERS COMMENTS: This was a fun scenario with lots of "negotiations".

HISTORICAL OUTCOME: All sides resorted to subspace transmitters, and a series of deals and threats were made. The standoff ended when the Orion attempted to run with its ill-gotten gain. The Tholians and Klingons both jumped the ship, damaging it. The Orion released the tractor to evade further damage, then turned and aided the Klingon in attacking the Tholian ship, which concentrated most of its fire on the Klingon ship. With all parties now badly damaged, the Orion again attempted to drag off its prize and was promptly attacked and crippled by the Tholian and Klingon. The

Tholians then decided that things had gone far enough and allowed the Klingon ship to retrieve the freighter.

(SH162.0) SKIRMISH



(Y186)

by Steven Paul Petrick, Texas

The Kartal Nebula is a terrain feature of little note in Kzinti space. During the War of Return, however, it became notable for a clash between the forces of the Usurper and the Crown Prince. The affair was a minor one, but bloody. Both the Usurper and the Crown Prince were considering the use of the Nebula as a means of slipping a force behind the battle lines of the other. Both simultaneously dispatched an X-ship to explore the possibility. The ships met within the Nebula and fought to prevent the other from escaping with the knowledge that their respective commanders were thinking of penetrating the nebula. The nebular effects only made the resulting engagement worse.

(SH162.1) NUMBER OF PLAYERS: 2; the WYN player and the Kzinti player.

(SH162.2) INITIAL SET UP

TERRAIN: The entire map is a nebula (P6.0).

USURPER: FZX *Firebreather* in 1224, heading B, speed max, WS-III.

CROWN PRINCE: FKX *FF402* in 3309, heading E, speed max, WS-III.

(SH162.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH162.4) SPECIAL RULES

(SH162.41) MAP: Use a floating map. The Usurper units can only disengage in directions E or D. The Crown Prince units can only disengage in directions A or B. Units which disengage in unauthorized directions or areas are considered destroyed.

(SH162.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs. Note that these units cannot be used in a nebula.

(SH162.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH162.431). Note that these units cannot be used in a nebula.

(SH162.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters, although such fighters will not be able to be used in this scenario.

(SH162.423) There are no PFs in this scenario.

(SH162.43) COMMANDER'S OPTION ITEMS

(SH162.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SH162.432) All drones are "fast", i.e., speed-32.

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

(SH162.433) No ship in this scenario normally carries a Prime Team (G32.0), but such Teams are sometimes assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor.

(SH162.44) REFITS: The Crown Prince FKZ received the mech-link refit; the PF has the shield refit.

(SH162.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201).

(SH162.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH162.61) Replace the Usurper FZX with a Lyran DDX.

(SH162.62) For a larger battle, add a second ship of the same class to each side.

(SH162.63) For a smaller and faster battle, replace the ships with non-X versions.

(SH162.64) The action can be moved to any border, replacing the ships involved with any equivalent X-ships or non-X-ships of equivalent BPV.

(SH162.65) For a non-X-vs-X battle, replace one ship with a non-X warship of equivalent BPV.

(SH162.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH162.71) Change the Usurper FZX to a DDX (this unit is found in Module C3).

(SH162.72) Give one side a Spike Interceptor.

(SH162.73) ADD a PF to the Crown Prince, or add a Freedom Fighter PF to the Usurper's ship.

(SH162.8) TACTICS

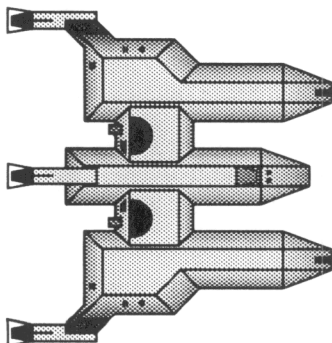
BOTH: Study the nebula rules (P6.0) carefully before play.

USURPER: Use ADDs as much as possible, or use a few multiple-warhead drones. The Kzinti has an edge in drones, and the nebula favors their use.

CROWN PRINCE: Maximize your drones. They will win the battle for you.

(SH162.9) PLAYTESTERS COMMENTS: The WYN is the better ship, but the Kzinti's X-drones are deadly.

HISTORICAL OUTCOME: The action was inconclusive, with the ships withdrawing literally by mutual consent after minor damage.



(SH163.0) BORDER SECURITY



(Y187)

by Steven Paul Petrick, Texas

With the General War over and the ISC not yet a factor, the Hydrans took steps to restore their borders. While they did not desire to start another major conflict (at least, not yet), they felt it necessary to resolve some disputes with the LDR on just where their mutual border was. The result was a number of small clashes of little significance. The exception was this battle in which an X-ship from both sides arrived to demonstrate their respective nation's resolve.

(SH163.1) NUMBER OF PLAYERS: 2; the LDR player and the Hydran player.

(SH163.2) INITIAL SET UP

LDR: DWX *Presidium* in 4201, heading E, speed max, WS-III.

HYDRAN: KNX *Inevitable* in 0130, heading B, speed max, WS-III.

(SH163.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH163.4) SPECIAL RULES

(SH163.41) MAP: Use a floating map. The LDR units can only disengage in direction A. The Hydran units can only disengage in direction D or E. Units which disengage in unauthorized directions or areas are considered destroyed.

(SH163.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH163.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH163.431).

(SH163.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters if desired.

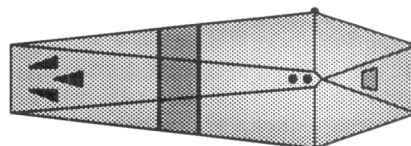
(SH163.423) There are no PFs in this scenario.

(SH163.43) COMMANDER'S OPTION ITEMS

(SH163.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombss, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions.

(SH163.432) There are no drone-armed ships in this scenario, but in a variation where such ships are present, all drones are "fast", i.e., speed-32.

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



(SH163.433) No ship in this scenario normally carries a Prime Team (G32.0), but such Teams are sometimes assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor.

(SH163.44) REFITS: There are no refits for the ships in this scenario. In a non-X variant, use all available refits except that the mech-link refit (and PFs) can be used for balance.

(SH163.45) LIMITED FORCE: The ships involved in this scenario are here to show the flag and are under orders to avoid an escalation of the situation. If a ship is crippled, it must disengage and may not be fired on by the opposing ship. Non-Violent Combat is NOT required, but the players may voluntarily use it.

(SH163.5) VICTORY CONDITIONS: This scenario can be won in one of two ways: Forcing the enemy ship to disengage or capturing the enemy ship. If the enemy ship is destroyed as a result of weapons fire, both sides lose the scenario (the captain of one ship is probably dead, while the captain of the other will be cashiered for causing a war). If a ship self-destructs, the self-destructing player loses. Note that a captured ship will be returned at a later date to avoid an escalation of the situation, but such a capture would go a long way to demonstrating the resolve of the capturing side.

(SH163.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH163.61) Replace the Hydran KNX with a Klingon FX.

(SH163.62) For a non-X-vs-X battle, replace one ship with a non-X warship of equivalent BPV.

(SH163.63) For a smaller and faster battle, replace the ships with non-X versions.

(SH163.64) The action can be moved to any border, replacing the two ships involved with any equivalent X-ships or non-X-ships of equivalent BPV.

(SH163.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH163.71) Add a PF or interceptor on a mech link to one side.

(SH163.72) Allow the weaker player to have an accompanying non-X-ship (LDR MP, Hydran Hunter).

(SH163.73) Reduce the Commander's Options available to the better player.

(SH163.8) TACTICS

HYDRAN: Keep the flexibility to break off an attack or overrun. If you can wear down shields (because he has no ESG up when you are at 8–15 hexes), do so and stay away. If he keeps a constant ESG shield up, use your superior hull and warp configuration to take his shot and go in. Get ready to risk a misfire with your hellbores.

LDR: He must hit with hellbores to win. Keep an ESG shield up, and batter away with UIM assisted overloaded disruptors until you have hit two hellbores, then charge.

(SH163.9) PLAYTESTERS COMMENTS: A standard duel with the minor caution that you must be careful about destroying him when you go in for the "big one".

HISTORICAL OUTCOME: The *Presidium* successfully drove off the Hydran ship. Both had sustained minor damage, but the Hydran ship was clearly getting the worst of the encounter when its commander decided to withdraw.

(SH164.0) INSATIABLE ARBITRATOR



(Y189)

by Frank Crull, Battle Group Houston

In Y189, the ISC were conducting patrols on the Klingon/Federation border. The Concordium deployed the Echelon of Judgement to one sector to counter the presence of the B10S *Insatiable*. At this time, in the face of the growing Andromedan threat, both the Klingon Empire and the Interstellar Concordium were interested in maintaining a truce—the ISC for the specific purpose of allowing them to withdraw their ships, the Klingons in order to allow them to concentrate ships for defense against the suddenly growing threat.

The ISC requested a meeting to discuss terms for the truce. The Klingons accepted. It was determined that both sides would send only their flagships to the meeting. As the B10S *Insatiable* and the CCX *Arbitrator* arrived at the rendezvous, both were stunned to find an Andromedan force already in position to attack.

(SH164.1) NUMBER OF PLAYERS: 2; the Galactic player and the Andromedan player. Alternatively, two players could play the Galactic side, with one player operating the Klingon units and the other the ISC ship.

(SH164.2) INITIAL SET UP

GALACTIC: B10S *Insatiable* within 5 hexes of 1730, heading B or C, speed 10, WS—III. See (SH164.45).

CCX *Arbitrator* within 5 hexes of 2730, heading E or F, speed 10, WS—III.

ANDROMEDAN: Dominator *Mazzini* configured to carry four Mambas and Intruder *Gioberti* configured to carry two Cobras and an Energy Module, within 6 hexes of 2701, heading D or E, speed max, WS—III. See (SH164.46).

(SH164.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH164.4) SPECIAL RULES

(SH164.41) MAP: Use a floating map. The ISC units can only disengage in directions B or C. The Klingon units can only disengage in directions E or F. The Andromedan units can only disengage in direction A. Units which disengage in unauthorized directions are considered destroyed.

(SH164.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH164.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH164.431).

(SH164.422) If using EW fighters, one of the Z-YCs on the B10S is a Z-YE. If not using EW fighters, it is a standard Z-YC.

(SH164.423) The six PFs on the *Insatiable* are a flotilla of standard G1s including one leader and one scout.

SH164.43) COMMANDER'S OPTION ITEMS

(SH164.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SH164.432) All drones are "fast", i.e., speed-32. Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SH164.433) If players wish to use the optional rules for Prime Teams (G32.0), the B10S, CCX, DOM, and INT each normally carry one such team. You might omit one of these teams as a balance factor.

(SH164.44) REFITS: The B10S has its SFGs. The PFs have the shield refit.

(SH164.45) ADDs: All ADD racks on the *Insatiable*, its PFs, and its MRS shuttles are loaded with type-VIF drones.

(SH164.46) ANDROMEDAN DEPLOYMENT: The Andromedan player may place one, some, all, or none of his satellite ships on the map at start within the deployment restriction (within 6 hexes of 2701) at his option.

(SH164.47) MINOR UNITS: The Klingons cannot place crew units, fighters, shuttles, PFs, or any other unit on the ISC ship, and vice versa. While the two sides may be forced to fight the Andromedans, at this point they do not trust each other. Also note that if the major unit (B10S, or ISC CCX) is destroyed, no subunit (shuttle, fighter, or PF) will be able to survive long enough to report to another headquarters.

(SH164.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.2). In addition, if either the ISC or the Klingon force is completely destroyed by the Andromedans, the Andromedans automatically win irrespective of other conditions because the race whose flagship was destroyed will think the other race trapped and destroyed it.

(SH164.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH164.61) Substitute the Kzinti SSCS (one flotilla of standard needles, one flotilla of Multi-Role needles, 11x TADs fighters, and 1x TAAS-E) for the *Insatiable*.

(SH164.62) Replace the B10S with a B10V (22 Z-YC and 2 Z-YE) or a B10K (7x Z-YC, 1x Z-YE, and 4x G1s [no leader or scout]).

(SH164.63) For a smaller and faster scenario, use a single Conquistador carrying a Cobra versus a Klingon D5L and an ISC CL, no PFs or fighters.

(SH164.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH164.71) Change the Dominator with four Mambas to an Intruder with two Mambas.

(SH164.72) Replace the Energy Module with an Eel scout.

(SH164.73) Change the B10S to a C8S.

(SH164.8) TACTICS

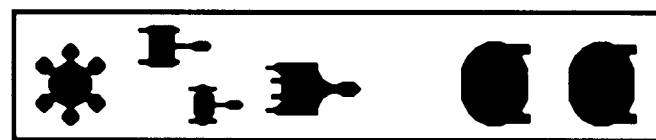
ANDROMEDAN: Concentrate on one target, either the B10 or the CCX, and destroy it completely. Then tackle the other one. Your best chance is to kill the CCX because it does not have the EW support of a PFS like the B10S.

GALACTICS: Link up and kill one Intruder at a time. Stay close for mutual defense. Make them come to you. Maximize your EW edge.

(SH164.9) PLAYTESTER COMMENTS: An interesting scenario. As the Andromedan, you have one goal—kill a flagship no matter the consequences.

HISTORICAL OUTCOME: The Andromedans attacked and brought the full weight of their firepower to bear on the ISC CCX, while the Klingons covered themselves with swarms of drones. Badly damaged, the *Arbitrator* finally withdrew. Most of the *Insatiable's* supporting units were destroyed in the battle, but the Andromedans in turn lost most of their satellite ships before they also fled the scene.

(SH165.0) STARBASE SANGUINAX



(Y195)

by David J. A. Stamper, Ontario

During the Andromedan Invasion, the rare starbase assault became somewhat more common. Using their Rapid Transport Network (RTN), the Andromedans would conduct strikes throughout a large area, causing the defending Galactic ships to disperse to defend various sites. Then, faster than the Galactic forces could react, they would mass forces for strikes at key bases, even the mighty starbases.

The destruction of a starbase could severely affect operations by Galactic forces in a whole sector, leaving the Andromedans free to implement their nefarious plans. One such assault, the last before Galactic forces learned the secret of the RTN, occurred in Y195 against the Romulan starbase in the Sanguinax system, a battle which would be sung about in Romulan ale halls for the next century.

(SH165.1) NUMBER OF PLAYERS: 2; the Romulan player and the Andromedan player.

(SH165.2) INITIAL SET UP

ROMULAN: Starbase *Sanguinax* [4x HBM (6x G-FSF, 6x G-III, 6x Trib), 2x PFM (6x StH, 6x Cen)] in hex 2216 on Map #3, initial facing and rotation rate (C3.7) at the Romulan player's option, WS-0.

Minelfield: 20 large explosive mines, 60 small explosive mines, 5 large captor mines, 10 small captor mines. Control systems: 3 large, 10 small, 2 large captors, and 3 small captors are controlled mines. All remaining captor mines are either robot or chain controlled. The mines are deployed on Map #3 within the following defined boundaries, inclusively: 1101-0106-0127-1232 and 1901-0508-0525-2032.

FHX *Admiral Tama* and SKA *Arrow* inside any docking module of the starbase at start, speed 0 (docked), WS-0.

SEA *Stalwartly* set up on any hex of any map, heading E or F, speed max, WS-III.

ANDROMEDAN: Dominator *Durando* (2x Mamba, 1x Eel, 1x Terminator, and 1x Medium Energy Module) and Dominator *Rattazzi* (2x Mamba, 1x Eel, 1x Terminator, and 1x Medium Energy Module), set up in any hex of the 01xx hex row of Map #1, heading at Andromedan Player's option, speed max, WS-III. Satellite ships may be aboard the motherships or deployed at the start at the option of the Andromedan player.

(SH165.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH165.4) SPECIAL RULES

(SH165.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. This scenario requires three map sheets arranged as follows. Note that the 42xx map edge of Map #1 links with the 01xx map edge of Map #2, and the 42xx map edge of Map #2 links with the 01xx map edge of Map #3.

1	2	3
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The Romulan units can only disengage from the 42xx edge of Map #3. The Andromedan units can only disengage from the 01xx edge of Map #1. Units which disengage in unauthorized areas are considered destroyed.

(SH165.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH165.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH165.431).

(SH165.422) If using EW fighters, one of the G-III's on the starbase is an EWF. If not using EW fighters, it is a standard G-III. Note that Tribunes have special EWF abilities defined in (R1.F7A).

(SH165.423) The six Centurion PFs and the six Starhawk PFs are each a standard flotilla, including one leader and one scout.

(SH165.43) COMMANDER'S OPTION ITEMS

(SH165.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SH165.432) There are no drone-armed units in this scenario, but in a variation where drone-armed units are present, all drones are "fast", i.e., speed-32.

Each drone-armed ship in a variation using drone-armed units 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.

(SH165.433) If players wish to use the optional rules for Prime Teams (G32.0), the FHX and the Dominators each normally carry one such team. You might add a team to the starbase (presumably there waiting for another assignment) as a balance factor.

(SH165.44) REFITS: The starbase includes the Y170 and Y175 refits. There are no refits for any other units involved in the historical version of this scenario. In a non-historical version, any Galactic ships would include all refits available in Y195. Note that X-upgrades are not considered a refit.

(SH165.5) VICTORY CONDITIONS: The objective of the Andromedans is to destroy the starbase or at least cripple its usefulness. For damage to units other than the starbase, use the Modified Victory Conditions (S2.201). For damage to the starbase, points are scored for each box that is marked as destroyed (and not repaired) when the scenario ends as follows:

Shield/Armor.....0 points
 Weapon hits5 points per weapon
 Control system hits3 points per control box
 Other hits2 points per box

(SH165.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH165.61) Replace the Romulans with a Federation force. Replace the starbase with a Federation starbase, the FHX with a CX, the SKA with a DW, and the SEA with an FFG.

(SH165.62) Allow the Andromedan to create his own satellite ship groups within the limits of the capacity of the Dominators. This will give the Andromedan more of an element of surprise.

(SH165.63) For a smaller and faster battle, delete the FHX, SKA, and SEA from the Romulan side and one Dominator and its satellites from the Andromedan side.

(SH165.64) Require the Andromedans to capture the starbase. Success (without losing a Dominator) automatically elevates the Andromedan to a decisive victory. If a Dominator is destroyed (even if the starbase is captured), the Andromedan automatically loses.

(SH165.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH165.71) Change the SKA to an SPA.

(SH165.72) Replace the Mambas on one Dominator with Cobras.

(SH165.73) Delete or add a Romulan frigate or destroyer.

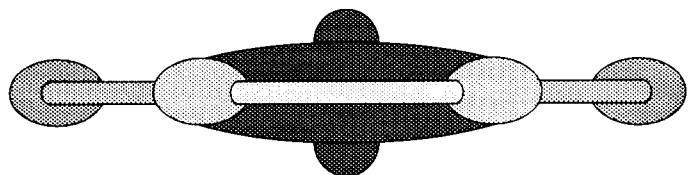
(SH165.8) TACTICS

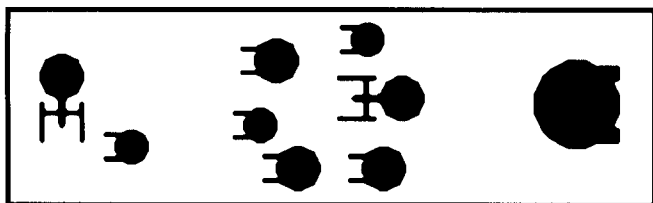
ANDROMEDAN: You know where the minefield is, so that will help in getting across it. The problem is whether you should deploy the satellites and breach the field (which will at least allow them to have a high speed) or deploy them after displacing across the field (where they will be moving slow in the face of plasma torpedoes). Plan on carrying mostly PA mines. They will probably be of more value than T-bombs, but you will need at least a few T-bombs to hunt cloaked ships.

ROMULAN: A starbase has a lot of intrinsic firepower in its own weapons and attachments (including its minefield). However, you will need to husband it carefully. Get the docked ships deployed immediately, including the PFs. Do not waste time with long-range sniping. Just get the Seahawk inside the minefield where it can support your other ships. Get as many extra Marines as you can because you can be sure the Andromedans will probably have their own Marines and will try to board something (maybe even the base itself).

HISTORICAL OUTCOME: In a desperate battle, the Andromedans were able to breach the minefield, drive off the defending Romulan ships, and destroy the attrition units. Andromedan marine robots boarded the station. When all seemed lost, the Romulan crew initiated a heroic counterattack which succeeded in clearing the Andromedans from the docking bays. The Andromedans then, having sustained heavy losses among their satellites and with heavy damage to both Dominators, destroyed the base and withdrew before any relief forces could arrive.

Sanguinax was the last Galactic starbase destroyed by the Andromedan invaders.



(SH166.0) RETURN OF THE *DARWIN*

(Y207)

by Christopher J. Cafiero, Texas

In Y195, the Galactic Survey Cruiser/Light Carrier *Darwin*, under the command of Captain William Garth, discovered the secret of the Andromedan Rapid Transport Network (RTN) by clandestinely observing the arrival and departure of several Andromedan ships at a Satellite Base and intensively scanning the emissions. Before it could report these findings back to Star Fleet Command, the *Darwin* struck a temporal rift and was hurled forward 12 years into the future.

The *Darwin* emerged some 20,000 parsecs from her original position, badly damaged, and less than 1,000 kilometers from a Federation Squadron.

After establishing communications with the nearby Federation ships, Garth was able to determine that they were acting as a delaying force against a powerful new Andromedan unit that was proceeding on a direct course to the heart of the Federation.

A quick exchange of data between Garth and Commodore David St. John-Smythe, commanding the 3rd Battle Squadron (X-ship), revealed that the loss of the *Darwin's* RTN data had delayed the Galactic Alliance's "Operation Unity" offensive by some three years, leading to its ultimate defeat and allowing the Andromedans to field their dreaded *Devastator*-class battleships (one of which had just destroyed the Klingon *Invincible* in battle near Klinshai).

Garth and St. John-Smythe quickly reached agreement. The *Darwin* must reenter the temporal rift so as to allow "Unity" to be launched earlier. The 3rd Battle Squadron would provide cover for her to execute repairs to do so. Assigning the X-frigate *Rickover* to cover the *Darwin*, St. John-Smythe led his outgunned squadron, the last operational reserve of the Star Fleet, into a desperate battle against the onrushing Andromedan battleship to change (or restore?) history.

(SH166.1) NUMBER OF PLAYERS: 2; the Federation player and the Andromedan player.

(SH166.2) INITIAL SET UP

TERRAIN: Temporal rift in hex 1015, map A (use the black hole counter).

FEDERATION: CX *Masada*, DDX *Constellation*, DDX *Essex*, FFX *Dreyfus*, FFX *North*, SCX *Canaris*, all within 5 hexes of hex 4215, heading at Federation player's option, speed max, WS-III.

GSC+ *Darwin* (6x F-18C) in hex 0719, heading B, speed 1, WS-I. See (SH166.46).

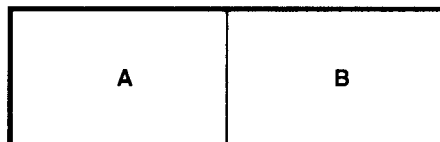
FFX *Rickover* within 5 hexes of 0719, heading at Federation player's option, speed 4, WS-III.

ANDROMEDAN: DEV *Caligula* (2x Mamba, 3x Cobra, 1x Terminator, 1x Eel, and 1 medium Energy Module), set up anywhere in the 42xx hex row of map B, heading E or F, speed max, WS-III.

(SH166.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, disengaged, or the *Darwin* enters the temporal rift.

(SH166.4) SPECIAL RULES

(SH166.41) MAP: Use a floating map, but track the location of the temporal rift. The Federation units can only disengage in directions E or F. The Andromedan units can only disengage in directions B or C. Units which disengage in unauthorized directions or areas are considered destroyed.



(SH166.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH166.421) If using the optional MRS shuttles, the CX, and DDXs each have one X-MRS and the GSC+ has a non-X MRS.

(SH166.422) There are no EW fighters in this scenario. In a variant in which large numbers of fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters if desired.

(SH166.423) There are no PFs in the basic version of this scenario. In a variation (i.e., non-Federation), they might be added as full flotillas or as casual PFs.

(SH166.43) COMMANDER'S OPTION ITEMS

(SH166.431) 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.

(SH166.432) All drones are "fast", i.e., speed-32.

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

(SH166.433) If players wish to use the optional rules for Prime Teams (G32.0), the CX, GSC, and DEV each normally carry one such team.

(SH166.44) REFITS: The *Darwin* has the plus, Y175, and AWR refits.

(SH166.45) TEMPORAL RIFT: The goal of this scenario is the entrance of the *Darwin* into the temporal rift, but the rift can only be entered at irregular times:

(SH166.451) At the end of each turn during the Final Records Stage, the Federation player rolls one die and notes the total (this roll is made in full view of the Andromedan player). If the running total of these rolls equals or exceeds 25 at the beginning of a turn, the *Darwin* can enter the temporal rift and return to its own time.

(SH166.452) If the *Darwin* fails to enter the rift when eligible, the running total is reset to zero and begins again.

(SH166.453) The temporal rift cannot be entered unless the condition in (SH166.451) is met. Treat the hex as a tournament barrier. Any ship that enters the rift with the *Darwin* is assumed destroyed for victory purposes.

(SH166.454) The temporal rift has no effect on direct fire through its hex or seeking weapons which move through its hex. It exists only for the purpose of the *Darwin's* being able to enter it.

(SH166.46) DARWIN: The *Darwin* was slightly damaged in its trip through the temporal rift. To represent this damage, the *Darwin* is assumed to start with critical hit #12 (Warp engine controls jammed). The Federation player may begin rolling to repair this normally (D8.31) at the end of Turn #1.

(SH166.5) VICTORY CONDITIONS: The Andromedans were unaware of the importance of the *Darwin*, but wanted to destroy the 3rd Battle Squadron and were always eager to knock out a survey ship. They use the Standard Victory Conditions (S2.20), but receive a 100-point bonus each if they destroy the *Masada* and the *Darwin*. The Federation wins if the *Darwin* enters the temporal rift; all other considerations are rendered irrelevant under the circumstances.

(SH166.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH166.61) Substitute an X-squadron and survey ship from a different race. Casual PFs might be added to the survey ship or to the X-squadron.

(SH166.62) Allow the Andromedan player to select his own loadout of satellite ships.

(SH166.63) For a smaller and faster battle, use a scout in place of the GSC with 2x DDX and 2x FFX as the X-squadron against a Dominator or Intruder with appropriate satellite ships.

(SH166.64) Since this is an alternate history where the Andromedan war dragged on, perhaps the Federation would have completed its own battleship design. Replace the X-squadron with a BB, CB, 2x NCA, 3x DW, and an NCS.

(SH166.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH166.71) Change one of the FFXs to a DDX or one of the DDXs to an FFX.

(SH166.72) Add an Anaconda Scout to the Andromedan force.

(SH166.73) Delete one or more satellite ships from the Devastator or an FFX from the Federation.

(SH166.8) TACTICS:

FEDERATION: It would be nice if the Andromedans did not know how important the *Darwin* was, but the Andro player (unlike the Andro commander in the real battle) has read the scenario introduction, and *Darwin* will be the centerpiece of the battle. Remember that your entire X-ship force is expendable if the *Darwin* can get through the rift, so concentrate on that mission and that mission alone. Get between the Andros and the *Darwin*, and make it expensive for any of their ships to reach the goal. You need "weapon kills", so don't waste firepower on a ship that cannot hurt the *Darwin*. You cannot deter the Andromedans; you cannot "make them pay". You can only pull their teeth!

ANDROMEDAN: You have two choices to make. Ignore the *Darwin* and simply enjoy an unparalleled opportunity to destroy X-ships, or ignore them and lunge for the *Darwin* as your first objective. Once the *Darwin* is destroyed, hunt down and kill the X-ships, but realize that they will then be free to maneuver.

(SH166.9) PLAYTESTERS COMMENTS: This is the largest scenario in Module X1 and is best played as an enormous slugfest. It is, however, the ultimate expression of what X-ships can do, and why they were built.

(SH166.X) DESIGNER'S NOTES: A good excuse to get the Devastator into a historical battle. Also a scenario to showcase the incredible firepower of a true X-squadron and demonstrate why they were needed to halt the Andromedan conquest. The idea is to create some reason for the X-ships to halt the Devastator in its tracks rather than simply slug it out in a standard battle. Provides a basis for an interesting "what if" scenario.

HISTORICAL OUTCOME: The *Darwin* did return, after the sacrifice of most of the Federation squadron. The reports of the dismal future did more to bring the Galactic Powers together to defeat the Andromedans than anything else, although these reports were known only at the highest levels of each of the Galactic governments.

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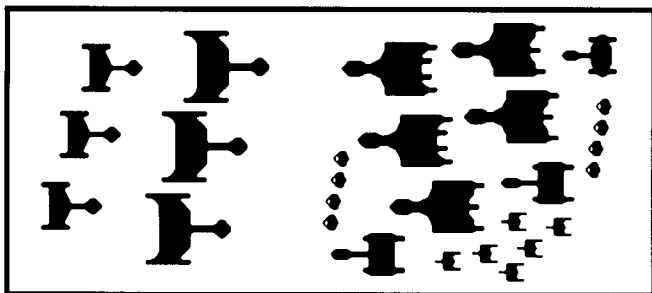
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STAR FLEET GARRISON FORT IRWIN: Jon Cleaves, Spence Cocherl.

(T10.0) THE ROMULAN CIVIL WAR**(T10S1.0) ROLANDUS REX****(March Y186)***David Zimdars, Montana*

After Proconsul Rolandus crowned himself Emperor in exile in late Y185, the young Republic found itself unable to react quickly to the situation, and more than half hoping that it wouldn't have to. The ISC, unchecked by the Organian peace, was steadily advancing into Romulan territory. The Senate felt that it simply could not afford to commit any ships to a civil war. The ISC behemoth vastly outnumbered the remnants of the Romulan fleet, and the Romulans felt that they could not afford to remove any ships from the frontier lest even more territory be lost. Even the destruction of Rolandus' X-squadron and his starbase was considered distasteful, since it would eliminate the bulk of the Romulan defenses on the Federation border.

Finally, after several months, the ISC advance slowed considerably. Romulan intelligence determined that the bulk of the ISC fleet was moving west and beginning to engage the Federation. Suspecting that Rolandus was finalizing his preparations for an attempt to seize Romulus, the Senate decided that the time had come to deal with the upstart emperor. A Republican fleet was ordered to arrest Rolandus.

As the Republican fleet approached Rolandus' starbase, Rolandus' X-scout detected it at very long range. Rolandus, who feared that his starbase and his King Eagles currently under X-conversion might be destroyed in an all out attack, took out his X-squadron to intercept the Republicans.

The Republicans faced several disadvantages in this early battle. First of all, fate had concentrated most of the X-ships produced before the Civil War into the hands of Rolandus. Secondly, Rolandus enjoyed widespread secret support within much of the Republican star-navy. Even though the Republic had carefully checked the loyalty of its task force, one of the SparrowHawks sent to arrest Rolandus had officers loyal to the new emperor. Rolandus had arranged for this ship to mutiny at his secret command.

(T10S1.1) NUMBER OF PLAYERS: 2; Romulan Imperialist and Romulan Republican.

(T10S1.2) INITIAL SET UP**REPUBLICANS** (set up first):

FHX *Praetor Maximus*,
 SUP-K *Praetor Carungay* (4x G-FSF, 4x G-III fighters),
 2x SPA+* *Adversary and Triumph*,
 SPF+* *Assassin's Knife*,
 SKC *Dirk* (St-L, 2x St-A, 2x St-B, St-S),
 SKF *Horsebow*,
 SEA *Trusty*.

ALL: Set up in the 05xx-01xx hex rows facing B or C, speed max, WS-II. One of the ships marked with "*" may defect by (T10S1.45).

IMPERIALISTS (set up last):

3x K7X *Retribution, Finality, Reliance*,
 2x K5X *Rapier and Scimitar*,
 K5SX *Endeavor*.

ALL: Set up in the 38xx-42xx hex rows facing F or E, speed max, WS-III.

Both sides may set up all, some, or none of their ships cloaked.

(T10S1.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured, destroyed, disengaged, or until one of the automatic victory conditions has been met. It is important to play the scenario to completion if you plan to continue the campaign.

(T10S1.4) SPECIAL RULES

(T10S1.41) Use a floating map. The Republican units can only disengage in directions E or F. The Imperialist units can only disengage in directions B or C. Units which disengage in unauthorized directions are considered destroyed.

(T10S1.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(T10S1.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (T10S1.431).

(T10S1.422) There are no EW fighters in this scenario. In a variant in which more fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.

(T10S1.423) The six Starhawks carried by the Republican SKC are a standard Flotilla and initially have the modules indicated in (TPS81.2) above.

(T10S1.43) COMMANDER'S OPTION ITEMS

(T10S1.431) 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.

(T10S1.432) There are no drone-armed ships in this scenario. In a non-historical alternative, all drones are "fast", i.e., speed-32.

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

(T10S1.433) If players wish to use the optional rules for Prime Teams (G32.0), the K7Xs, the FHX, and the SUPK each normally carry one such "Praetorian" team. Rolandus, however, had only two Praetorian Teams available to him, so one K7X will not have one.

(T10S1.44) REFITS are as indicated in (T10S1.2), except that all Republican ships have the mech-link refit and all PFs have the shield refit.

(T10S1.45) REPUBLICAN TRAITOR

(T10S1.451) One of the three Republican SparrowHawks (marked by a "*") is secretly controlled by officers loyal to Rolandus. Before play begins, the Imperialist player writes down secretly which SparrowHawk is manned by traitors before the Republican deploys his ships. The Republican suspects that one of the SparrowHawks is untrustworthy; he does not know which one.

(T10S1.452) At the beginning of any impulse (before movement or any other action) when the traitor (to the Republic) SparrowHawk is within 15 hexes of an Imperialist ship, Rolandus can order that ship to defect.

(T10S1.453) Up until the point of defection, the traitor SparrowHawk is controlled by the Republican player. The Republican player has total control of the ship and can take any action with it, including firing on Imperialist units. The Republican player has total knowledge of all actions taken by

that ship (type of torps launched, what shuttles are in the bay, etc.) while the Imperialist does not know any of this. Of course, the Republican does not know that particular ship is the traitor until the defection occurs. He operates that ship like any other ship up until the point of the defection.

(T10S1.454) Once defected, the SparrowHawk is immediately controlled by the Imperialist player (i.e., the SSD and EA forms are given to the Imperialist player). The Imperialist player immediately gains all secret knowledge pertaining to that ship (whether a torp launched by that ship is real or a PPT, which launchers have fired, etc.). He gains no secret knowledge about any other ship. The SparrowHawk can fire on Republican ships immediately, but Republican ships must wait 4 impulses to override targeting computer interlocks (the traitor has already done this).

(T10S1.455) The Imperialist player must abide by the energy allocation made by the Republican until the next EA Phase.

(T10S1.456) Shuttles launched previous to the defection remain loyal to the Republican. Shuttles launched after the defection are loyal to the Imperialist.

(T10S1.457) If the defected SparrowHawk survives the scenario, the Imperialists get victory points for capturing it. If it is destroyed, the Imperialists get victory points for destroying it. If it is recaptured, neither the Imperialists nor the Republicans get victory points.

(T10S1.46) ROLANDUS

(T10S1.461) Rolandus is located on his flagship (G22.13), the *Retribution*. Rolandus is assumed to be on the bridge of that ship unless he has moved elsewhere on the ship, according to (G22.132), or has transferred his flag (see below). Which K7X is the *Retribution* is unknown to the Republican at the start of the game. The Imperialist secretly writes down the specific identity of each of his X-ship counters before play starts. The *Retribution* can be identified by gaining level L tactical intelligence. Even if (D17.0) is not used in general, the specific identity of the *Retribution* is not known and (D17.0) must be used to gain this information.

(T10S1.462) Rolandus is a legendary captain. No other ship has any legendary officers. He can perform any function listed in (G22.23), except for (G22.21), (G22.5), and (G22.9). He may also escape by Catastrophic Damage if (G22.223) fails. The Republican player can also learn the location of Rolandus by observing which ship performs actions requiring legendary officers. Note that if Rolandus is performing the job of legendary weapons officer, he need not reveal the use of his free EW or his direct-fire modifier until after the Fire Decision Step in 6D1.

(T10S1.463) Rolandus can be killed by (G22.134) or if his ship explodes and he fails (G22.223) and if he cannot escape by CD to an Imperialist ship. Rolandus would rather die than escape to a Republican ship (but his crew can). Rolandus is always assumed to get away by CD if there is an Imperialist ship within 5 hexes. Rolandus can escape by a shuttlecraft (under CD only) if one is available. This is one way for Rolandus to transfer his flag to another ship.

(T10S1.464) Rolandus can be captured if his flagship is captured or if a hit-and-run raid is successful. Rolandus always has a personal bodyguard (does not count against BPs on ship, but Rolandus counts as a "guarded location"). A hit-and-run raid cannot kill Rolandus, but it can capture him.

(T10S1.465) If Rolandus is captured, the Imperialists can try to recapture him by the same procedure as (T10S1.464). The Republicans may (and should) guard him, but aren't required to.

(T10S1.466) If Rolandus' flagship is crippled, he can transfer his flag to a different ship. He may only do this by transporter. He will not risk traveling in a shuttlecraft (except under Catastrophic Damage).

(T10S1.47) DISENGAGEMENT RESTRICTIONS

(T10S1.471) The Imperialist fleet must obey several disengagement restrictions. Any ship other than Rolandus' flagship may only disengage (by any method) if crippled. Rolandus may, but is not required to, disengage his entire fleet if half of his ships are crippled. The Republican fleet will not follow because they rightly suspect a trap at Rolandus' starbase.

(T10S1.472) The Republican player is under no disengagement restrictions.

(T10S1.48) CAMPAIGN RULES

(T10S1.481) Each X-ship, on both sides, is a unique individual. Note its fate at the end of the game. Save its SSD, and record the method of disengagement (if any).

(T10S1.482) If the FHX is not destroyed and does not disengage by sublight evasion, it is overhauled at Romulus and may be used in the next scenario.

(T10S1.482) The Imperialist may repair each of his surviving X-ships by (U1.1) and (U1.2). He may overhaul (U1.4) one X-ship. Ships that have dropped their warp engines must be overhauled. Each surviving X-ship that has not dropped its warp engines may be used in the next scenario. Any captured non-X-ships are used to garrison Rolandus' starbase and are not used in the next scenario. If the FHX is captured, Rolandus may overhaul it instead of the one ship above and use it in the next scenario.

(T10S1.5) VICTORY CONDITIONS: Use the Modified Victory Conditions. In addition, if one of the following conditions is met, the Republican wins an automatic victory and the scenario, and the campaign, is over.

1. If Rolandus is killed, the Imperialists suffer a devastating defeat and the Republicans win a marginal victory (they were ordered to capture him).

2. If Rolandus is captured and if the Republicans disengage by acceleration or distance with Rolandus on board a Republican ship, the Republicans win an astounding victory and the Imperialists suffer a devastating defeat. If Rolandus is captured and the Republican ship disengages by sublight evasion, Rolandus is killed (see #1).

(T10S1.6) VARIATIONS

(T10S1.61) Use Centurion PFs.

(T10S1.62) Exchange one of the SPA+ for an SPE+ (this ship can mutiny). Delete the SKC and the SKF. Add an SKA and an SEA.

(T10S1.7) BALANCE: Obviously, the scenario is balanced in favor of Rolandus. This is necessary to facilitate campaign play. Use the following substitutions only if the scenario is not to be played as part of the historical campaign.

(T10S1.71) Ignore the mutiny rules. This favors the Republic.

(T10S1.72) Substitute a Skyhawk-X scout for the SKF.

(T10S1.73) Delete SEA.

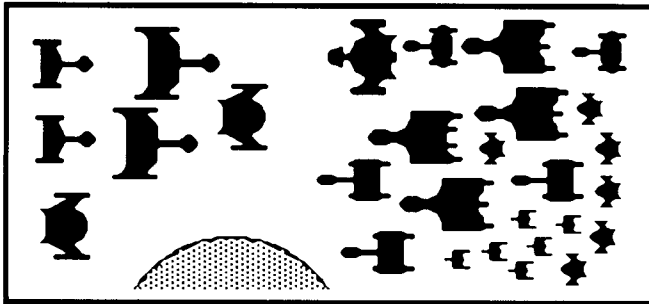
(T10S1.8) TACTICS

REPUBLICAN: Do not let the mutineer unbalance your play. The more flustered you get, the more advantage you are giving to the Imperialist. Flying your ships in strange formations mostly benefits the Imperialist since you will be spreading your firepower. Set up your fleet as if the mutineer didn't exist, and do not let his presence alter your formation later. At worst, the mutineer will cripple one of your ships. At best, he will be totally ineffective. Likely, the result will be somewhere in between. Your PFs are some of the best ships against his X-squadron. They move fast and take a lot of punishment but are too dangerous to ignore. Try to engage his X-ships on the first turn. Excessive bolting can waste a lot of firepower quickly, but may be the only way to damage retreating ships.

IMPERIALIST: Choosing which ship to mutiny is a crap shoot. The Republican will likely suspect the mauler, so the regular SparrowHawks may offer more surprise. A good ship to try to destroy is your opponent's scout. Again, avoid excessive bolting. The Republican will likely go fast, but remember your M torps have a very long range and are not very vulnerable to ECM. If the Republican emergency decelerates, he is overloaded phaser meat. Try not to expose Rolandus' flagship until after the first volley. You will really have to make your attack count during the two turns after the first volley, during the time the Republican is reloading. If the Republican looks like he has the upper hand, disengage if possible. You might lose the scenario; however, if you don't disengage, you might lose the war.

(T10S1.9) PLAYTESTERS COMMENTS: Lots of fun if you have a lot of time. Make certain you know the X rules well before playing this scenario. It is a good demonstration of an X-squadron against a non-X fleet, and can show the debate about using X-ships as separate squadrons versus their use as flagships of non-X formations.

(T10S2.0) ROLANDUS WRECKS



(September Y186)

David Zimdars, Montana

After Rolandus' initial victory, the Republic decided that it was in their best interest to wait for Rolandus' next move. They knew that Rolandus must try to capture the capital and that there was little harm he could do elsewhere.

Rolandus' plan to capture Romulus was simple. He would send a diversionary force towards Romulus consisting of his non-X-ships in the Second Imperial Legion. Hopefully, the Republican Home Fleet would then react towards his non-X fleet as soon as it was in detection range (but outside of identification range). This would create a window of vulnerability at the capital. Rolandus planned to send his X-squadron on a high speed strike at the undefended Romulan capital once the Home Fleet was far enough away that it could not quickly return.

Things did not turn out as planned. The Republicans had gathered ships from the ISC frontier and sent them to intercept the Second Imperial Legion, leaving a strong fleet at Romulus.

The Republicans were alerted to the approaching First Imperial Legion by a traitor on Rolandus' staff. When Rolandus' X-fleet approached the capital behind a large gas giant, a large contingent of the Republican Home Fleet was waiting for him, cloaked, near the planet. Rolandus, however, was not a Romulan who would give up easily, and he decided to accept the battle offered.

(T10S2.1) NUMBER OF PLAYERS: 2; Romulan Imperialist and Romulan Republican.

(T10S2.2) INITIAL SET UP

TERRAIN: 6-hex radius gas giant centered in hex 2215.

IMPERIALISTS (set up first): The Imperialists use all X-ships that survived the first scenario (T10S1.0), plus 2x KEX (*Noble Warrior*, *Ancient Hero*). See (T10S1.463) for specifics. Set up in hex columns 1612-1618, 1513-1518, 1412-1418, and/or 1313-1318; facing A, B, C, or D; speed 0; WS-II. All shuttles are standard admin. No ships were cloaked on the previous turn. See (T10S2.61).

REPUBLICANS (set up last): Use the following force pool:

FHX *Praetor Maximus*,

SKSX *Argus*,

ROC *Senator* (with StH-L, 2x StH-A, 2x StH-B, StH-S),

3x SPA+ *Defiance*, *Fearless*, and *Loyal Warrior*,

SKC *Sling* (6x Centurion),

SKA *Probe*,

2x SEA *Stalwartly* and *Ready*.

The FHX might not be available, or could even be on the Imperial side; see (T10S1.462).

The Republican chooses a force equal to or less than the BPV of the Imperialists. He may split up PF flotillas. He deploys the ships in this force within 1 hex of the gas giant, out of the line of sight of any Imperialist ship, any facing, speed 10, WS-III. PFs may be deployed separately from their PFT but within the restrictions above. All ships in this force are considered to have been cloaked on the previous turn. The remainder of the ships constitute the "reserve" force. See (T10S2.47). All shuttles are standard admin types.

(T10S2.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured, destroyed, disengaged, or until one of the automatic victory conditions has been met. It is important to play the scenario to completion if you plan to continue the campaign.

(T10S2.4) SPECIAL RULES

(T10S2.41) Use a floating map. The location of the gas giant will have to be tracked. The Imperialist units can only disengage in directions E or F. The Republican units can only disengage in directions B or C. Units which disengage in unauthorized directions are considered destroyed.

(T10S2.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(T10S2.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (T10S2.431).

(T10S2.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.

(T10S2.423) The six Starhawks carried by the Republican ROC are a standard flotilla and initially have the modules indicated in (TPS81.2) above. The six Centurions carried by the Republican SKC are a standard flotilla, including one leader and one scout.

(T10S2.43) COMMANDER'S OPTION ITEMS

(T10S2.431) 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.

(T10S2.432) There are no drone-armed ships in this scenario. In a non-historical alternative, all drones are "fast", i.e., speed-32.

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

(T10S2.433) If players wish to use the optional rules for Prime Teams (G32.0), the Imperialists only have the two in (T10S1.0), assuming they survived, while the

Republicans have one team (on the ROC) plus the team on the FHX (if that team survived the previous scenario).
(T10S2.44) REFITS are as indicated in (T10S2.2), except that all Republican ships have the mech-link refit and all PFs have the shield refit.

(T10S2.45) ROLANDUS: Use the special rules in (T10S1.46-47), with the following modifications:

Rolandus' flagship can be any K7X or KEX. The selected flagship is secretly recorded at the beginning of the game and is unknown to the Republican. Identification of Rolandus' ship can be made by:

1. Observing Legendary Captain abilities; see (T10S1.464).

2. Performing a successful hit-and-run raid on the bridge of an Imperialist ship (the BP must return safely for the information to be obtained). This hit-and-run raid will not capture Rolandus if he is there or destroy the bridge; it simply tells the Republican whether or not that ship is the flagship. Note that once this information is gathered, (T10S1.461) may still have to be used.

(T10S2.46) DISENGAGEMENT RESTRICTIONS

(T10S2.461) Imperialist ships may not disengage unless one of the following conditions is met:

1. Half of the Imperialist fleet is crippled or destroyed.

2. The Republican BPV is greater than the Imperialist BPV by 50 points at the beginning of any turn. Use 4/5 of the BPV of ships with internals and 1/2 of the BPV of ships that are crippled.

(T10S2.462) The Republican player is under no disengagement restrictions.

(T10S2.47) REPUBLICAN RESERVE

It is unlikely that the Republican will be able to deploy his entire force during the initial set up. The remaining ships constitute a reserve.

(T10S2.471) At the beginning of any turn, before any other action, the Republican may secretly record that he is bringing in his reserves. He notes down a "shield" direction from the planet (direction A is "shield" #1). At the beginning of the next turn, before any other action, the reserve ships are deployed in the area defined by that "shield". Each ship must be at least 25 hexes from any Imperialist ship and the gas giant. Ships are WS-III, any facing, speed max. Deploying the reserve may allow the Imperialist to disengage. See (T10S2.461). Deployment of the reserves may not be cancelled.

(T10S2.48) CAMPAIGN RULES

(T10S2.481) Each ship, on both sides, is a unique individual. Note its fate at the end of the game. Save its SSD, and record the method of disengagement (if any). Any Imperialist ship that did not drop its warp engines and disengaged by acceleration or distance may be used in the next scenario (provided that the war is not over). Any surviving Republican ship that did not disengage may be used in the next scenario. PFs without surviving PFTs may not be used in the next scenario. This includes their use as casual PFs on mech links of ships.

(T10S2.482) All ships may be repaired to the limits of (G17.132). All spare shuttles may be taken out of storage. PFTs may only repair their own PFs. PFs may only be repaired to the limit of (K2.61).

(T10S2.5) VICTORY CONDITIONS: Use the Modified Victory Conditions. If Rolandus survives the scenario, give the Imperialists a 200-point bonus. However, if Rolandus is killed, the Republican wins an automatic victory and the scenario (and campaign) is over immediately. If Rolandus is captured

and is not rescued by the end of the scenario, the campaign is over.

In both cases, the Imperialists suffer a devastating defeat and the Republicans win the war. If the Imperialists destroy/capture/force to disengage all Republican ships, the Republicans lose the war and Rolandus becomes (or, in his view, is recognized as) the Emperor.

(T10S2.6) VARIATIONS

(T10S2.61) This scenario may be played without first playing "Rolandus Rex". Use the following Imperialist fleet: 2x K7X (*Retribution, Finality*), K5X (*Rapier*), K5SX (*Endeavor*), 2x KEX (*Noble Warrior, Ancient Hero*). Set up as in above.

(T10S2.7) BALANCE: This scenario is balanced in favor of the Republicans in order to facilitate campaign play. Use the following changes only if the scenario is not to be played as part of the historical campaign.

(T10S2.71) Add another KEX (*Fabled Legend*, which was undergoing conversion but wasn't ready in time).

(T10S2.72) Substitute a Firehawk for a SPA+, or increase the Republican initial deployment.

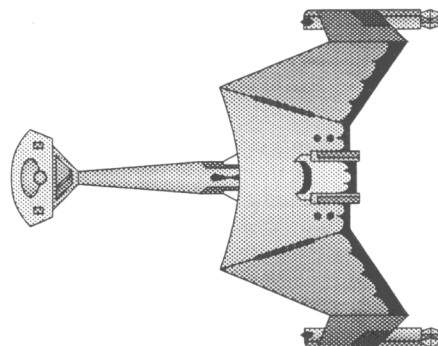
(T10S2.8) TACTICS

BOTH: Watch out for NSMs (especially under cloak)! Wandering into mines is a quick way to die here.

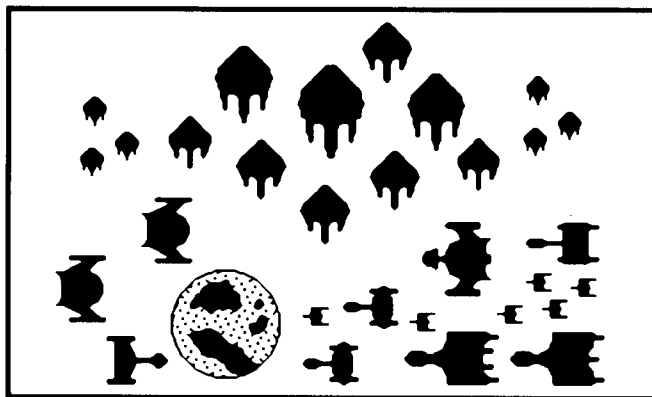
REPUBLICAN: Use your initial speed advantage to circle around the planet in the opposite direction from the bearing your reserves are coming in from. Use your PFs and X-ships in the initial force pool to maximize the advantage. Deploy your reserves early to catch the Imperialists at low speed, making disengagement all but impossible for them.

IMPERIALIST: Pray, and use the planet for cover. You are caught at low speed and cannot match the Republican force in a slugfest. Have weasels armed, and be prepared to launch them into the atmosphere of the planet to make them last longer. You might stand a chance if you can kill the SKSX while keeping your K5X alive. Consider a retrograde (dropping NSMs as you go). Use the superior capabilities of your X-ships to your advantage.

(T10S2.9) PLAYTESTERS COMMENTS: Lots of fun if you have a lot of time. Make certain you know the X rules well before playing this scenario.



ROLANDUS's FLAGSHIP

(T10S3.0) ROLANDUS EX

(January Y187)

David Zimdars, Montana

After Rolandus' defeat at Romulus, the remains of his X-squadron began a full speed retreat to his starbase, with the Republican fleet in hot pursuit. Rolandus had not planned to lose the battle, and even his X-ships did not have the endurance necessary to fly at top speed from his starbase to Romulus, fight a battle, and fly back again. Therefore, he was forced to plan a refueling stop at the Imperialist planet of Tibernia IV. He counted on the superior speed of his all-X fleet to give him enough time to refuel before the mixed Republican fleet arrived.

His plan failed when the ISC intervened.

The Echelon of Justice arrived at Tibernia IV well before the remnants of Rolandus' force. Rolandus arrived at Tibernia IV to find a blockade.

Rolandus hated the ISC. He blamed them for the loss of the General War and deeply resented the Romulan Star Navy's inability to stop the ISC from occupying more and more territory. Even though Rolandus was an egomaniac, he was still a Romulan patriot, and he suddenly realized that now that no quick victory was in sight, any extension of the Civil War would only benefit the ISC.

Rather than approach the planet under cloak, he contacted the Republican commander in order to arrange a truce. Using his considerable oratorical ability, Rolandus made an impassioned and patriotic speech that convinced the Republican commander to agree to a cease-fire for as long as took to drive the ISC away from the planet. After that, each side could take its chances.

(T10S3.1) NUMBER OF PLAYERS: 3; ISC, Romulan Imperialist, and Romulan Republican.

(T10S3.2) INITIAL SET UP

TERRAIN: Class-M planet Tibernia IV in hex 2215.

ISC (set up first):

CCX *Stellar Harmony*, hex 0103;

PFT *Amalgamation* (6x PF), hex 0205;

SCX *Interrogator*, hex 0404;

CSX *Gryphon*, hex 0402;

DDL *Resolution*, hex 0706.

2x DD *Imala*, *Irela*, hexes 0507, 0704;

2x FF *Baryon*, *Electron*, hexes 0702, 0308;

All ships are speed 10, facing C, WS-III. No PFs deployed. All shuttles are standard admin types.

REPUBLICANS (set up second): The Republicans use all ships that survived scenario (T10S2.0) "Rolandus Wrecks". See (T10S2.48) for qualifications. Set up in hex columns 40xx-42xx within the "F" map panel. All ships speed max, facing F or E, WS-III. No PFs deployed. All

shuttles are standard admin. Ships may be cloaked at the Republican player's discretion.

IMPERIALISTS (set up last):

6x GBDP-4 on class-M planet, facing A, B, C, D, E, F.

5x Plas-F DEFSAT in hexes 2014, 2416 (clockwise orbit) and 2214, 2116, 2316 (counter-clockwise orbit).

The Imperialist uses all ships that disengaged from scenario (T10S2.0) "Rolandus Wrecks". See (T10S2.48) for qualifications. Set up in hex rows xx28-xx30 within the "E" map panel. All ships speed max; facing F, A, or E; WS-III. All shuttles are standard admin. Ships may be cloaked at the Imperialist player's discretion.

(T10S3.3) LENGTH OF SCENARIO: The scenario continues until one player is in uncontested control of Tibernia IV and all units belonging to both other players have been captured, destroyed, or have disengaged, or until one of the automatic victory conditions has been met.

(T10S3.4) SPECIAL RULES

(T10S3.41) Use a floating map. The location of the planet will have to be tracked. The Imperialist units can only disengage in directions B or C. The Republican units can only disengage in directions E or F. The ISC units can only disengage in direction A. Units which disengage in unauthorized directions are considered destroyed.

(T10S3.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(T10S3.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (T10S3.431).

(T10S3.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.

(T10S3.423) The six ISC PFs are a standard flotilla, including one leader and one scout. PFs in the Republican forces can be formed into a single flotilla if there are six or less and a PFT is present. No PFs from an earlier scenario can be carried forward if there is not a true (vice casual) PFT to carry them.

(T10S3.43) COMMANDER'S OPTION ITEMS

(T10S3.431) 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.

(T10S3.432) There are no drone-armed ships in this scenario. In a non-historical alternative, all drones are "fast", i.e., speed-32.

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

(T10S3.433) If players wish to use the optional rules for Prime Teams (G32.0), the Imperialists only have the two in (T10S1.0), assuming they survived the two previous scenarios, while the Republicans have the two teams they might have had in (T10S2) if they survived. The ISC CCX has one "Marshals" Prime Team.

(T10S3.44) REFITS are as indicated in (T10S3.2), except that all Republican ships have the mech-link refit and all PFs have the shield refit.

(T10S3.45) ROLANDUS: Use the special rules in (T10S1.46) through (T10S1.467), with the following modifications:

(T10S3.451) Rolandus can secretly choose any surviving Imperialist ship to be his flagship before the scenario begins. Identification of Rolandus' ship can be made by:

1. Observing any Legendary Captain abilities. See (T10S1.464).

2. Performing a successful hit-and-run raid on the bridge of an Imperialist ship (the BP must return safely for the information to be obtained). This hit-and-run raid will not capture Rolandus if he is there or destroy the bridge; it simply tells the Republican whether or not that ship is the flagship. Note that once this information is gathered, (T10S1.461) may still have to be used.

(T10S3.452) Rolandus may beam down to the planet. Imperialist forces may beam him back up, but other forces may not. Rolandus has a special underground bunker on the planet and may not be killed from orbit. This bunker cannot be located during the game by other players. If Tibernia IV falls under Republican or ISC control at the end of the game, he will die by his own hand to prevent capture.

(T10S3.46) TIBERNIA IV

(T10S3.461) Tibernia IV is loyal to the Imperialists. All GBEPs and DEFSATS are under the Imperialist player's control.

(T10S3.462) In order to win the scenario, the ISC player must eliminate all DEFSATS and GBDP-4s from Tibernia IV in order to be in uncontested control.

(T10S3.463) In order to win the scenario, the Republican player must eliminate all DEFSATS and GBDP-4s from Tibernia IV in order to be in uncontested control. This is not necessary if Rolandus is killed by the ISC and the planet switches loyalties. See (T10S3.471).

(T10S3.47) ROLANDUS' DEATH: Rolandus has given his forces the following orders in the event of his death during the battle.

(T10S3.471) If Rolandus is killed by ISC fire, then all of his ships and the planet of Tibernia IV are placed in the immediate control of the Republican player.

(T10S3.472) If Rolandus is killed by the Republicans while the ISC are still in play, all Imperialist ships will immediately attempt to disengage. The planet of Tibernia IV may fire on either the ISC or Republican player.

(T10S3.473) If Rolandus is killed by the Republicans after there are no ISC ships in play, then all Imperialist forces will surrender and the game is over.

(T10S3.48) ROLANDUS' TRUCE: The truce has held until the beginning of the scenario; however, neither side is required to keep the cease-fire. Both the Republican and Imperialist player can break the cease-fire at any time if they so choose.

(T10S3.5) VICTORY CONDITIONS

Do not use the Standard Victory Conditions.

If the scenario ends with only Imperialist units in play and Rolandus is alive, the Imperialist player wins. Rolandus flies back to Romulus where his supporters have convinced the Senate that he is just the leader the Romulans need in face of the ISC. He becomes emperor, and the Republic is overthrown. Both the ISC and the Republican players lose. See epilogue for the outcome of the war. Note that this outcome is possible only if the planet drives off all attackers. See (T10S3.472).

If the scenario ends with only Republican units in play and the planet of Tibernia IV in uncontested Republican control, then the Republic stands and the Republican player wins the scenario and the war. Both the ISC and the Imperialist players lose.

If the scenario ends with only ISC units in play and the planet of Tibernia IV in uncontested ISC control, then the ISC win the scenario and both the Imperialist and Republican players lose the scenario and, regardless of the outcome of the civil war, the ISC has achieved dominance. This is the historical outcome. See the epilogue for the results.

(T10S3.6) VARIATIONS

(T10S3.61) This scenario may be played without first playing "Rolandus Wrecks".

Use the following Imperialist fleet: K5X (*Rapier*), 2xKEX (*Noble Warrior*, *Ancient Hero*). Set up as in above.

Use the following Republican fleet: FHX (*Praetor Maximus*), SKSX (*Argus*), ROC (*Senator*) (StH-L, 2x StH-A, 2x StH-B, StH-S), SpH-A+, 2x SeaH-A.

(T10S3.7) BALANCE: This scenario can be balanced to suit players of different skill levels and experience. Use the following changes only if the scenario is not played as part of the historical campaign.

(T10S3.71) Add the Imperialist KEX *Fabled Legend*.

(T10S3.72) Use the Echelon of Judgment (R13.200).

(T10S3.73) Substitute non-X-ships for the ISC. Substitute a CL for the SC.

(T10S3.8) TACTICS

ISC: Use PPDs at range 15 every turn on whatever ship has the audacity to bother you. Wait for the ground based phaser-4s to fire. Then launch shotgunned torpedoes at them. Keep your speed up, and you should not have any problems keeping the peace (four PPDs can rapidly strip any ship of shielding and weapons).

REPUBLICAN: You compose the greatest force in the Romulan arsenal. Use your plasmas to kill the gunline ships and work you way up. Expect to take the bulk of the PPD damage. Use the planet for cover; as the Imperialist is not obligated to betray you until after the ISC are beaten off, you need not worry (too much) about a phaser-4 in the back.

IMPERIALIST: Rally around the ground based phaser-4s. Use your X-ships with the Republican forces as "escorts" to chop plasmas to size. Fortunately for you, the Republicans have the largest on-map Romulan force and will take most of the PPD damage.

(T10S3.9) PLAYTESTERS COMMENTS: Lots of fun if you have a lot of time. Make certain you know the X rules well before playing this scenario. Good three-way battle with unusual dynamics.

EPILOGUE TO THE ROMULAN CIVIL WAR

Historically, the ISC captured the planet of Tibernia IV. Rolandus was killed on the KEX *Ancient Hero* when the FHX *Praetor Maximus* betrayed the truce and fired at his KEX at a range of 20,000kms with a full X-ship alpha strike. The remaining Imperialists scattered, and the Republicans were outnumbered by the Echelon of Justice. The ROC *Senator* was destroyed in the battle with the ISC, ending the history of that unique ship.

The Republican forces returned to the capital to find the Senate in an uproar. The civil war, they claimed, was an unneeded diversion from the real enemy. The ISC was to be defeated, and the galaxy was to be conquered. A patriotic Romulan should not fight his brother, and an honorable Romulan should not break a truce to murder him.

The Senate drafted a compromise. A formal constitution was written. The Senate doubled the number of its seats, allowing half of them to be elected while the original seats remained as inherited fiefs. Bowing to pressure from the traditionalists, the Republic installed the 12-year-old Rolindra, Rolandus' daughter, as a figurehead Empress, becoming a Constitutional Monarchy. The Imperial faction swore their oaths of loyalty, and the civil war ended.

(U11.0) THE X-SHIP CAPTAIN'S GAME

This campaign game is intended to test your abilities as the captain of a single X-starship and is excellent for play at a tournament or convention. Selecting any X-ship in the game, you must play nine scenarios in the specific order given. This campaign represents the typical amount of combat action an X-ship and its captain might see in a period of about 5 years (of peacetime; wartime is much more active). Actually, it *would* be unusual to encounter this many monsters in such a short time period.

(U11.1) SCENARIOS OF THE X-CAPTAIN'S GAME

The following scenarios comprise the Captain's Game. Use the chart in (U11.2) below to determine the surprised ships for the "Surprised Reversed". The various monster scenarios include rules to upgrade the monsters versus the X-ships BPV:

1. (SG1.0) COMBAT AGAINST A SINGLE ENEMY SHIP
2. (SM1.0) THE PLANET CRUSHER (or Chart #1 below)
3. (SG1.0) COMBAT AGAINST A SINGLE ENEMY SHIP
4. (SM2.0) THE SPACE AMOEBA (or Chart #1 below)
5. (SG3.0) BASE DEFENSE (Base is an X-BATS)
6. (SM3.0) THE MORAY EEL OF SPACE (or Chart #2 below)
7. (SH2.0) THE SURPRISE REVERSED (U11.2). Use rule (D18.0) for this scenario.
8. (SM4.0) THE COSMIC CLOUD (or Chart #2 below)
9. (SG5.0) DUEL WITH A PIRATE (use a CRX)

(U11.11) ALTERNATIVE FOR ADVANCED MISSIONS

Players using Advanced Missions and Module S1 may expand the number of monsters available by using the charts below. Roll one die to determine which monster to use. Players without the more advanced products may substitute Chart #1 for Chart #2. Players might wish to select four monster scenarios for the campaign or have each captain roll for his own monsters as they are required.

MONSTER SELECTION CHART #1

- 1 (SM1.0) THE PLANET CRUSHER (BS)
- 2 (SM2.0) THE SPACE AMOEBA (BS)
- 3 (SM3.0) THE MORAY EEL OF SPACE (BS)
- 4 (SM4.0) THE COSMIC CLOUD (BS)
- 5 (SM5.0) THE SUNSNAKE (AM)
- 6 (SM6.0) THE MIND MONSTER (AM)

MONSTER SELECTION CHART #2

- 1 (SM7.0) SPACE DRAGON (AM)
- 2 (SM8.0) A STONE'S THROW (S1)
- 3 (SM9.0) THE DEATH PROBE (S1)
- 4 (SM10.0) THE COMBINING OF ARASTOZ (S1)
- 5 (SM11.0) ESCAPE FROM ENERGY MONSTER (S1)
- 6 (SH3.0) THE COMING OF THE METEOR.

The escorting ship will be an X-DD (BS)

BS = Basic Set.

AM = Advanced Missions.

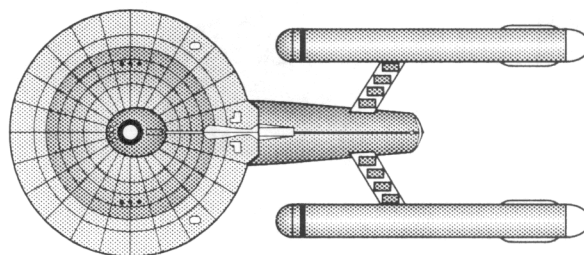
S1 = Scenario Book #1.

(U11.2) SHIP SELECTION

Players choose a ship of a given race and use it in all nine scenarios. The opponents for scenarios 1, 3, 5, and 7 are shown on the chart below. One or more players must be found to play the opposing ships.

Player's Ship	Scen #1	Scen #3	Scen #5	Scen #7
Fed CX	Klingon DX	Kzinti BCX	Gorn CCX + BDX	Romulan FHX + 2x SPX + 2x SKX
Klingon DX	Fed CX	Kzinti BCX	Hydran LBX + KNX	Lyrans CCX + 2x CWX + 2x DWX
Gorn CCX	ISC CCX	Kzinti BCX	Fed CX + DDX	Romulan FHX + 2x SPX + 2x SKX
Kzinti BCX	Lyrans CCX	WYN CAX	Fed CX + DDX	Klingon DX + 2x D5X + 2x FX
Romulan FHX	ISC CCX	Tholian CCX	Fed CX + DDX	Gorn CCX + 2x HDX + 2x BDX
Tholian CCX	Klingon DX	Fed CCX	Rom FHX + SKX	ISC CCX + 2x CLX + 2x DDX
Hydran LBX	Lyrans CCX	Klingon DX	LDR CCX + DWX	ISC CCX + 2x CLX + 2x DDX
Lyrans CCX	Hydran LBX	Kzinti BCX	LDR CCX + DWX	Klingon DX + D5X + 3x FX
WYN CAX	Kzinti BCX	Lyrans CCX	Klingon DXD + FX	ISC CCX + 2x CLX + 2x DDX
ISC CCX	Gorn BCX	Rom FHX	Fed CX + DDX	Kzinti CCX + 2x CMX + 2x FKX
LDR CCX	Hydran LBX	Klingon DX	Lyrans CCX + DWX	ISC CCX + 2x CLX + 2x DDX

The Romulans could substitute a K7X for an FHX, a KEX for an SPX, and K5Xs for SKXs in any of the indicated forces.



FEDERATION CX CRUISER

(U11.3) ALTERNATIVES

Any class of ship can be used for the campaign although the opponents should be of the same class.

One interesting project, which will take some organization, is for a local club of five people to each take a ship (from a different race) and play the various scenarios against each other. In the case of the duels, this is straightforward. In the Base Defense scenario, players toss a coin to see who will be the attacker and who will be the defender. The attacker gets only his own ship; use a non-X battle station. In the Surprise Reversed scenario, each player should play against a player that is not participating in the campaign or against one of the other players who is not using his campaign ship. Players of the X-Captain's Game can only be the defender (i.e., the side played by the Federation cruiser). Note that a player not participating in the campaign should play the pirate CRX against all five opponents.



*The Captain's Chair, even on an X-ship,
is the loneliest place on the ship.
Everyone's life, not to mention their
careers and the ship's mission, depend on
the one officer who sits in that chair.*

(U11.4) HOW TO WIN

Players score points in each of the nine scenarios based on their performance. The total of these points determines the level of success during the captain's 5-year mission. The method of scoring depends on the scenario type.

MONSTER SCENARIOS

Monster destroyed or contact established = 5 pts
Ship disengages without destroying monster = 0 pts

DUEL SCENARIOS

Enemy ship destroyed, own ship crippled = 3 pts
Enemy ship destroyed, own ship not crippled = 5 pts
Enemy ship crippled, own ship not crippled = 3 pts
Enemy ship received more damage = 1 pt
Enemy ship captured, own ship not destroyed = 7 pts
Pirate ship captured = 9 pts

BASE DEFENSE

Points scored as per (SG3.5)

SURPRISE REVERSED

As per (SH2.5):
Marginal or lower = 0 pts
Tactical Victory = 2 pts
Substantive Victory = 4 pts
Decisive Victory = 6 pts
Astounding Victory = 9 pts

BONUS for not using your "overhaul" (U1.4) = 5 pts

If the player's X-ship is destroyed or captured in any scenario, he loses 25 points and begins the next scenario with a brand new X-ship of the same class. Note that Klingon X-ships cannot mutiny so that provision in the normal Captain's game does not apply to the X-Captain's game; see (XG6.0). Note that only one of the listed point scores can be received for each scenario.

The fate of the player is determined by the total points he has achieved. It is possible to obtain a maximum score of 71 points.

Less than 10 pts = court-martialed and executed for treason*
10-20 = quietly retired at end of cruise
21-25 = promoted to a desk job
26-30 = assigned to teach at the academy
31-50 = continued in command of his ship
51-65 = promoted to commodore
66+ = legendary captain, left in command (he's too valuable to promote)

* Except in the Federation, where there is no capital punishment. Within the Federation, he is cashiered from service and may eventually wind up commanding a freighter or a pirate ship.

Obviously, if several players are playing the game competitively, the final scores will determine the winner.

STAR FLEET BATTLES

MASTER X-SHIP CHART

Race	Ship Type	Crew Units	Brdg Prts	BPV	Break Down	Move Cost	Spare Shtl	Size Class	Turn Mode	Rule Nbr	Year in Srvc	Dock Pts	Expl Str	F&E Cmnd	
Any	SBX	280	50	1000	—	■	6	1	—	201	182	—	54+	11	N
	BTX	110	24	333	—	■	4	2	—	202	182	—	18+	10	
	FXX	6	2	80/28	3-6	0.10	—	4	AA	203	183	1	4	0	
	APX	6	4	85/30	3-6	0.25	—	4	C	204	182	1	5	0	
	FTX	6	2	80/32	4-6	0.50	1	4	C	205	183	3	7	0	
Fed	CX	50	16	225	5-6	1.00	4	3	D	201	181	9	23	10	◆
	GSX	60	16	250/180	5-6	1.00	6	3	D	204	186	9	22	9	
	DDX	30	12	155	5-6	0.50	2	4	C	202	182	7	17	6	
	SCX	30	12	195/125	5-6	0.50	2	4	C	205	183	7	15	6	
	FFX	24	10	112	5-6	0.33	2	4	B	203	183	5	11	4	
Klingon	DX	56	24	225	5-6	1.00	2	3	B	201	181	8	25	10	◆
	DXD	56	24	245	5-6	1.00	2	3	B	203	183	8	24	9	
	FX	30	12	120	5-6	0.50	1	4	A	202	181	4	15	7	
	FSX	30	12	190/110	5-6	0.50	1	4	A	204	183	4	14	7	
	D5X	45	16	193	5-6	0.67	1	3	B	205	182	7	19	8	
Romulan Republic	FHX	54	24	278	5-6	1.00	2	3	C	201	182	9	24	9	◆
	SPX	48	18	228	5-6	0.67	1	3	B	202	182	8	18	7	
	SKX	30	12	140	6	0.50	2	4	A	203	183	5	15	6	
	SKSX	30	12	230/130	6	0.50	2	4	A	204	184	5	14	6	
	SEX	21	8	105	6	0.33	2	4	A	205	184	5	10	4	
Romulan Empire	K7X	54	24	280	5-6	1.00	2	3	B	206	183	8	23	9	◆
	K5X	30	12	135	5-6	0.50	2	4	A	207	184	5	14	5	
	K5SX	30	12	219/128	5-6	0.50	2	4	A	208	184	5	13	5	
	KEX	30	12	224	5-6	1.00	2	3	D	209	186	6	20	10	
Kzinti	BCX	56	20	235	5-6	1.00	2	3	C	201	182	8	24	9	◆DB
	CCX	60	24	243	5-6	1.00	2	3	C	202	183	8	25	10	
	CMX	45	18	193	5-6	0.67	2	3	B	203	183	7	18	7	
	FDX	30	8	150/130	5-6	0.33	2	4	A	204	183	5	12	5	
	FKX	30	10	130	5-6	0.33	2	4	A	205	183	5	12	5	
Gorn	CCX	60	24	230	5-6	1.00	4	3	D	201	183	9	22	10	◆
	CMX	50	20	240	5-6	1.00	4	3	D	202	184	9	23	9	
	HDX	46	18	205	5-6	0.67	4	3	D	203	183	7	18	7	
	BDX	30	12	140	5-6	0.50	2	4	B	204	183	5	14	6	
	BSX	30	12	180/100	5-6	0.50	2	4	B	205	184	5	13	6	
Tholian	CCX	50	20	205	5-6	0.67	4	3	B	201	183	8	22	10	◆N
	CPX	50	20	210	5-6	0.67	4	3	B	202	184	8	22	10	
	DDX	40	12	124	5-6	0.50	2	4	A	203	185	5	14	6	
	DPX	40	12	129	5-6	0.50	2	4	A	207	186	5	14	6	
	PCX	30	8	105	5-6	0.33	2	4	A	204	183	5	10	4	
	SCX	40	12	170/110	5-6	0.50	2	4	A	206	184	5	13	6	
	NCX	55	20	225	5-6	1.00	4	3	B	205	189	5+2	24	9	
Orion	CX	40	24	300	5-6	1.00	2	3	B	201	183	8	32	9	N
	CRX	30	16	235	6	0.67	2	3	A	202	182	6	25	7	
	SAX	44	24	260/221	5-6	0.67	2	3	C	203	184	6	27	7	
	SLX	20	10	140/80	5-6	0.25	1	4	D	204	183	4	17	4	
	LX	15	12	110	6	0.33	1	4	AA	205	182	4	19	4	
Hydran	LBX	48	24	230	5-6	1.00	2+2	3	C	201	184	10	25	10	◆
	RNX	44	20	210	5-6	1.00	2+3	3	C	202	182	10	24	9	
	DGX	44	20	220	5-6	1.00	2+1	3	C	203	183	10	25	9	
	LNK	30	12	116	6	0.50	1+1	4	B	204	182	6	14	5	
	KNX	30	12	136	6	0.50	1	4	B	205	184	6	15	5	
	SCX	30	12	200/100	6	0.50	1+1	4	B	206	184	6	13	5	
Lyrans	CCX	56	20	215	5-6	1.00	4	3	C	201	182	8	25	10	◆
	CWX	44	16	185	5-6	0.67	4	3	B	202	183	8	19	7	
	DWX	34	12	135	6	0.50	2	4	A	203	183	6	15	6	
	DDX	33	12	120	6	0.50	2	4	B	205	183	5	12	6	
	SCX	34	12	190/130	6	0.50	2	4	A	204	184	6	14	6	
WYN	ACX	12	8	110	3-6	0.33	2	4	C	201	183	4	14	4	ML
	FZX	30	10	125	5-6	0.33	2	4	A	202	183	5	13	4	
	CRX	30	16	170	6	0.67	2	3	A	203	182	6	15	7	
	LX	15	12	95	6	0.33	1	4	AA	204	182	4	9	4	
	DDX	30	12	155	6	0.50	1	4	B	205	185	6	15	6	
	CAX	56	24	225	5-6	1.00	2+1	3	C	206	186	11	25	10	

Race	Ship Type	Crew Units	Brdg Prts	BPV	Break Down	Move Cost	Spare Shtl	Size Class	Turn Mode	Rule Nbr	Year in Srvc	Dock Pts	Expl Str	F&E Cmnd
ISC	CCX	56	24	315	5-6	1.00	4	3	D	201	182	11	26	10
	CLX	44	18	185	5-6	0.67	2	3	C	202	183	7	19	7
	CSX	44	18	195	5-6	0.67	2	3	C	203	184	7	19	7
	DDX	32	10	135	6	0.50	2	4	B	204	183	5	15	5
	SCX	32	10	190/120	6	0.50	2	4	B	205	183	5	13	5
LDR	CCX	58	20	240	5-6	1.00	4	3	C	201	182	8	25	10
	DWX	36	12	140	6	0.50	2	4	A	202	183	6	15	6
	SCX	36	12	200/130	6	0.50	2	4	A	203	183	6	14	6

BPV of Romulan and Orion ships includes the cloaking device. Split BPVs are Economic/Combat.

ANNEX #4: MASTER FIGHTER AND SHUTTLE CHART

Race	Type	Spd	Phaser	Drones	Damage	Special	BPV	Year	DFR	Ref
All	MRS	10	Varies	Varies	10	Varies	12	Y181	1☆	XJ8.1
Hydran	StX	20	1xPh2 FA, 1xPh-g FA	12	2xFusion, 1xEW Pod	14	Y182	4☆	R9.XF1	

ANNEX #5: ABBREVIATIONS

ACX: Improved Technology Auxiliary Cruiser.
 APX: Improved technology Armed Priority Transport.
 BCX: Improved technology Battlecruiser.
 BDX: Improved technology Battle Destroyer.
 BSX: Improved technology Battle Scout.
 BTX: Improved technology Battlestation.
 CCX: Improved technology Command Cruiser.
 CLX: Improved technology Light Cruiser.
 CMX: Improved technology Medium Cruiser.
 CPX: Improved technology Photon Cruiser.
 CRX: Improved technology Raider Cruiser.
 CSX: Improved technology Strike Cruiser.
 CWX: Improved technology War Cruiser.
 CX: Improved technology Cruiser.
 D5X: Improved technology D5 Light Cruiser.
 DDX: Improved technology Destroyer.
 DGX: Improved technology Dragoon Cruiser.
 DPX: Improved technology Photon Destroyer.
 DWX: Improved technology War Destroyer.
 DX: Improved technology D7 Battlecruiser.
 DXD: Improved technology D7D Drone Battlecruiser.
 FDX: Improved technology Drone Frigate.
 FFX: Improved technology Frigate.
 FHX: Improved technology Firehawk.
 FKX: Improved technology Frigate (Kzinti, K-refit).
 FSX: Improved technology Scout Frigate.
 FTX: Improved technology Free Trader.
 FX: Improved technology F5 Frigate.
 FXX: Improved technology Federation Express.
 FZX: Improved technology WYN Frigate.
 GSX: Improved technology Galactic Survey Cruiser.
 HDX: Improved technology Heavy Destroyer.
 K5SX: Improved technology Romulan K5S Scout.
 K5X: Improved technology Romulan K5 Frigate.
 K7X: Improved technology Romulan K7R Cruiser.
 KEX: Improved technology Romulan King Eagle.
 KNX: Improved technology Hydran Knight.
 LGX: Improved technology Hydran Lord Governor.
 LNX: Improved technology Hydran Lancer.
 LX: Improved technology Orion Light Raider.
 NCX: Improved technology Neo-Tholian Cruiser.
 PCX: Improved technology Tholian Patrol Cruiser.
 RNX: Improved technology Hydran Ranger.
 SAX: Improved technology Orion Salvage Cruiser.
 SBX: Improved technology Starbase.
 SCX: Improved technology Scout.
 SEX: Improved technology Romulan SeaHawk.
 SKSX: Improved technology SkyHawk-F Scout.
 SKX: Improved technology Romulan Skyhawk.
 SLX: Improved technology Orion Slaver.
 SPX: Improved technology Romulan SparrowHawk.

ANNEX #3A: MOVEMENT COSTS OF TUGS

Tholian X-ships can carry cargo packs in the same manner as their non-X equivalents; see (R7.N1).

ANNEX #7A: Imperial Romulans are Black on Pink.

ANNEX #7B: SHIPS ABLE TO LAND ON PLANETS

GRAVITY: All Orion X-ships except FTX; Tholian PCX, DDX, DPX, XCM.

AERODYNAMIC: Romulan KEX; all Orion X-Ships except the FTX; WYN CRX, LX; Hydran Stinger-X.

ENGINE: All Orions including FTX; civilian FTX; XMRS.

ANNEX #7F: NIMBLE UNITS

Each is noted on the Master Ship Chart above.

Hydran Stinger-X fighters are nimble.

ANNEX #7E: Cx drone rack comes just after Gx drone rack.

ANNEX #7N: DRONE RELOADS

RULESHIP TYPE STORAGE
 R5.204Kzinti FDX DB 100

ANNEX #7R: SHIPS ABLE TO PINWHEEL

PCX CLASS: Tholian DDX, DPX, PCX, SCX can pinwheel with each other but not with other ships.

CoMX CLASS: Neo-Tholian X-Command Modules can pinwheel with each other but not with other ships.

ANNEX #7T: CHANGED FIRING ARCS, LOST WEAPONS

All X-ships are the same as the non-X equivalent.

ANNEX #8B: Size-class 4 X-ships cannot carry range-40 disruptors. They can carry range-30 disruptors.

Gx rack costs 2, Cx rack costs 2, plasma-L costs 3, plasma-M costs 9. These are used only on X-ships.

Size Class-4 X-ships can carry type-S plasma torpedoes but cannot carry type-M plasma torpedoes.

ANNEX #9: COST OF REPAIR CHART

Repairs to X-ships require double the normal repair cost unless an X-unit is doing the repairs. This includes an X-unit repairing itself. See (XG17.0).

ANNEX #10: TACTICAL INTELLIGENCE

Each X-ship will be reported in the same category as the non-X ship on which it is based; further identification happens only when their increased or improved systems are detected; see (XD17.196).

Exception: Federation DDX and SCX form a new category as they are the only "new" X-ship hull type (so far).

SSD BOOK

TASK FORCE GAMES

STAR FLEET BATTLES

MODULE X1—SSD BOOK

★★★★★ ★★★★★

FIRST-GENERATION X-SHIPS

GENERAL UNITS

R1.201 Starbase	See Each Race
R1.202 Battle Station	See Each Race
R1.203 FXX Federation X-Express	2
R1.204 APX Armed Priority X-Transport	3
R1.205 FTX Free Trader-X	4

FEDERATION X-SHIPS

R1.201 Federation X-Starbase	6-7
R1.202 Federation X-Battle Station	5
R2.201 CX Advanced Cruiser	8
R2.202 DDX Advanced Destroyer	9
R2.203 FFX Advanced Frigate	10
R2.204 GSX Advanced Galactic Survey Cruiser	11
R2.205 SCX Advanced Scout	12

KLINGON X-SHIPS

R1.201 Klingon X-Starbase	14-15
R1.202 Klingon X-Battle Station	13
R3.201 DX Advanced Cruiser	16
R3.202 FX Advanced Frigate	17
R3.203 DXD Advanced Drone Cruiser	18
R3.204 FSX Advanced Scout	19
R3.205 D5X Advanced Light Cruiser	20

ROMULAN X-SHIPS

R1.201 Romulan X-Starbase	22-23
R1.202 Romulan X-Battle Station	21
R4.201 FHX FireHawk-X Heavy Cruiser	24
R4.202 SPX SparrowHawk-AX Light Cruiser	25
R4.203 SKX SkyHawk-AX Advanced Destroyer	26
R4.204 SKSX SkyHawk-FX Advanced Scout	27
R4.205 SEX SeaHawk-AX Advanced Frigate	28
R4.206 K7X Imperial Advanced Cruiser	29
R4.207 K5X Imperial Advanced Frigate	30
R4.208 K5SX Imperial Advanced Scout	31
R4.209 KEX Imperial King Eagle-X	32

KZINTI X-SHIPS

R1.201 Kzinti X-Starbase	34-35
R1.202 Kzinti X-Battle Station	33
R5.201 BCX Advanced Battlecruiser	36
R5.202 CCX Advanced Command Cruiser	37
R5.203 CMX Advanced Light Cruiser	38
R5.204 FDX Advanced Scout Drone Frigate	39
R5.205 FKX Advanced Frigate	40

GORN X-SHIPS

R1.201 Gorn X-Starbase	42-43
R1.202 Gorn X-Battle Station	41
R6.201 CCX Advanced Command Cruiser	44
R6.202 CMX Advanced Medium Cruiser	45
R6.203 HDX Advanced Light Cruiser	46
R6.204 BDX Advanced Battle Destroyer	47
R6.205 BSX Advanced Battle Scout	48

THOLIAN X-SHIPS

R1.201 Tholian X-Starbase	50-51
R1.202 Tholian X-Battle Station	49
R7.201 CCX Advanced Command Cruiser	52
R7.202 CPX Advanced Photon Command Cruiser	53
R7.203 DDX Advanced Destroyer	54
R7.204 PCX Advanced Patrol Corvette	55
R7.205 NCX Neo-Tholian Advanced Heavy Cruiser	56
R7.206 SCX Advanced Scout	57
R7.207 DPX Advanced Photon Destroyer	58

ORION X-SHIPS

R8.201 CX Advanced Heavy Cruiser	59
R8.203 SAX Advanced Salvage Cruiser	60
R8.204 SLX Advanced Slaver	61
R8.205 LX Advanced Light Raider	62

HYDRAN X-SHIPS

R1.201 Hydran X-Starbase	64-65
R1.202 Hydran X-Battle Station	63
R9.201 LBX Lord Bishop-X Advanced Command Cruiser	66
R9.202 RNX Ranger-X Advanced Cruiser	67
R9.203 DGX Dragoon-X Advanced Cruiser	68
R9.204 LNX Lancer-X Advanced Destroyer	69
R9.205 KNX Knight-X Advanced Destroyer	70
R9.206 SCX Advanced Scout Destroyer	71
R9.XF1 Stinger-X Fighter Squadrons for Bases	72

LYRAN X-SHIPS

R1.201 Lyran X-Starbase	74-75
R1.202 Lyran X-Battle Station	73
R11.201 CCX Advanced Command Cruiser	76
R11.202 CWX Advanced Light Cruiser	77
R11.203 DWX Advanced Destroyer	78
R11.204 SCX Advanced Scout	79
R11.205 DDX Advanced Destroyer	80

WYN X-SHIPS

R1.202 WYN X-Battle Station	81
R12.201 ACX Advanced Auxiliary Cruiser	82
R12.202 FZX Advanced Frigate	83
R12.204 LX Advanced Orion-built Frigate	84

ISC X-SHIPS

R1.201 ISC X-Starbase	86-87
R1.202 ISC X-Battle Station	85
R13.201 CCX Flagship X-Cruiser	88
R13.202 CLX Light X-Cruiser	89
R13.203 CSX Strike X-Cruiser	90
R13.204 DDX X-Destroyer	91
R13.205 SCX X-Scout	92

LDR X-SHIPS

R1.202 LDR X-Battle Station	93
R14.201 CCX Advanced Command Cruiser	94
R14.202 DWX Advanced Destroyer	95
R14.203 SCX Advanced Scout	96

CREW UNITS

ADMINISTRATIVE SHUTTLES

BOARDING PARTIES

NO T-BOMBS

SHIP DATA TABLE	
TYPE	= FXX
POINT VALUE	= 80/28
BREAKDOWN	= 3-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.203
FIRST GENERATION X-SHIP	

TYPE I OFFENSIVE PHASER TABLE															
DIE RANGE		6-8		9-15		16-25		26-50		51-75					
ROLL	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 PHASER									
DIE RANGE		4-6		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			

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



TURN	MODE	SPEED
AA		
HET	1	2-8
	2	9-16
	3	17-24
BD	4	25+
NIMBLE SHIP		

FEDERATION X-EXPRESS

CNTR

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

BRDG

CARGO

BTTY

PH-1

APR

TRAN

HULL

SHTL

IMP

L-WARP-R

SENSOR

SCANNER

DAM CON

EX DAM

PHASER-1 FIRING ARC IS 360°.

MOVEMENT COST = 1/10
HET COST = 5/10
EM COST = 3/10

ARMED PRIORITY X-TRANSPORT

CREW UNITS				ADMINISTRATIVE SHUTTLES			
				IDENT	HIT POINTS	NOTES	

SHIP DATA TABLE	
TYPE	= APX
POINT VALUE	= 85/30
BREAKDOWN	= 3-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.204
FIRST GENERATION X-SHIP	

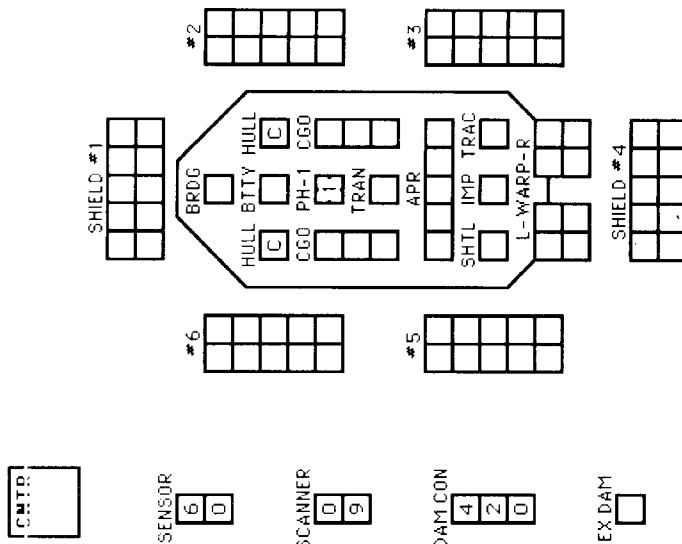
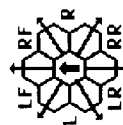
BOARDING PARTIES				TRANSPORTER BOMBS			

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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



WARP ENERGY MOVEMENT COST = 1/5 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	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5	5	5	6	6	6	6	6
Fract.	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	3 1/5	3 2/5	3 3/5	3 4/5	4	4 1/5	4 2/5	4 3/5	4 4/5	5	5 1/5	5 2/5	5 3/5	5 4/5	6

FREE TRADER-X

CNTR

SHIP DATA TABLE	
TYPE	= FTX
POINT VALUE	= 80/32
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.205
FIRST GENERATION X-SHIP	

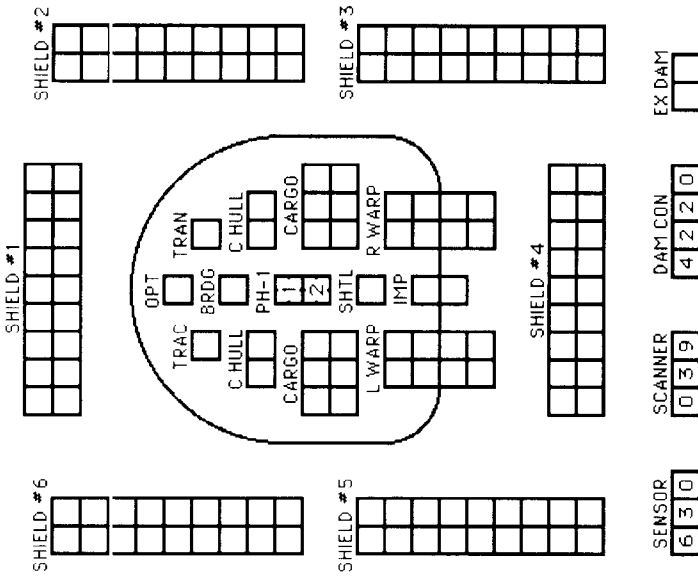
ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

NO T-BOMBS

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+	

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

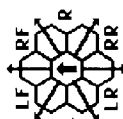
SELECTION OF OPTION MOUNT:	
PH-1	☐ 360° ☐ 360°
PH-3	☐ 360° ☐ 360°
DRONE	☐ 360° ☐ 360°

TYPE I OFFENSIVE PHASER TABLE

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

DRONE RACK

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

THREE RELOADS; THIRD RELOAD IS ENTIRELY ADDS.

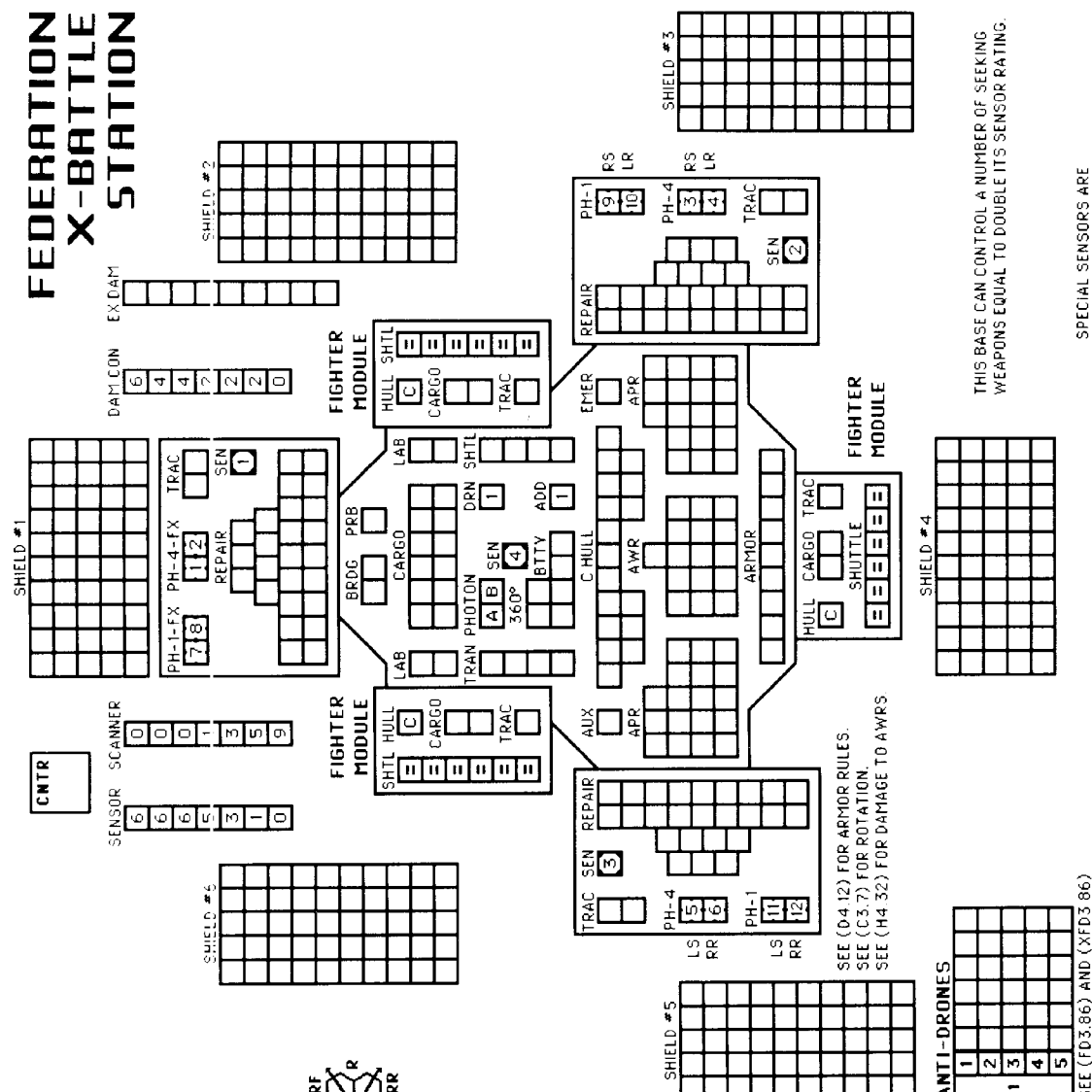
ANTI-DRONE TABLE

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	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

**FEDERATION
X-BATTLE
STATION**



SCOUT FUNCTIONS SUMMARY

21	LENDING ECM OR ECM
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

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

DRONE RACK						
1						
2						
3						

SEE (FD3.4) AND (XF3.4).

SHIP DATA TABLE			
TYPE	=	BTX	
POINT VALUE	=	333	
SHIELD COST	=	1+3	
LIFE SUPPORT	=	1+1/2	
SIZE CLASS	=	2	
REFERENCE	=	R1.202	
FIRST GENERATION X-BASE			
HANGAR MODULE		+10	

[illegible]

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

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

PHOTON TORPEDO TABLE						
RANGE	0-1	2	3-4	5-8	9-12	13-40
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

ID#	RANGE	0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1	
2	20	20	15	12	11	9	8	6	4	3	2	1	0	
3	20	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0	0

CREW UNITS ADMINISTRATIVE SHUTTLES

[illegible]

	BOARDING PARTIES						TRANSPORTER BOMBS								
1											D	D	D	D	D
2															
3															
4															
5															
6															
7															
8															
9															
10															
11															
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49															
50															
51															
52															
53															
54															
55															
56															

[illegible]

THREE RELOADS: THIRD RELOAD IS ENTIRELY ADDS.

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

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-40
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
DMTC, OVERLOAD	-----	VARIES	-----	-----	NA	NA

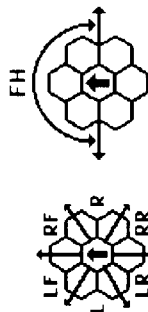
SHIP DATA TABLE	
TYPE	= CX
POINT VALUE	= 225
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.201

**FIRST GENERATION
X-SHIP**

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

ANTI-DRONE TABLE

PARTY SCORE TABLE					
RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-


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

MOVEMENT COST = 1

NET COST = 5

EM COST = 6

CNTR

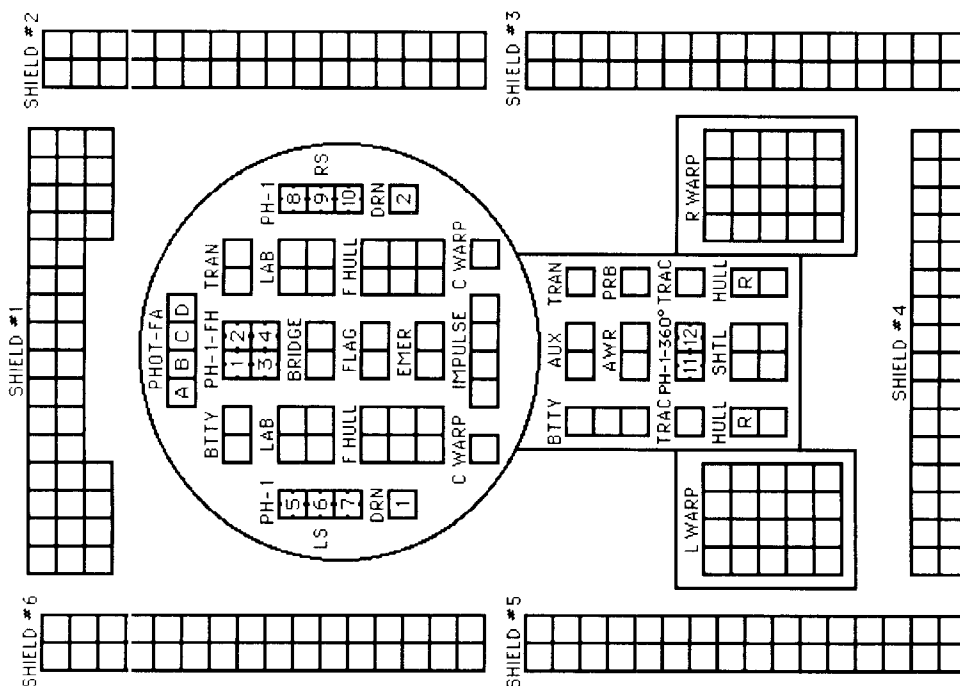
SENSOR

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

SCANNER 001359

AM CON

EX	DAM						
----	-----	--	--	--	--	--	--



CREW UNITS

⑥ = ERRATIC MANEUVER WARP COST

MARK ENERGY THERMIST 5000 [®] TYPE ENERGY THERMIST																														
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
Exact	$\frac{1}{2}$	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

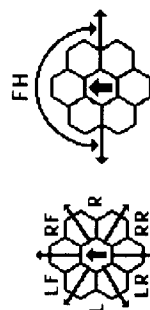
**FEDERATION FFX
ADVANCED FRIGATE**

SHIP DATA TABLE	
TYPE	= FFX
POINT VALUE	= 112
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R2.203

FIRST GENERATION X SHIP

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

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


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

CREW UNITS							ADMINISTRATIVE SHUTTLES					
							IDEN	HIT POINTS	NOTES			
				*	10							
					20							

BOARDING PARTIES						TRANSPORTER BOMBS					
											D D D D
					10						

[illegible]

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

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

RANGE		0-1	2	3-4	5-8	9-12	13-40
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	NA	4	4
DAMAGE, OVERLOAD	-----	VARIES	-----	-----	NA	NA	NA

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	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	= SCX
POINT VALUE	= 195/125
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R2.205
FIRST GENERATION X-SHIP	

IDENT	HIT POINTS	NOTES

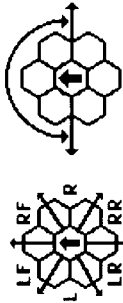
[illegible][illegible]

DIE ROLL	RANGE		4			5			6-9			16-26			51-75		
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
1	9	8	7	6	5	5	4	3	2	1	1						
2	8	7	6	5	5	4	3	2	1	1	0						
3	7	5	5	4	4	4	3	1	0	0	0						
4	6	4	4	4	4	3	2	0	0	0	0						
5	5	4	4	4	3	3	1	0	0	0	0						
6	4	4	3	3	2	2	0	0	0	0	0						

TYPE III DEFENSE PHASE					
DIE ROLL	RANGE		4- 9- 3 8 15		
	0	1	2	3	8
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 CAN CONTROL
A NUMBER OF SEEKING
WEAPONS EQUAL TO
DOUBLE ITS SENSOR
RATING.

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


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

SCOUT FUNCTIONS SUMMARY

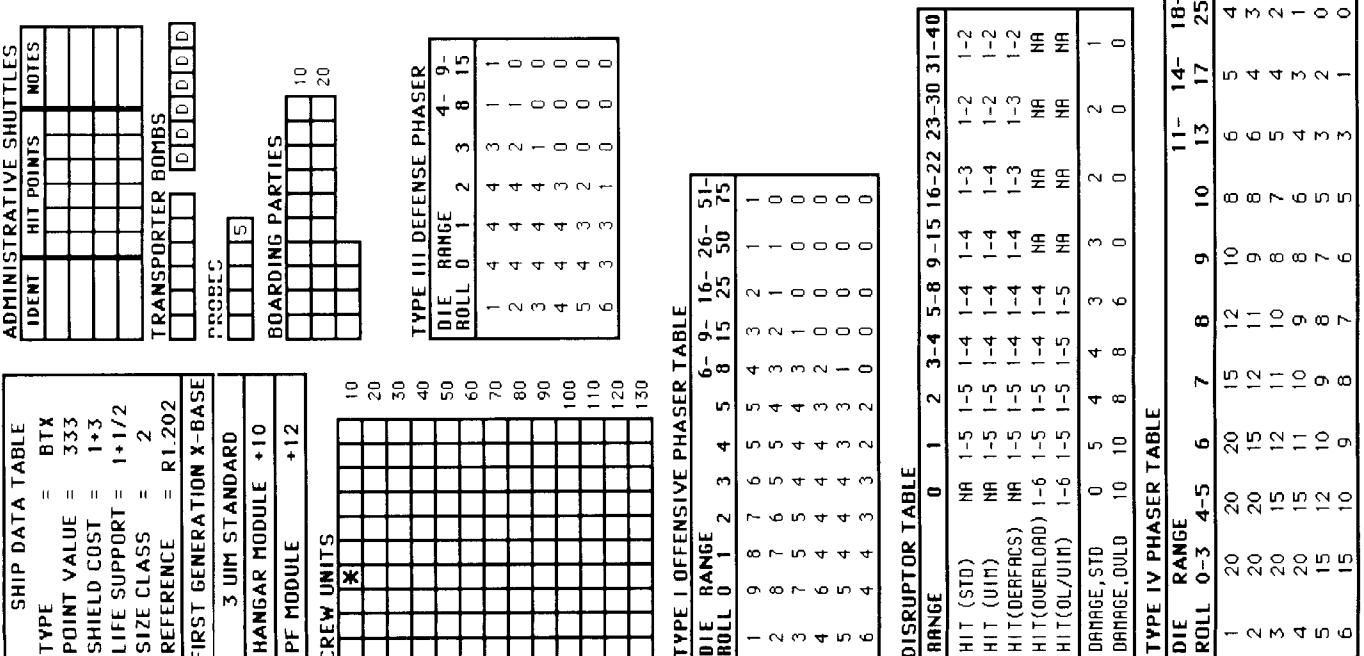
21	LENDING ECM OR ECCM
22	BREAKING LOCK-ONS
23	ATTRACTING DRONES
24	CONTROLLING SEEKING WEAPONS
25	IDENTIFYING DRONES
26	DETECTING MINES
27	GATHERING SCIENCE INFORMATION
28	SELF-PROTECTION JAMMING
29	TACTICAL INTELLIGENCE

**SPECIAL SENSORS ARE DESTROYED ON
"TORPEDO" DAMAGE POINTS.**

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		

⑥ = ERRATIC MANEUVER WARP COST

**KLINGON
X-BATTLE
STATION**



KLINGON DX ADVANCED CRUISER

[illegible]

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

SHIP DATA TABLE	
TYPE	= DX
POINT VALUE	= 225
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R3.201

3 UIM STANDARD
FIRST GENERATION X-SHIP

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																		GX
2																		GX

THREE RELOADS; THIRD RELOAD IS ENTIRELY ADDS.

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

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

HIT & RUN
UIM
DERFACS

[illegible]

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

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

THE BOOM WARP AND IMPULSE
ENGINES CAN BE USED FOR POWER,
BUT NOT MOVEMENT WHILE THE
BOOM IS ATTACHED. THEY CAN USE
THE KLINGON CIRCUIT BREAKER
RULE (G12.71).

DISRUPTOR TABLE										
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40	
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2	
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2	
HIT (DEFPACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2	
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA	
HIT (OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA	
DAMAGE, STD	0	5	4	4	3	3	2	2	1	
DAMAGE, OULD	10	10	8	8	6	0	0	0	0	

CTR

[illegible]

The diagram shows a complex control panel with various buttons and displays. The top section features a 'TRAC' button and a 'SECURITY' button. Below these are buttons for 'EMER', 'LAB', 'F HULL', and 'IMP'. The bottom section contains a large array of buttons labeled 'PH-1', 'BRDG', 'FA L', 'FA R', 'PH-1', 'BRDG', 'FA L', 'FA R'. The panel is surrounded by six shielded areas, each labeled 'SHIELD # 1' through 'SHIELD # 6'. The panel is also labeled with 'L WARP' and 'R WARP'.

[illegible]

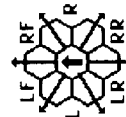
THE FORWARD PHASERS CAN FIRE INTO THE ROW
OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP.
SEE {D2.33}.

SHIP DATA TABLE	
TYPE	= FX
POINT VALUE	= 120
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R3.202
2 UIM STANDARD	
FIRST GENERATION X-SHIP	

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 -

THE BOOM IMPULSE ENGINE CAN BE USED FOR POWER, BUT NOT MOVEMENT WHEN THE BOOM IS ATTACHED. IT CAN USE THE KLINGON CIRCUIT BREAKER RULE (G12.71).


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

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

BOARDING PARTIES						TRANSPORTER BOMBS			
									D D O D
					10				

PROBES

				5

DRONE RACKS

1					
2					

THREE DRONE RACKS: THIRD DRONE IS ENTIRELY ADDED

TYPE I OFFENSIVE PHASER TABLE											THIS SHIP CAN CONTROL A	NUMBER OF SEEKING	WEAPONS EQUAL TO DOUBLE ITS	SENSOR RATING
DIE ROLL	RANGE		2	3	4	5	6-8	9-15	16-25	26-50				
1	9	8	7	6	5	5	4	3	2	1	1			
2	8	7	6	5	5	4	3	2	1	1	0			
3	7	5	5	4	4	4	3	1	0	0	0			
4	6	4	4	4	4	3	2	0	0	0	0			
5	5	4	4	4	3	3	1	0	0	0	0			
6	4	4	3	3	2	2	0	0	0	0	0			

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

HIT & RUN

UIM

DERFACS

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

KLINGON DXD ADVANCED CRUISER

Advanced Cruiser

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

CNTR

SENSOR

SCANNER

EX DAM

PH-1

AUX

BITY

TRAN

IMP

WRP

F HULL

LAB

BITY

TRAN

EMER SCTY

TRAC BRIDGE

TRAC

PH-1

AUX

BITY

TRAN

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EMER SCTY

TRAC BRIDGE

TRAC

PH-

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

THE FORWARD PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32).

SHIP DATA TABLE	
TYPE	= DX0
POINT VALUE	= 245
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.203

3 UIM STANDARD
FIRST GENERATION X-SHIP

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

[illegible]

THREE RELOADS: THIRD RELOAD IS ENTIRELY ADS.

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

HIT & RUN
UIM ☐ ☐ ☐ ☐
DERFACS ☐

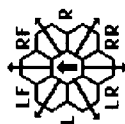
MOVEMENT COST = 1
HET COST = 5
EM COST = 6

CREW UNITS		ADMINISTRATIVE SHUTTLES				
		*	10	IDENT	HIT POINTS	NOTES
			20			
			30			
			40			
			50			
THIS SHIP HAS ONE SHUTTLE BAY.						

[illegible]

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

TYPE III DEFENSE PHASER		PROBES					DRONE RAC					
DIE ROLL	RANGE	THREE RELOADS					1	2	3	4	5	6
		0	1	2	3	4						
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 BOOM WARP AND IMPULSE
ENGINES CAN BE USED FOR POWER,
BUT NOT MOVEMENT WHILE THE
BOOM IS ATTACHED. THEY CAN USE
THE KLINGON CIRCUIT BREAKER
RULE (G12.71).

DISRUPTOR TABLE										
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40	
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2	1-2
HIT(DEFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2	1	1
DAMAGE, OVL0	10	10	8	8	6	0	0	0	0	0

KLINGON D5X ADVANCED LIGHT CRUISER

CNTR

SHIP DATA TABLE		
TYPE	=	D5X
POINT VALUE	=	193
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.205
3 UIM STANDARD		
FIRST GENERATION X-SHIP		

IDENT	HIT POINTS	NOTES

[illegible][illegible]

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

TYPE I OFFENSIVE PHASER TABLE

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

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

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

DRONE RACKS

	1	2	3	4	GX	GX	GX	GX
1								
2								
3								
4								

THREE RELOADS: THIRD RELOAD IS ENTIRELY ADDS.

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

$$EX = I + IF + RF + R$$

TYPE III DEFENSE PHASER										
DIE ROLL	RANGE									
	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				

DISRUPTOR TABLE

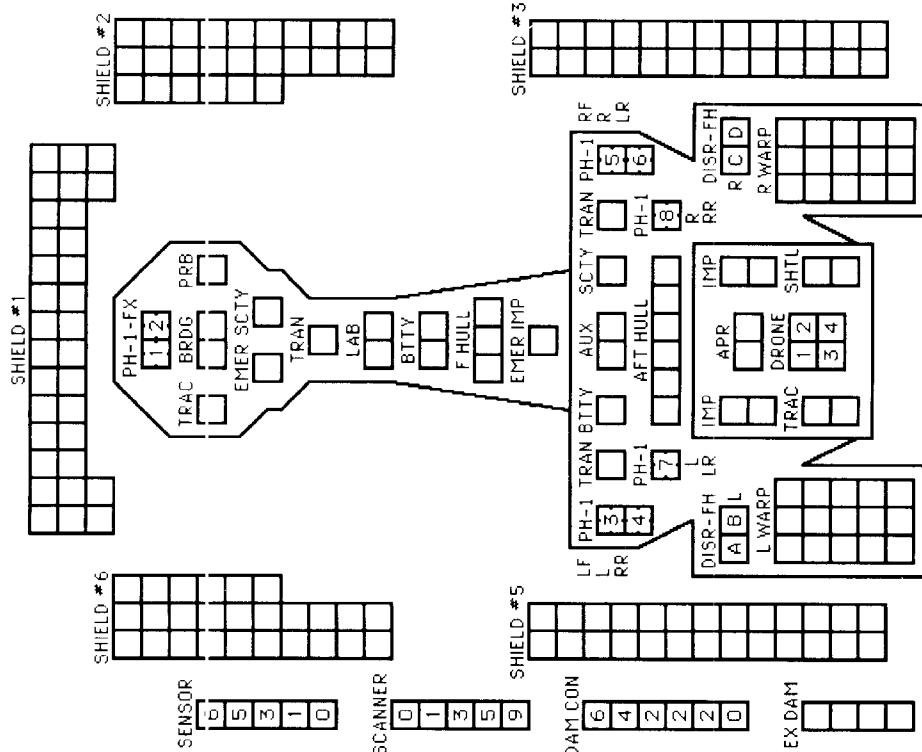
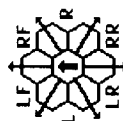
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIN)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(DEFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT(OL/UIN)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2	1
DAMAGE, QULD	10	10	8	8	6	0	0	0	0

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

		SPEED																														STANDARD																														FRACT.																														SPEED																														STANDARD																														FRACT.																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																									
		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																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																	</	

5 = HET COST

HIT & RUN
DERFACS



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

FOLLOWING PHASERS ALSO HAVE SPECIAL ARCS: SEE {D2.32}

⑥ = ERRATIC MANEUVER WARP COST

PROMULAN FIREHAWK-X HEAVY CRUISER

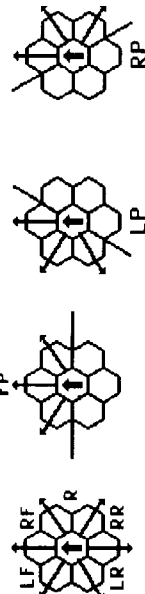
TRT	CONTR	EXERCISE	EXERCISE + CONTR
1	1	1	1
2	1	1	1
3	1	1	1
4	1	1	1
5	1	1	1
6	1	1	1
7	1	1	1
8	1	1	1
9	1	1	1
10	1	1	1
11	1	1	1
12	1	1	1
13	1	1	1
14	1	1	1
15	1	1	1
16	1	1	1
17	1	1	1
18	1	1	1
19	1	1	1
20	1	1	1
21	1	1	1
22	1	1	1
23	1	1	1
24	1	1	1
25	1	1	1
26	1	1	1
27	1	1	1
28	1	1	1
29	1	1	1
30	1	1	1
31	1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

[illegible]

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

SHIP DATA TABLE	
TYPE	= FHX
POINT VALUE	= 278
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 22/4
REFERENCE	= R4 201
BPV INCLUDES CLOAK	
FIRST GENERATION X-SHIP	

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

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


RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE M	40	40	30	30	30	20	20	20	15	15	15	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE GL	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

[illegible]

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

HIT & RUN
CLOAK

TYPE III DEFENSE PHASER									
D/E 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			

**PSEUDO-PLASMA
TORPEDOES**

PLASMA TORPEDO WARHEAD STRENGTH TABLE									
RANGE	0-5	6-10	11-12	13-14	15	16-18	19		
TYPE H	40	40	30	30	30	20	20		
TYPE S	30	30	22	22	22	15	15		
TYPE GL	20	20	15	15	15	10	5		
TYPE F	20	15	10	5	1	0	0		
BOLT	1-4	1-3	1-2						

[illegible]

**ROMULAN SKYHAWK-AX
ADVANCED DESTROYER**

TRANSPORTER BOMBS

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

PROBES

					5
--	--	--	--	--	---

TYPE I OFFENSIVE PHASER TABLE

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

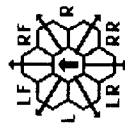
WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

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

SHIP DATA TABLE	
TYPE	= SKX
POINT VALUE	= 140
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
CLOAK COST	= 8/2
REFERENCE	= R4.203
DPV INCLUDES CLOAK	
FIRST GENERATION X-SHIP	

**HIT & RUN
CLOAK** ☐

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


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

**PSEUDO
PLASMA
TORPS**

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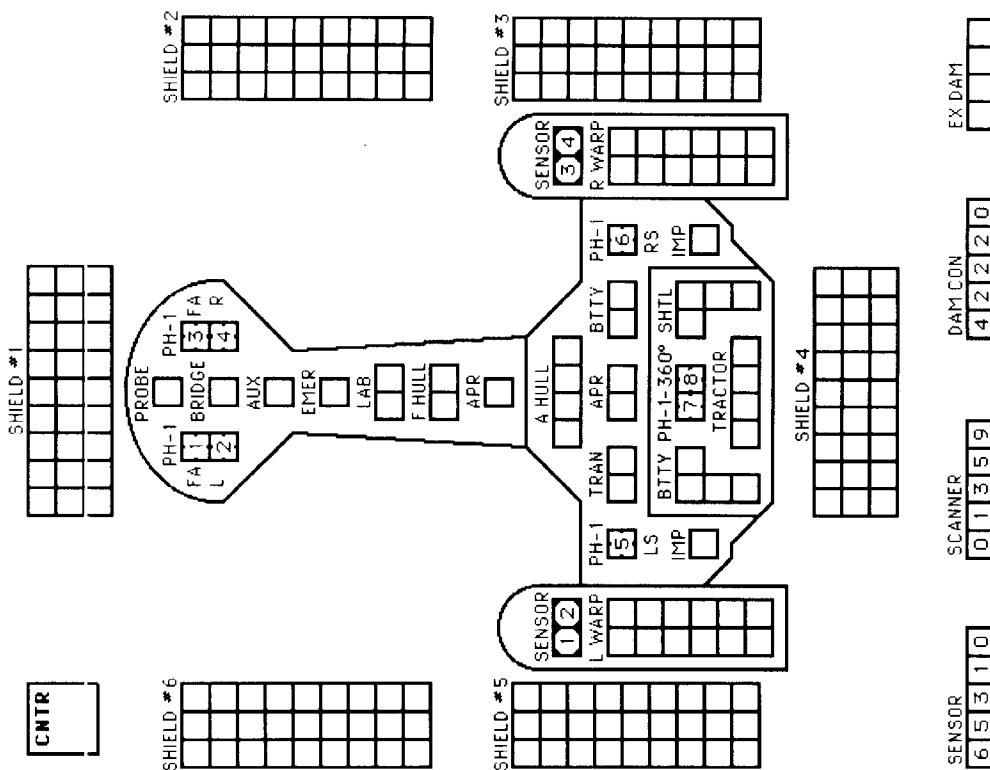
6	5	3	1	0
---	---	---	---	---

SENSOR

SCANNER 01359

DAM CON
4
2
2
2
0

EX	DA	MA	MA
----	----	----	----



CNTR

BOARDING PARTIES							8
TRANSPORTER BOMBS							D
							D
							D
							D

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

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

TYPE I OFFENSIVE PHASER TABLE

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

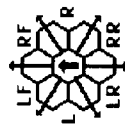
HIT & RUN
CLOAK

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

NIMBLE SHIP

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	

PSEUDO
PLASMA
TORPS


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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

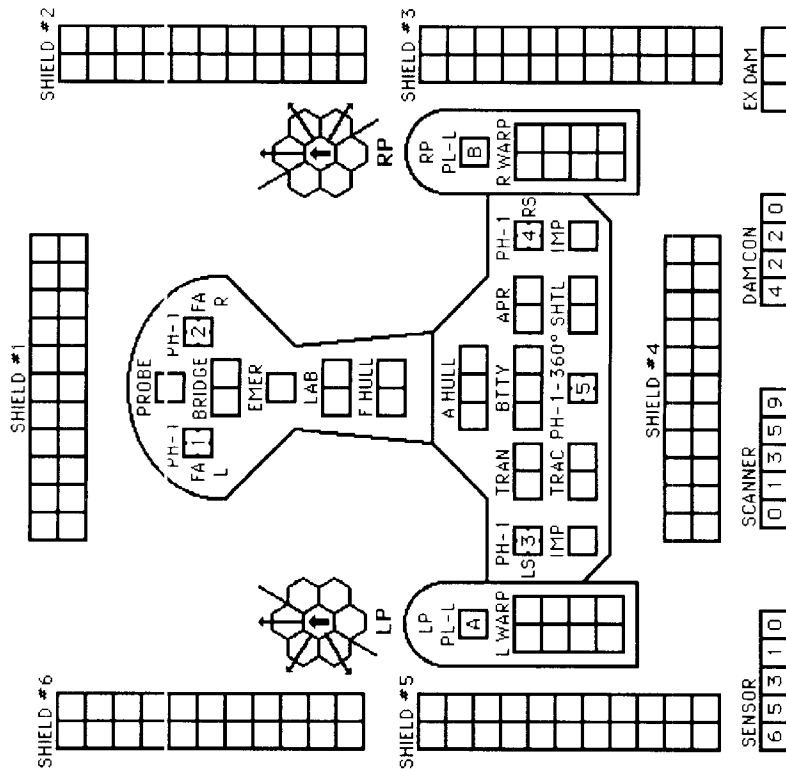
	0-5	6-10	11-12	13-14	15	16-18	19	20
TYPE GL	20	20		15	15	15	10	5
TYPE F	20	15		10	5	1	0	0
BOLT	1-4	1-3						1-2

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.	$\frac{1}{3}$	$\frac{2}{3}$	$\frac{1}{3}$	$\frac{1}{3}$	$\frac{1}{3}$	$\frac{2}{3}$	$\frac{2}{3}$	$\frac{2}{3}$	$\frac{2}{3}$	3	$3\frac{1}{3}$	$3\frac{2}{3}$	4	$4\frac{1}{3}$	$4\frac{2}{3}$	$5\frac{1}{3}$	$5\frac{2}{3}$	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	

③ = ERRATIC MANEUVER WARP COST

SHIP DATA TABLE	
TYPE	= SEX
POINT VALUE	= 105
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
CLOAK COST	= 6/2
REFERENCE	= R4.205
BPV INCLUDES CLOAK	
FIRST GENERATION X-SHIP	

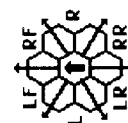


CNTR	
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SHIP DATA TABLE	
TYPE	= K7X
POINT VALUE	= 280
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 25/4
REFERENCE	= R4.206
BPV INCLUDES CLOAK	
FIRST GENERATION X-SHIP	

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

**PSEUDO-PLASMA
TORPEDOES**



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

CREW UNITS		ADMINISTRATIVE SHUTTLES			
		IDENT	HIT POINTS	NOTES	
	10				
	20				
	30				
	40				
	50				
THIS SHIP HAS ONE SHUTTLE BAY.					

[illegible]

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

**HIT & RUN
CLOAK** ☐

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			

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

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE M	40	40	30	30	30	20	20	20	15	15	15	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE GL	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2			1								

CNTR	
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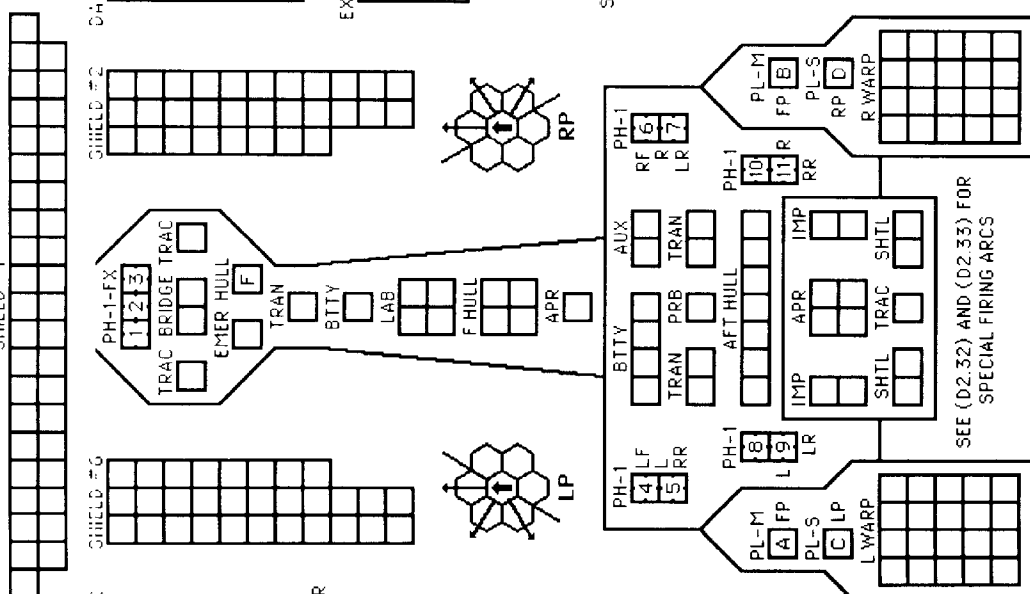
SHIELD #1[illegible]

SCANNER 001359

[illegible]

DECLASSIFIED

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



CNTR	
------	--

SHIP DATA TABLE	
TYPE	= K5X
POINT VALUE	= 135
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
CLOAK COST	= 9/2
REFERENCE	= R4.207
RPV INCLUDES CLOAK	
FIRST GENERATION X-SHIP	

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

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

HIT & RUN
CLOAK

[illegible]

PROBES 5

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

PSEUDO-PLASMA TORPEDOES

A

S

B

S

A

S

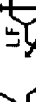
B

S

THIS SHIP CAN
CONTROL A NUMBER



LP



R



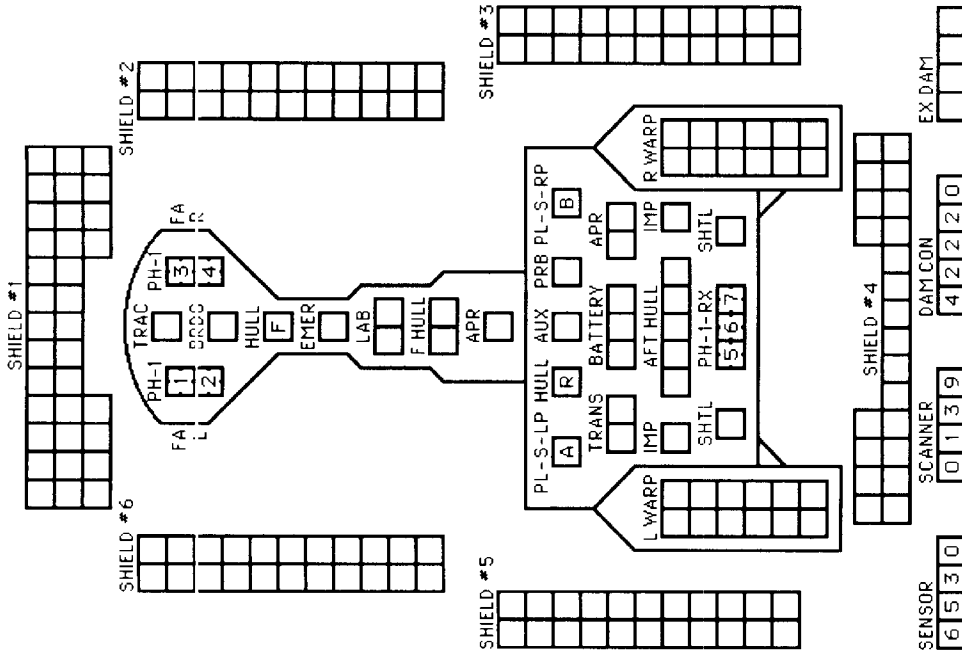
RP

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

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 GL	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			

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

5 = NET COST									
4	15	16	17						
7	8	8	9						
7	7½	8	8½						



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

CMTR

SHIP DATA TABLE	
TYPE	= KEX
POINT VALUE	= 224
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 18/4
REFERENCE	= R4.209
BPV INCLUDES CLOAK	
FIRST GENERATION X-SHIP	

[illegible][illegible]

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

TYPE I OFFENSIVE PHASER TABLE												
DIE RANGE		6- 9- 16- 26- 51-										
ROLL	0	1	2	3	4	5	8	15	25	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

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

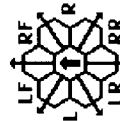
TYPE III DEFENSE PHASER										
DIE ROLL	RANGE		4-		9-		8		15	
	0	1	2	3	4	5	6	7	8	9
1	4	4	4	4	3	1	1			
2	4	4	4	4	2	1	0			
3	4	4	4	4	1	0	0			
4	4	4	4	3	0	0	0			
5	4	4	3	2	0	0	0			
6	3	3	3	1	0	0	0			

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

SEE (D4.12) FOR ARMOR RULES.

**PSEUDO-PLASMA
TORPEDOES**

HIT & RUN
CLOAK

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


PLASMA TORPEDO WARHEAD STRENGTH TABLE

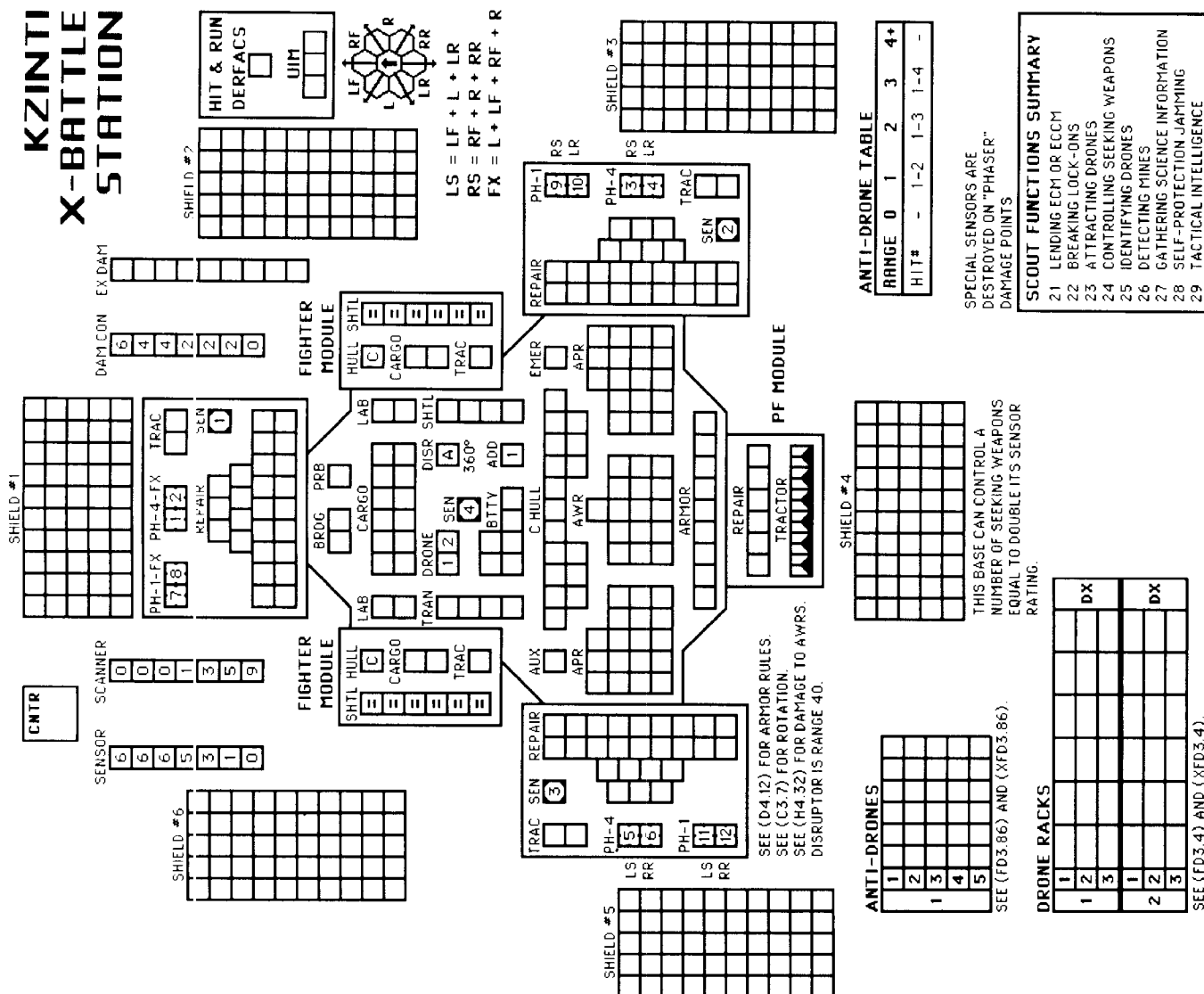
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE M	40	40	30	30	30	20	20	20	15	15	15	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE GL	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

[illegible]

SENSOR	SCANNER	DAMAGE CONTROL	EXCESS DAMAGE
665420	000369	6442220	

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

**KZINTI
X-BATTLE
STATION**

[illegible]

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

PROBES	5
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[illegible]

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

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

DISRUPTOR TABLE										
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40	
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2	
HIT (UIN)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2	
HIT (DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2	
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA	
HIT (OL/UIN)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA	
DAMAGE, STD	0	5	4	4	3	3	2	2	1	
DAMAGE, QULO	10	10	8	8	6	0	0	0	0	

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

KZINTI BCX ADVANCED BATTLECRUISER

CNTR	
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The diagram illustrates the layout of the Star Trek: The Motion Picture bridge set. It features a central command area with various consoles and a surrounding perimeter of shields.

- Sensor Array:** Located at the top left, consisting of a grid of 6x8 squares.
- Shield #1:** A large rectangular shield structure on the left side, composed of 6x10 squares.
- Bridge Area:** The central command area, featuring several key components:
 - Captain's Chair:** Labeled "PH-1" and "R".
 - Main Console:** Labeled "SHTL", "AUX CON", and "SHTL". It includes a "HULL PH-1-360°" display showing "78" and "PRB".
 - Tactical Console:** Labeled "DISR", "FA", "L", and "PH-1". It includes a "TRAN EMER BTTY" display showing "1" and "TRAC".
 - Engineering Console:** Labeled "APR", "R", and "PH-1". It includes a "DRN PH-1" display showing "3", "4", and "5".
 - Communications Console:** Labeled "BTTY", "LAB", "TRAN", and "IMPULSE". It includes a "PH-1" display showing "9" and "Lr".
 - Warp Core:** Labeled "L WARP", "C WARP", and "R WARP".
- Shield #2:** A large rectangular shield structure on the right side, composed of 6x10 squares.
- Shield #3:** A large rectangular shield structure at the bottom, composed of 6x10 squares.
- Shield #4:** A large rectangular shield structure on the far right, composed of 6x10 squares.
- Scanner:** Located at the bottom center, consisting of a grid of 6x8 squares.
- EX DAM:** A small rectangular structure at the bottom right, composed of 6x4 squares.

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

SHIP DATA TABLE		
TYPE	=	BCX
POINT VALUE	=	235
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R5.201

3 UIM STANDARD

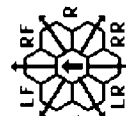
FIRST GENERATION X-SHIP

HIT & RUN DERFACS		TURN MODE SPEED	
		C	1 2-4
			2 5-9
			3 10-14
	UIM		4 15-20
			5 21-27
		BD	28+

DRONE RACKS					
1					GX
2					GX
3					GX
4					GX
5				CX	
6				CX	

CRACKS HAD THREE RELOADS; THIRD RELOAD FOR
GX RACKS IS ENTIRELY ADDS.

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


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

									D	D	D	D	D	D
TRANSPORTER BOMBS														

[illegible]

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

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

DISRUPTOR TABLE										
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40	
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2	
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2	
HIT(DEFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2	
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA	
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA	
DAMAGE, STD	0	5	4	4	3	3	2	2	1	
DAMAGE, OULD	10	10	8	8	6	0	0	0	0	

CREW UNITS

BOARDING PARTIES

PROBES

SCANNER

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

TYPE III DEFENSE PHASER

DRONE RACKS

[illegible]

RACKS HAD THREE RELOADS; THIRD RELOAD FOR
GX RACKS IS ENTIRELY ADDS.

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

DISRUPTOR TABLE

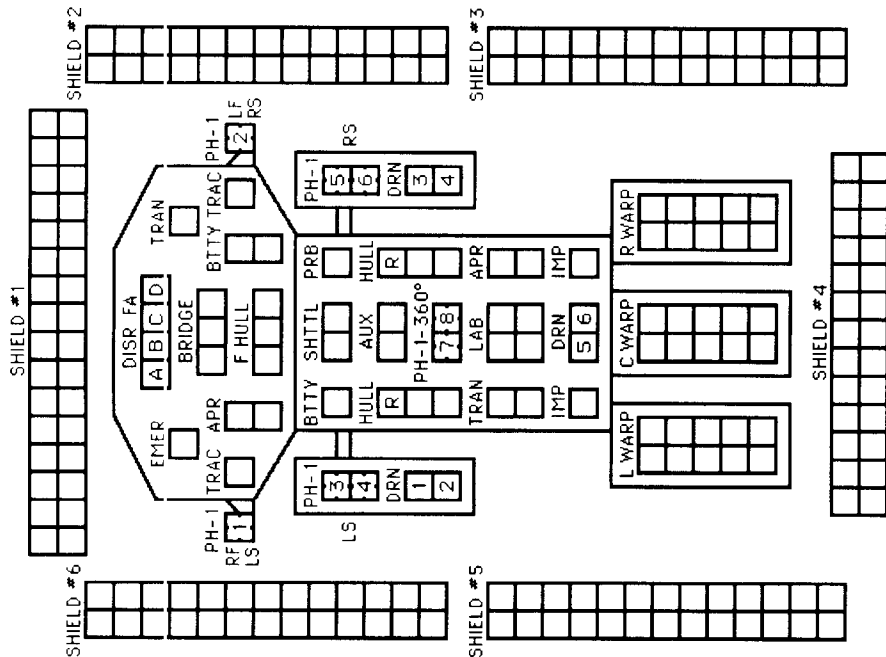
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIN)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(DEFRACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT(OL/UIN)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE STD	0	5	4	4	3	3	2	2	1
DAMAGE OULD	10	10	8	8	6	0	0	0	0

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

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

5 = HFT COST

HIT & RUN
DERFACS



CNTR	
------	--

SHIP DATA TABLE	
TYPE	= FDX
POINT VALUE	= 150/130
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R5.204

FIRST GENERATION X-SHIP

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

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

DRONE RACKS					
1					6X
2					6X
3					6X
4					6X
5					6X
6					6X

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

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

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS	0	0	0	0
-------------------	---	---	---	---

PROBES	1	2	3	4	5
--------	---	---	---	---	---

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

DIE 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

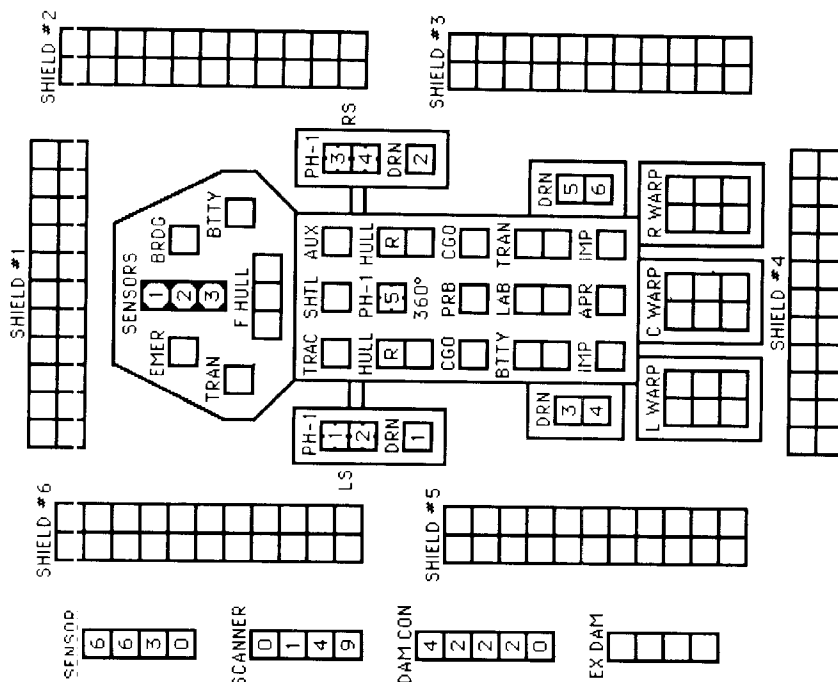
SCOUT FUNCTIONS SUMMARY

- | | |
|----|-------------------------------|
| 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" HITS.

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	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Frac.	$\frac{2}{3}$	$\frac{1}{3}$	$1\frac{1}{3}$	$1\frac{2}{3}$	$2\frac{1}{3}$	$2\frac{2}{3}$	$3\frac{1}{3}$	$3\frac{2}{3}$	$3\frac{3}{4}$	$4\frac{1}{3}$	$4\frac{2}{3}$	$4\frac{3}{4}$	$5\frac{1}{3}$	$5\frac{2}{3}$	$5\frac{3}{4}$	$6\frac{1}{3}$	$6\frac{2}{3}$	$6\frac{3}{4}$	$7\frac{1}{3}$	$7\frac{2}{3}$	$7\frac{3}{4}$	$8\frac{1}{3}$	$8\frac{2}{3}$	$8\frac{3}{4}$	$9\frac{1}{3}$	$9\frac{2}{3}$	$9\frac{3}{4}$	$10\frac{1}{3}$	$10\frac{2}{3}$	$10\frac{3}{4}$



DRONE RACKS

1	2	3	4	5	6	

THREE RELOADS: THIRD RELOAD IS ENTIRELY ADDS

ANTI-DRONE TABLE

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

SCOUT FUNCTIONS SUMMARY

- 221 LENDING ECM OR ECCM
222 BREAKING LOCK -ONS
223 ATTRACTING DRONES
224 CONTROLLING SEEKING WEAPONS
225 IDENTIFYING DRONES
226 DETECTING MINES
227 GATHERING SCIENCE INFORMATION
228 SELF-PROTECTION JAMMING
229 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON
"TORPEDO" HITS.

CNTR

PROBES

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

A diagram of a hexagonal cellular network. A central cell is labeled 'L' with an upward-pointing arrow. It is surrounded by six other cells, each labeled with a letter: 'LF' (top-left), 'RF' (top), 'RR' (top-right), 'LR' (right), 'LL' (bottom-right), and 'LR' (bottom-left). The cells are arranged in a hexagonal pattern, with the central cell 'L' at the center.

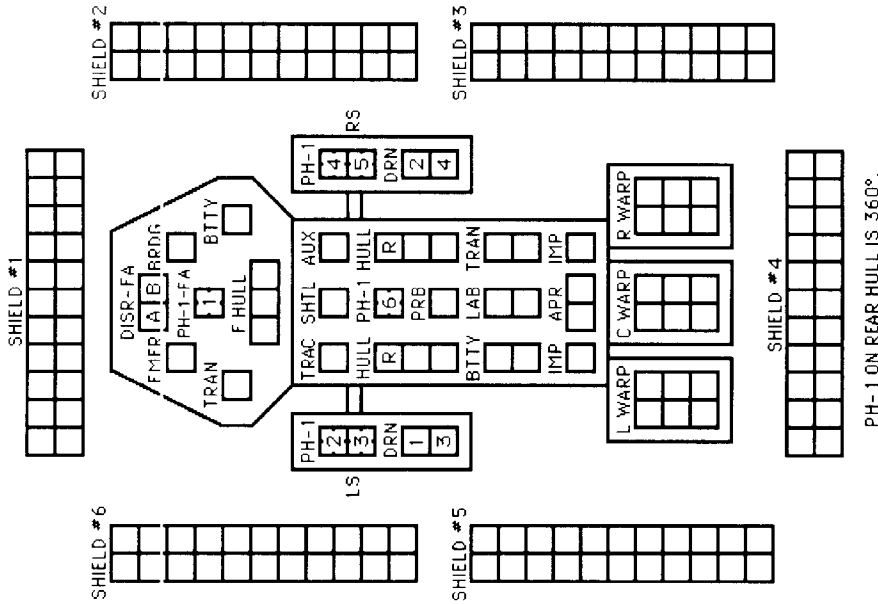
$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$

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

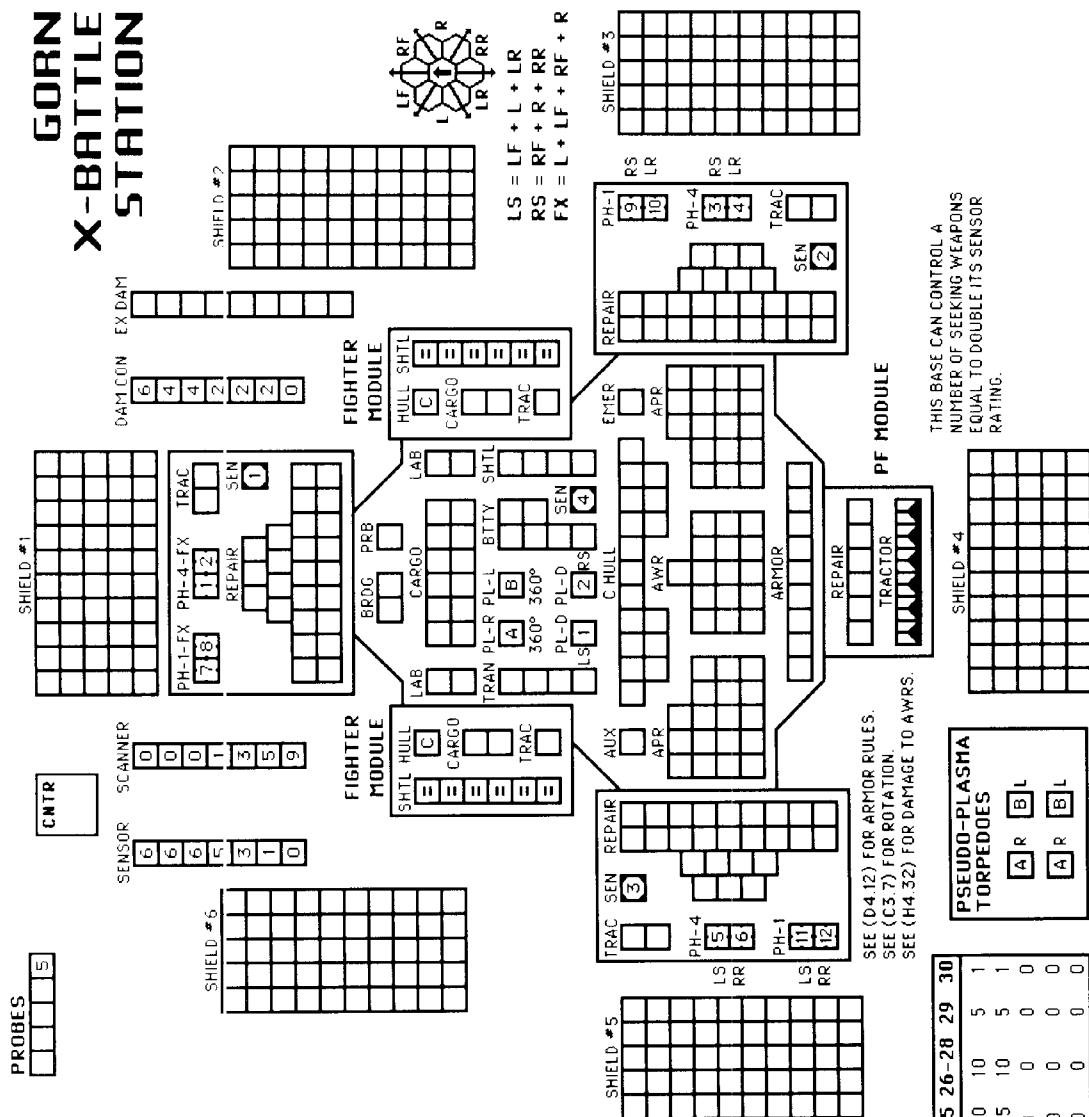
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIN)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT (DEFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT (OL/UIN)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OULD	10	10	8	8	6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

WARP ENERGY MOVEMENT COST = 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	5	5	5	6	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



GORN X-BATTLE STATION



SPECIAL SENSORS ARE
DESTROYED ON "PHASER"
DAMAGE POINTS

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

PLASMA-D RACKS

	1						D
	1	2					D
	3						
	1						D
	2						
	3						

SEE (FD3.46) AND (XFD3.4).

PSEUDO-PLASMA

TORPEDOES

ADMINISTRATIVE SHUTTLES

[illegible]

TRANSPORTER BOMBS

TRANSFER ORDER	DDDDDD
TYPE III DEFENSE PHASER	
DIE RANGE	4- 9-
ROLL 0 1 2 3 8 15	

	1	1	4	4	3	1	1
--	---	---	---	---	---	---	---

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

BOARDING PARTIES

[illegible]

SHIP DATA TABLE

TYPE	=	BTX
POINT VALUE	=	333
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R1.202

FIRST GENERATION X-BASE

HEAD MODULE +10

HANGAR MODULE	+10
PF MODULE	+12

CREW UNITS

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE		6-		9-		16-		26-		51-	
	0	1	2	3	4	5	6	7	8	9	10	11
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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

PLASTIC TORSION WINDLOAD STRENGTH TABLE															
RANGE		0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	25	25	25	25	20	20	20	10	5	1	
TYPE H	40	40	30	30	20	20	20	20	15	15	15	10	5	1	
TYPE S	30	30	22	22	15	15	15	15	10	5	1	0	0	0	
TYPE GL	20	20	15	15	10	5	1	0	0	0	0	0	0	0	
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0	
R01 T		1-4	1-3	1-2				1							

TYPE IV PHASER TABLE

TYPE TV FINDER TABLE													
DIE RANGE		11- 14- 18- 26- 41- 71-											
ROLL	0-3	4-5	6	7	8	9	10	13	17	25	40	70	100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0

CNTR	
------	--

CREW UNITS

[illegible]

SHIP DATA TABLE	
TYPE	= CCX
POINT VALUE	= 230
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R6.201

BOARDING PARTIES					
					10
					20

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

						D	D	D	D	D	D
TRANSPORTER BOMBS											

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

TYPE I OFFENSIVE PHASER TABLE

[illegible]

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

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


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

TYPE III DEFENSE 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

**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	26-28	29	30
TYPE M	40	40	30	30	30	20	20	20	20	15	15	15	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0	0
TYPE GL	20	20	15	15	15	10	5	1	0	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2			1									

SHIELD 11

The diagram illustrates the bridge control panel from the movie Star Trek: The Motion Picture. It is a complex arrangement of various control stations. At the top and bottom are two shield status indicators, 'SHIELD #2' and 'SHIELD #6', each accompanied by a 4x4 grid of squares. The central area is dominated by a large circular console. This console has several rows of buttons: 'TRAC', 'FA', and 'PU' (with a small square icon) in the top row; 'BRDG', 'FLAG', and 'APR' in the middle row; and 'F HULL', 'TRAN', and 'BTTY' in the bottom row. A small rectangular panel with the numbers '1', '2', and '3' is located to the left of the central console. To the right of the central console is a rectangular panel with buttons for 'RP', 'PL-M', 'PL-S', 'IMP', and 'RS'. Above this panel is a small display showing the number '7'. Below the central console is another rectangular panel with buttons for 'RP', 'PL-M', 'PL-S', 'IMP', and 'RS'. Above this panel is a small display showing the number '8'. On the far left and right sides of the central console are two hexagonal panels, each with a central button labeled 'I' and six surrounding buttons with directional arrows. The entire panel is set against a dark background.

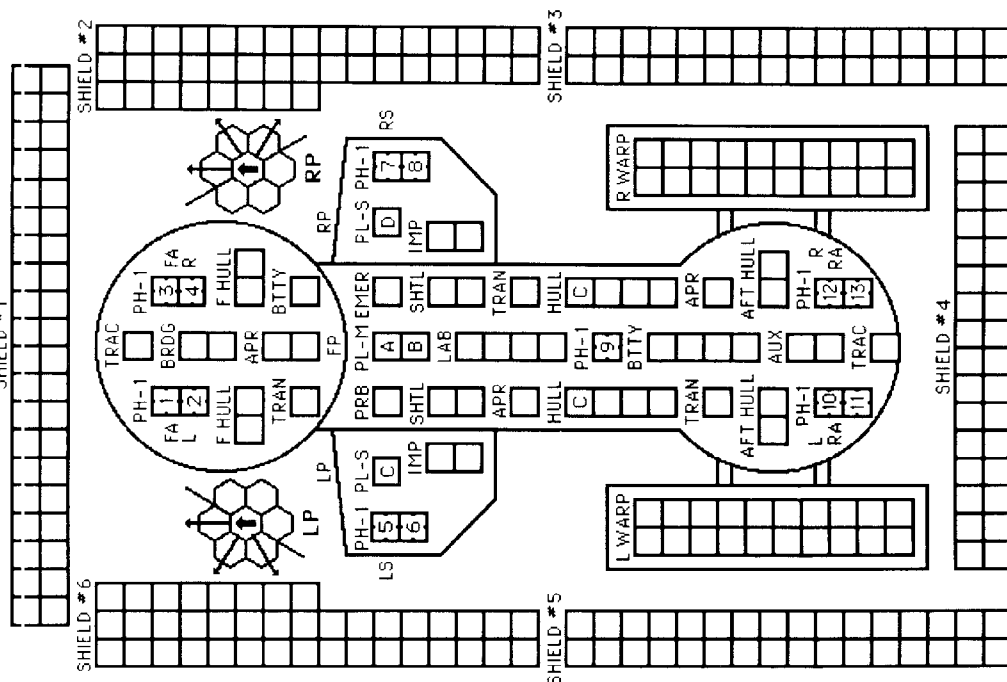
Diagram of the Star Trek: Enterprise bridge layout. The bridge is a circular room with a central console. The console has a large circular display in the center, surrounded by various control panels. The panels are labeled: TRAN, BTTY, APR, R HULL, AUX, PH-1, TRAC, RA, and PH-1. The display shows a grid of numbers. The bridge is flanked by two large rectangular panels labeled L WARP and R WARP. The bridge is also flanked by two large rectangular panels labeled SHIELD #3 and SHIELD #5.

SENSOR						SHIELD #4						DAMAGE CONTROL					
6	6	5	3	2	0							6	4	2	2	2	0

SCANNER						EXCESS DAMAGE											
0	0	1	2	4	9												

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

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE M	40	40	30	30	30	20	20	20	15	15	15	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE GL	20	30	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
ROI T	1-4	1-3	1-2											



THE PH-1 IN THE CENTER HAS A 360° FIRING ARC.
THE 360° PHASER CANNOT FIRE INTO THE HEX ROW
EXTENDING DIRECTLY BEHIND THE SHIP.

GORN X-LIGHT CRUISER

CNTNR

SHIP DATA TABLE

ADMINISTRATIVE SHUTTLES

PROBES

BOARDING PARTIES

TRANSPORTER BOMBS

TYPE = HDX

POINT VALUE = 205

BREAKDOWN = 5-6

SHIELD COST = 1+1

LIFE SUPPORT = 1

SIZE CLASS = 3

REFERENCE = R6.203

FIRST GENERATION X-SHIP

IDENT

HIT POINTS

NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

CAN TRANSFER BY (J1.59).

TRANSPORTER BOMBS

6

6

4

1

10

10

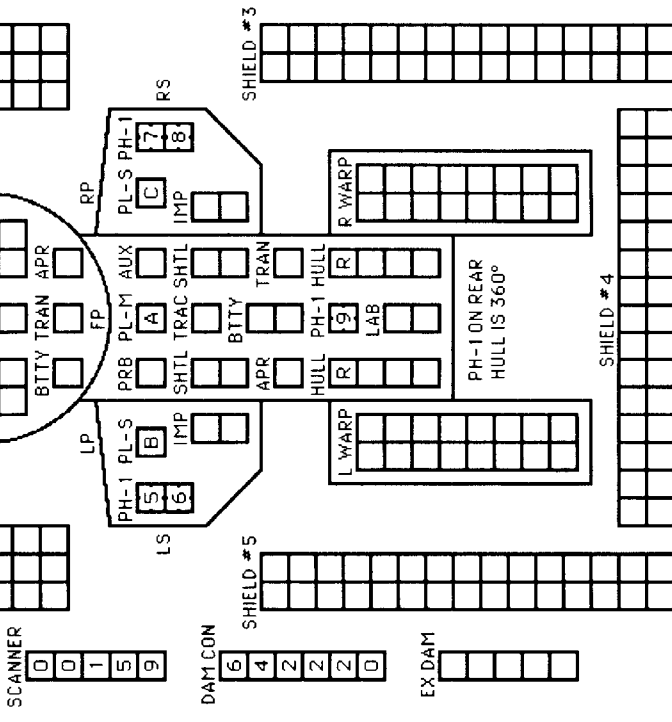
20

30

40

5

10



TURN MODE

SPEED

C

1

2-4

2

5-9

3

10-14

4

15-20

5

21-27

6

28+

THIS SHIP CAN

CONTROL A

SEEKING

WEAPONS EQUAL

TO DOUBLE ITS

SENSOR RATING.

LP

RP

LF

RF

LR

RR

PSEUDO-PLASMA

TORPEDOES

A

M

B

S

C

S

A

M

B

S

C

S

TYPE I OFFENSIVE PHASER TABLE

TYPE III DEFENSE PHASER

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

5 = HET COST

6 = ERRATIC MANEUVER WARP COST

THE 360° PHASER CANNOT FIRE INTO THE HEX ROW
EXTENDING DIRECTLY BEHIND THE SHIP.

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

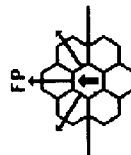
WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX																														
5 = HET COST																														
6 = ERRATIC MANEUVER WARP COST																														
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6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

CNTR

SHIP DATA TABLE	
TYPE	= BDX
POINT VALUE	= 140
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R6.204

FIRST GENERATION X-SHIP

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

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


CREW UNITS										ADMINISTRATIVE SHUTTLES									
									*	IDENT	HIT POINTS	NOTES							
									10										
									20										
									30										
BOARDING PARTIES										GAS									
THIS SHIP HAS TWO SHUTTLE BAYS										GAS									
CAN TRANSFER BY (J159)																			

[illegible]

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

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

**PSEUDO-PLASMA
TORPEDOES**

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 GL	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						

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										

GORN BSX ADVANCED BATTLE SCOUT

CNTR

SHIP DATA TABLE	
TYPE	= BSX
POINT VALUE	= 180/100
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R6.205

FIRST GENERATION X-SHIP

ADMINISTRATIVE SHUTTLES					
IDENT	HIT POINTS	NOTES			
					GAS
					GAS

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

TRANSPORTER BOMBS

TYPE I OFFENSIVE PHASER TABLE

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

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

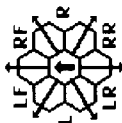
SCOUT FUNCTIONS SUMMARY

- 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.**

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

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

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


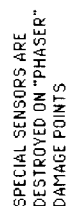
WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

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
Frac.	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{4}$	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

THOLIAN X-BATTLE STATION



SCOUT FUNCTIONS SUMMARY

21	LENDING ECM OR ECM
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

10

CREW UNITS

10	
20	
30	
40	
50	
60	
70	
80	
90	
100	
110	
120	
130	

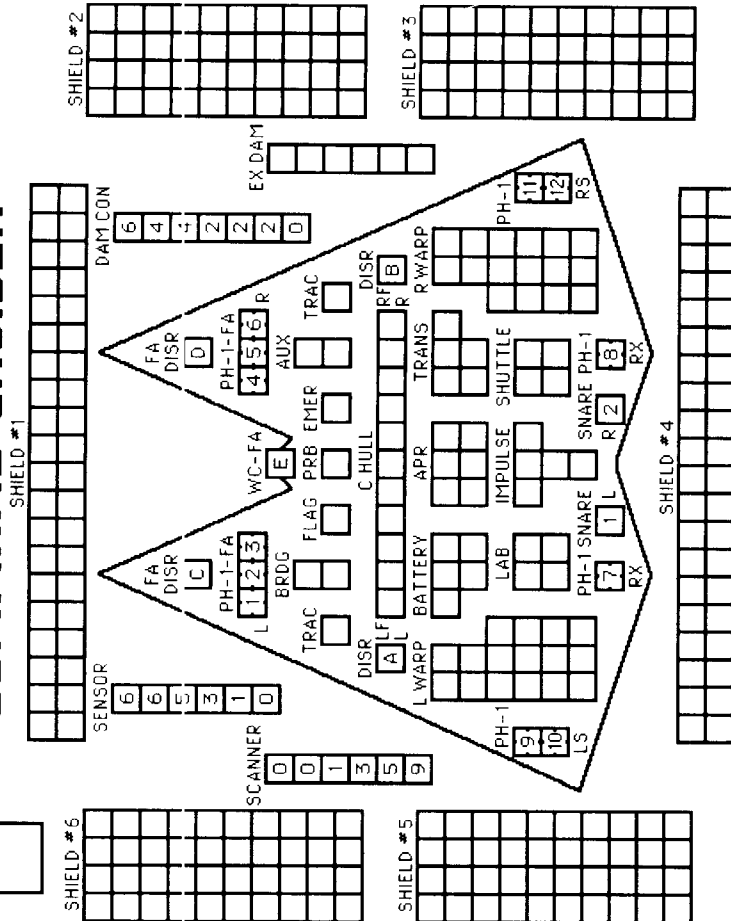
ENERGY # OF WEB HEXES CREATED USED	1	2	3	4	5
1-2-3	10	5	3	2	2
2-3-4	20	10	6	5	4
3-4-5	30	15	10	7	6
4-5-6	35*	20	13	10	8
5-6-N	35*	25	16	12	10
6-N-N	35*	30	20	15	12

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

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

ENERGY	DAMAGE		
	1	2	0
2	4	2	0
3	6	4	2
4	8	6	4
5	10	8	6
6	12	10	8

THOLIAN ADVANCED COMMAND CRUISER



SHIP DATA TABLE	
TYPE	= CCX
POINT VALUE	= 205
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SPT	= 1
SIZE CLASS	= 3
REFERENCE	= R7.201
3 UIM STANDARD	
FIRST GENERATION	
X-SHIP	

HIT & RUN	
UIM	DERFACS
T-BOMBS	

BOARDING PARTIES	
PROBES	

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

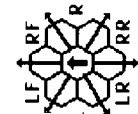
DISRUPTOR TABLE	
RANGE	0 1 2 3-4 5-8 9-15 16-22 23-30 31-40
HIT (STD)	NA 1-5 1-4 1-4 1-4 1-4 1-3 1-2 1-2
HIT (UIM)	NA 1-5 1-4 1-4 1-4 1-4 1-3 1-2 1-2
HIT (DERFACS)	NA 1-5 1-4 1-4 1-4 1-4 1-3 1-3 1-2
HIT (OVERLOAD)	1-6 1-5 1-4 1-4 1-4 1-4 1-3 1-2
HIT (OL/UIM)	1-6 1-5 1-5 1-5 1-5 1-5 1-3 1-2
DAMAGE, STD	0 5 4 4 3 3 2 2 1
DAMAGE, OULD	10 10 8 8 6 6 0 0 0

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

WARP ENERGY MOVEMENT COST = 2/3 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 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	2/3 1 1/3 2 2 2 3 3 3 4 4 4 5 5 5 6 6 6 7 7 7 8 8 8 8 9 9 9 10 10 10 11 11 12 12 12 13 13 14 14 14 15 15 16 16 16 17 17 18 18 18 19 19 20

X WEB CASTER STRENGTH TABLE	
ENERGY USED	1 2 3 4 5
1-2-3	10 5 3 2 2
2-3-4	20 10 6 5 4
3-4-5	30 15 10 7 6
4-5-6	35* 20 13 10 8
5-6-N	35* 25 16 12 10
6-N-N	35* 30 20 15 12

X WEB FIST CHART	
RANGE	1-10 11-20 21-30
HIT	1-4 1-3 1-2
MISS	5-6 4-6 3-6
ENERGY	DAMAGE
1	2 0 0
2	4 2 0
3	6 4 2
4	8 6 4
5	10 8 6
6	12 10 8

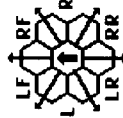


CNTR

SHIELD COST = 1/2+1/2
LIFE SUPPORT = 1/2
SIZE CLASS = 4
REFERENCE = R7.203
2 UIM STANDARD
FIRST GENERATION X-SHIP

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

NIMBLE SHIP


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

HIT & RUN
UIM
DERFACS

CREW UNITS ADMINISTRATIVE SHUTTLES

[illegible]

BOARDING PARTY

[illegible]

PROBES

5				
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TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE		6-			9-			16-			26-			51-		
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
1	9	8	7	6	5	5	4	3	2	1	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- 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

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STO)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(DEFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE, STO	0	5	4	4	3	3	2	2
DAMAGE, OULD	10	10	8	8	6	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	$6\frac{1}{2}$	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

③ - ERRATIC MANEIVER WAPP COST

5 = HFT COST

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

THIS SHIP CAN LAND ON PLANETS USING THE GRAVITY LANDING SYSTEM (P2.432).
SNARES CAN OPERATE AS WEB GENERATORS
SNARES ARE DESTROYED ON "FLAG" HITS.

**THOLIAN ADVANCED
PATROL CORVETTE**

CREW UNITS		ADMINISTRATIVE SHUTTLES			
		IDENT	HIT POINTS	NOTES	
	10				
	20				
	30				

SHIP DATA TABLE	
TYPE	= PCX
POINT VALUE	= 105
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R7.204

FIRST GENERATION X-SHIP

BOARDING PARTIES TRANSPORTER GUIDES

PROBES	5
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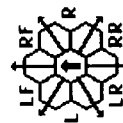
[illegible]

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

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

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	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													
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													

THIS SHIP CAN LAND ON PLANETS USING THE GRAVITY LANDING SYSTEM (P2.432).

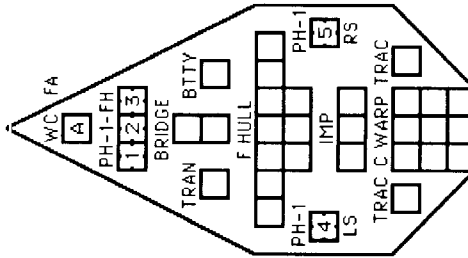

$$\begin{aligned}LS &= LF + L + LR \\RS &= RF + R + RR \\EX &= L + LF + RF + R\end{aligned}$$

SNARES CAN OPERATE AS WEB GENERATORS.
SNARES ARE DESTROYED ON "FLAG" HITS.

Ship Layout and Status:

- PH-1 (Primary Hull):**
 - PH-1 (Top): 15 SNARE, 1 L
 - PH-1 (Bottom): 15 SNARE, 1 L
- PH-2 (Secondary Hull):**
 - PH-2 (Top): 15 SNARE, 1 L
 - PH-2 (Bottom): 15 SNARE, 1 L
- PH-3 (Tertiary Hull):**
 - PH-3 (Top): 15 SNARE, 1 L
 - PH-3 (Bottom): 15 SNARE, 1 L
- PH-4 (Quaternary Hull):**
 - PH-4 (Top): 15 SNARE, 1 L
 - PH-4 (Bottom): 15 SNARE, 1 L
- PH-5 (Quinary Hull):**
 - PH-5 (Top): 15 SNARE, 1 L
 - PH-5 (Bottom): 15 SNARE, 1 L
- PH-6 (Sextary Hull):**
 - PH-6 (Top): 15 SNARE, 1 L
 - PH-6 (Bottom): 15 SNARE, 1 L
- PH-7 (Septenary Hull):**
 - PH-7 (Top): 15 SNARE, 1 L
 - PH-7 (Bottom): 15 SNARE, 1 L
- PH-8 (Octary Hull):**
 - PH-8 (Top): 15 SNARE, 1 L
 - PH-8 (Bottom): 15 SNARE, 1 L
- PH-9 (Nonary Hull):**
 - PH-9 (Top): 15 SNARE, 1 L
 - PH-9 (Bottom): 15 SNARE, 1 L
- PH-10 (Decary Hull):**
 - PH-10 (Top): 15 SNARE, 1 L
 - PH-10 (Bottom): 15 SNARE, 1 L
- PH-11 (Undecary Hull):**
 - PH-11 (Top): 15 SNARE, 1 L
 - PH-11 (Bottom): 15 SNARE, 1 L
- PH-12 (Duodecary Hull):**
 - PH-12 (Top): 15 SNARE, 1 L
 - PH-12 (Bottom): 15 SNARE, 1 L
- PH-13 (Tridecary Hull):**
 - PH-13 (Top): 15 SNARE, 1 L
 - PH-13 (Bottom): 15 SNARE, 1 L
- PH-14 (Quattuordecary Hull):**
 - PH-14 (Top): 15 SNARE, 1 L
 - PH-14 (Bottom): 15 SNARE, 1 L
- PH-15 (Quindecary Hull):**
 - PH-15 (Top): 15 SNARE, 1 L
 - PH-15 (Bottom): 15 SNARE, 1 L
- PH-16 (Sexdecary Hull):**
 - PH-16 (Top): 15 SNARE, 1 L
 - PH-16 (Bottom): 15 SNARE, 1 L
- PH-17 (Septendecary Hull):**
 - PH-17 (Top): 15 SNARE, 1 L
 - PH-17 (Bottom): 15 SNARE, 1 L
- PH-18 (Octodecary Hull):**
 - PH-18 (Top): 15 SNARE, 1 L
 - PH-18 (Bottom): 15 SNARE, 1 L
- PH-19 (Novecary Hull):**
 - PH-19 (Top): 15 SNARE, 1 L
 - PH-19 (Bottom): 15 SNARE, 1 L
- PH-20 (Vigintary Hull):**
 - PH-20 (Top): 15 SNARE, 1 L
 - PH-20 (Bottom): 15 SNARE, 1 L
- PH-21 (Unvigintary Hull):**
 - PH-21 (Top): 15 SNARE, 1 L
 - PH-21 (Bottom): 15 SNARE, 1 L
- PH-22 (Bivigintary Hull):**
 - PH-22 (Top): 15 SNARE, 1 L
 - PH-22 (Bottom): 15 SNARE, 1 L
- PH-23 (Trivigintary Hull):**
 - PH-23 (Top): 15 SNARE, 1 L
 - PH-23 (Bottom): 15 SNARE, 1 L
- PH-24 (Quadrivigintary Hull):**
 - PH-24 (Top): 15 SNARE, 1 L
 - PH-24 (Bottom): 15 SNARE, 1 L
- PH-25 (Quinquivigintary Hull):**
 - PH-25 (Top): 15 SNARE, 1 L
 - PH-25 (Bottom): 15 SNARE, 1 L
- PH-26 (Sexvigintary Hull):**
 - PH-26 (Top): 15 SNARE, 1 L
 - PH-26 (Bottom): 15 SNARE, 1 L
- PH-27 (Septuagintary Hull):**
 - PH-27 (Top): 15 SNARE, 1 L
 - PH-27 (Bottom): 15 SNARE, 1 L
- PH-28 (Octogintary Hull):**
 - PH-28 (Top): 15 SNARE, 1 L
 - PH-28 (Bottom): 15 SNARE, 1 L
- PH-29 (Nonagintary Hull):**
 - PH-29 (Top): 15 SNARE, 1 L
 - PH-29 (Bottom): 15 SNARE, 1 L
- PH-30 (Centenary Hull):**
 - PH-30 (Top): 15 SNARE, 1 L
 - PH-30 (Bottom): 15 SNARE, 1 L

CNTR

[illegible][illegible][illegible][illegible][illegible]EX DAM

DAM CON	6	4	4	2	2	2	0
---------	---	---	---	---	---	---	---

SENSOR
6 6 5 3 1 0

SCANNER 001359

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

SHIP DATA TABLE	
TYPE	= NCX
POINT VALUE	= 225
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R7.205

3 UIM STANDARD
FIRST GENERATION X-SHIP

PROBES	T BOMBS
5	

$$A = LF + RF$$

$$A = LR + RR$$

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

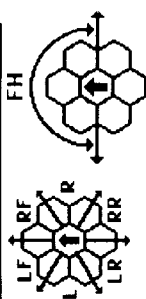
RANGE		1-10	11-20	21-30
HIT	1-4	1-3	1-2	
MISS	5-6	4-6	3-6	

ENERGY		DAMAGE	
1	2	0	0
2	4	2	0
3	6	4	2
4	8	6	4
5	10	8	6
6	12	10	8

DISRUPTOR TABLE										
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40	
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2	
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2	
HIT (OERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2	
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA	
HIT (OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA	
DAMAGE, STD	0	5	4	4	3	3	2	2	1	
DAMAGE, OULD	10	10	8	8	6	0	0	0	0	

[illegible]

TURN MODE		SPEED
8	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+



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

HIT & RUN
DERFACS

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

DISRUPTOR TABLE

THOLIAN ADVANCED SCOUT

[illegible][illegible]

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

SHIP DATA TABLE	
TYPE	= SCX
POINT VALUE	= 170/110
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R7.206

FIRST GENERATION X-SHIP

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

NIMBLE SHIP

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

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

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.

WARP ENERGY MOVEMENT COST = 1/2 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	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
React	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

THIS SHIP CAN LAND ON PLANETS USING THE GRAVITY LANDING SYSTEM (P2.432). SNARES CAN OPERATE AS WEB GENERATORS. SNARES ARE DESTROYED ON "FLAG" HITS.

THOLIAN ADVANCED SCOUT

CNTR

6
5
3
1
0

SENSOR

0
1
3
5
9

SCANNER

0
1
3
5
9

DAM CON

4
2
2
2
0

EX DAM

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

FX
PH-1
1 2
3 4 5
BRDG
TRAN
AUX
SEN
3
4
C HULL
LWRP
LAB
PRB RWRP
EMER TRAC
BTTY
IMP
SNARE
SHTL
L 1
PH-1
6
LS
SNARE
2 R
PH-1
7
RS

THOLIAN ADVANCED PHOTON DESTROYER

CNTR	
------	--

SENSOR

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

SCANNER

0-3509

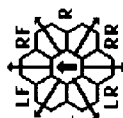
DAMCON
4 2 2 2 0

EX	DAM
----	-----

SHIP DATA TABLE	
TYPE	= DPX
POINT VALUE	= 129
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R7.207

FIRST GENERATION X-SHIP

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


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

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

[illegible]

PROBES
5

TYPE I OFFENSIVE PHASER TABLE												
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	3	1	0	0	0	0	
4	6	4	4	4	4	3	2	0	0	0	0	
5	5	4	4	4	3	3	1	0	0	0	0	
6	4	4	3	3	2	2	0	0	0	0	0	

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

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

WARP ENERGY MOVEMENT COST = 1/2 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	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				

THIS SHIP CAN LAND ON PLANETS USING THE GRAVITY LANDING SYSTEM (P.2.432).
SNARES CAN OPERATE AS WEB GENERATORS. SNARES ARE DESTROYED ON "FLAG" HITS

CNTR	
------	--

CREW UNITS						ADMINISTRATIVE SHUTTLES		
						IDENT	HIT POINTS	NOTES
				*	10			

SECRET ORBITS										IDENT	HIT POINTS	NOTES

[illegible]

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

[illegible]

THREE RELOADS; THIRD RELOAD IS ENTIRELY ADDS.
THIS CHART CAN ALSO BE USED FOR PLASMA RACKS
WHEN USED FOR PLASMA RACKS, THERE ARE ONLY
TWO SETS OF RELOADS (XFPIO.14).

DIE ROLL	RANGE		6- 9- 16- 26- 51- 8 15 25 50 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

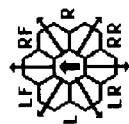
TYPE III DEFENSE PHASE	DIE RANGE			
	ROLL 0	1	2	3
4-9	1	4	4	4
10-15	2	4	4	4
	3	4	4	4
	4	4	4	3
	5	4	3	2
	6	3	3	1

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

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P.2.43). CARGO BOXES HAVE 25 CARGO POINTS EACH. SEE (G15.4) FOR RULES ON OPTION MOUNTS. SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES.

SHIP DATA TABLE	
TYPE	= CX
POINT VALUE	= 300
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
CLOAK COST	= 25/4
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R8.201
STEALTH +2 ECM	
BPV INCLUDES CLOAK	
BPV INCLUDES OAKDISC	
FIRST GENERATION X-SHIP	

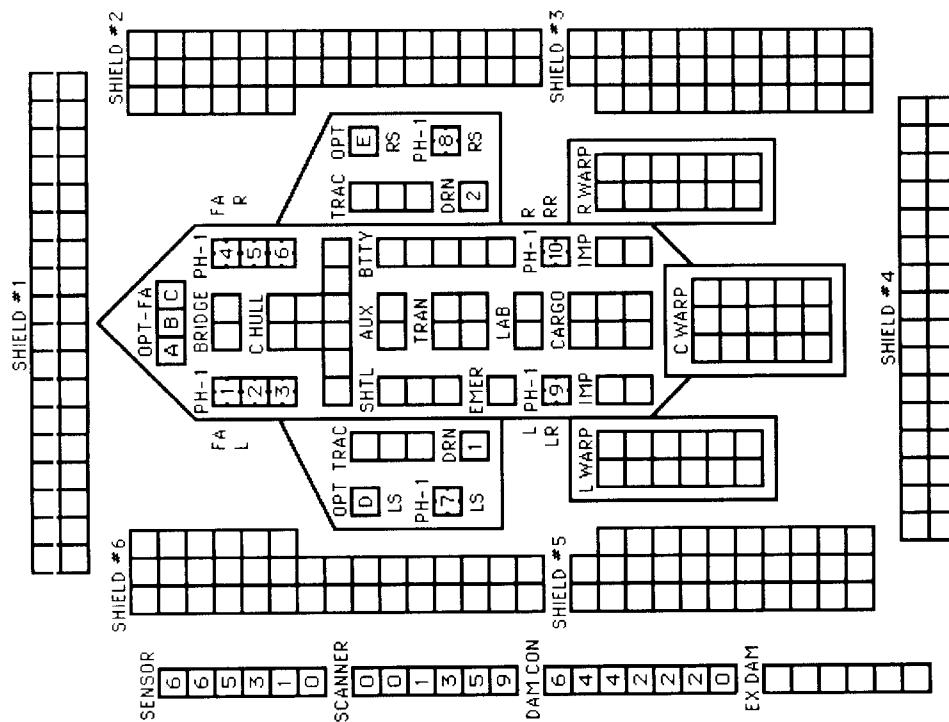
TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+


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

INSERT OPTIONAL WEAPONS.

NO HELLBORES IN WING MOUNTS.

SEE ANNEXES #8A AND #8B.



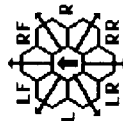
MOVEMENT COST = 1
HET COST = 5
EM COST = 6

ORION ADVANCED SALVAGE CRUISER

CNTR	
------	--

SHIP DATA TABLE	
TYPE	= SAX
POINT VALUE	= 260/221
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
CLOAK COST	= 20/4
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R8.203
STEALTH +2 ECM	
BPV INCLUDES CLOAK	
BPV INCLUDES OAKDISC	
FIRST GENERATION X-SHIP	

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


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{RA} &= \text{LR} + \text{RR} \end{aligned}$$

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

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43). CARGO BOXES HAVE 25 CARGO POINTS EACH. SEE (G15.4) FOR RULES ON OPTION MOUNTS. SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS

[illegible]

TRANSPORTER BOMBS

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

TYPE I OFFENSIVE PHASER TABLE

[illegible]

TYPE III DEFENSE PHASER

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

ANTI-DRONE TABLE

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

HIT & RUN
CLOAK

10

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	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	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175	176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191	192	193	194	195	196	197	198	199	200	201	202	203	204	205	206	207	208	209	210	211	212	213	214	215	216	217	218	219	220	221	222	223	224	225	226	227	228	229	230	231	232	233	234	235	236	237	238	239	240	241	242	243	244	245	246	247	248	249	250	251	252	253	254	255	256	257	258	259	260	261	262	263	264	265	266	267	268	269	270	271	272	273	274	275	276	277	278	279	280	281	282	283	284	285	286	287	288	289	290	291	292	293	294	295	296	297	298	299	300	301	302	303	304	305	306	307	308	309	310	311	312	313	314	315	316	317	318	319	320	321	322	323	324	325	326	327	328	329	330	331	332	333	334	335	336	337	338	339	340	341	342	343	344	345	346	347	348	349	350	351	352	353	354	355	356	357	358	359	360	361	362	363	364	365	366	367	368	369	370	371	372	373	374	375	376	377	378	379	380	381	382	383	384	385	386	387	388	389	390	391	392	393	394	395	396	397	398	399	400	401	402	403	404	405	406	407	408	409	410	411	412	413	414	415	416	417	418	419	420	421	422	423	424	425	426	427	428	429	430	431	432	433	434	435	436	437	438	439	440	441	442	443	444	445	446	447	448	449	450	451	452	453	454	455	456	457	458	459	460	461	462	463	464	465	466
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THESE RACKS HAD THREE RELOADS; THIRD RELOAD FOR
X-RAYS IS ENTIRELY ADDS.
THIS CHART CAN ALSO BE USED FOR PLASMA RACKS.
WHEN USED FOR PLASMA RACKS, THERE ARE ONLY
TWO SETS OF RELOADS (XEP10.14).

INSERT OPTIONAL WEAPONS

SEE ANNEXES #8A AND #8B

WARP ENERGY MOVEMENT COST = 2/3 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	2	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
$\frac{2}{3}$ fract.	$\frac{1}{3}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$	8	$8\frac{2}{3}$	$9\frac{1}{3}$	10	$10\frac{2}{3}$	$11\frac{1}{3}$	12	$12\frac{2}{3}$	$13\frac{1}{3}$	14	$14\frac{2}{3}$	$15\frac{1}{3}$	16	$16\frac{2}{3}$	$17\frac{1}{3}$	18	$18\frac{2}{3}$	$19\frac{1}{3}$	20	

ORION ADVANCED SLAVER

CNTR	
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[illegible]

SHIP DATA TABLE	
TYPE	= SLX
POINT VALUE	= 140/80
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
CLOAK COST	= 8/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= RB.204
STEALTH +2 ECM	
BPV INCLUDES CLOAK	
BPV INCLUDES OAKDISC	
FIRST GENERATION X-SHIP	

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

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43). CARGO BOXES HAVE 25 CARGO POINTS EACH. (SEE (G15.4) FOR RULES ON OPTION MOUNTS. (SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES.

CREW UNITS						ADMINISTRATIVE SHUTTLES								
						IDENT	HIT POINTS	NOTES						
					*	10								
						20								

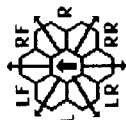
BOARDING PARTIES						TRANSPORTER BOMBS				
										D D D D D

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

**HIT & RUN
CLOAK** 

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

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


$$FA = LF + RF$$

INSERT OPTIONAL WEAPONS

SEE ANNEXES #8A AND #8B.

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	4	5	5	5	5	6	6	6	6	7	7	7	7	8	8										
Fract	1/2	1/2	3/4	1	1 1/2	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											

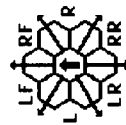
CNTR	
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SHIP DATA TABLE	
TYPE	= LX
POINT VALUE	= 110
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
CLOAK COST	= 10/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R8.205
STEALTH +2 ECM	
BPV INCLUDES CLOAK	
BPV INCLUDES OAKDISC	
FIRST GENERATION X-SHIP	

TURN MODE		SPEED	
AA	1	2-8	
HET	2	9-16	
	3	17-24	
BD	4	25+	
		NIMBLE SHIP	

SHIP CAN LAND ON PLANETS BY AERODYNAMIC,
GRAVITY, OR POWERED LANDINGS (P2.43).
CARGO BOXES HAVE 25 CARGO POINTS EACH.
SEE (G15.4) FOR RULES ON OPTION MOUNTS.
SEE (G15.21) FOR DOUBLING OF ENGINE POWER
AND RESULTING DAMAGE TO ENGINES.

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

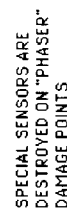

$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$

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

INSERT OPTIONAL WEAPONS
NO HELLBORES IN WING MOUNTS
SEE ANNEXES #8A AND #8B.

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

TANK ENERGY TOYMENT COST = 175 ENERGY TOYMENT PER HOUR																														
PER HOUR																														
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.	$\frac{1}{3}$	$\frac{2}{3}$	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

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


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

HELLBORE COMBAT RESOLUTION TABLE

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

TYPE IV PHASER TABLE

[illegible]

SHIP DATA TABLE	
TYPE	= BTX
POINT VALUE	= 333
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R1.202
FIRST GENERATION X-BASE	
HANGAR MODULE +10	
PF MODULE +12	

BOARDING PARTIES	10		20	
	10	20	10	20
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				
17				
18				
19				
20				

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

TYPE | OFFENSIVE PHASER TABLE

THE POSTERIOR PROBABILITY											
DIE RANGE		6-9-16-26-51-					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	4	3	2	0	0	0
5	5	4	4	4	4	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

MEASUREMENT BEAM TABLE

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

FUSION OVERLOAD

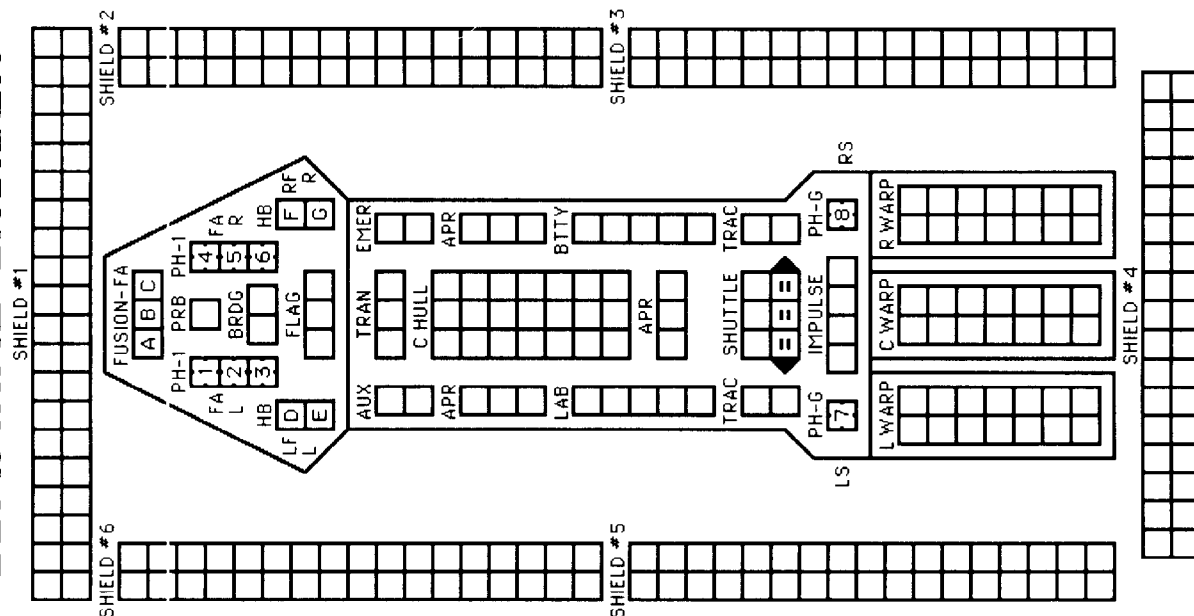
DIE ROLL	RANGE	0	1	2	3-8
1	19	12	9	6	
2	16	12	7	4	
3	15	10	6	3	
4	13	9	4	1	
5	12	7	4	1	
6	12	6	3	0	

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

HELLBORE COMBAT RESOLUTION TABLE

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

HYDRAN ADVANCED LORD BISHOP-X COMMAND CRUISER



CNTR

SENSOR

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

SCANNER 001359

DAM CON

6	4	4	2	2	0
---	---	---	---	---	---

EX	DA	MA	MA	MA	MA
----	----	----	----	----	----

SHIP DATA TABLE	
TYPE	= LBX
POINT VALUE	= 230
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R9.201

FIRST GENERATION X-SHIP

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

TYPE II PHASER TABLE									
DIE ROLL	RANGE		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	

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	

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

CREW UNITS

				*	10
					20
					30
					40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

					10
					20

TRANSPORTER BOMBS

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

DECK CREWS

	3
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PROBES

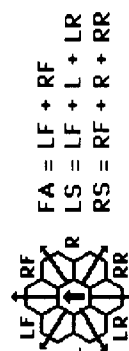
			5
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DIE RANGE		FUSION OVERLOAD	
ROLL	0	1	2
1	19	12	9
2	16	12	7
3	15	10	6
4	13	9	4
5	12	7	4
6	12	6	3

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

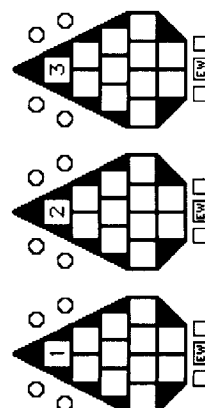
TYPE I OFFENSIVE PHASER TABLE		DIE RANGE		6-9-1		6-9-1	
DIE	RANGE	0	1	2	3	4	5
1	9	8	7	6	5	5	4
2	8	7	6	5	5	4	3
3	7	5	5	4	4	3	2
4	6	4	4	4	4	3	1
5	5	4	4	4	3	3	0
6	4	4	3	3	2	2	0

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



BPV OF SHIP
INCLUDES FIGHTERS

STINGER-X
1xPH-2-FA
1xPH-G-FA
DFR = 4
CRIPPLED = 8
SPEED = 20



The diagram illustrates the layout of the Star Trek: Voyager ship, showing various rooms and their relative positions. The ship is oriented vertically with the bow at the top. The layout includes a central corridor (COR) flanked by rooms such as the Main Engineering (ME), Main Bridge (MB), Main Computer (MC), Main Armory (MA), Main Cargo (MC), Main Shuttle (MS), Main Transport (MT), Main Armory (MA), Main Cargo (MC), Main Shuttle (MS), and Main Transport (MT). The ship is surrounded by five shields: SHIELD #1 (top), SHIELD #2 (left), SHIELD #3 (right), SHIELD #4 (bottom), and SHIELD #5 (center).

EX-DAM					
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TYPE III DEFENSE PHASER		DIE RANGE					4-9-15				
DIE 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				

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

BPV OF SHIP
INCLUDES FIGHTERS.

STINGER-X
1xPH-2-FA
1xPH-G-FA
DFR = 4
CRIPPLED = 8
SPEED = 20

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

DIE ROLL	RANGE	4- 8	9- 13	16- 30	31- 50
1	6	5	4	3	2
2	6	5	4	2	1
3	6	4	4	1	0
4	5	4	3	1	0
5	5	4	3	0	0
6	5	3	3	0	0

FTR FUSION TABLE				
DIE ROLL	RANGE	1	2	3-11-12
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

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

CNTR

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

THREE BAYS — TRANSFER BY (JL159)

[illegible]

DECK CREWS				PROBES			
			4				5

ELISION BEAM TABLE

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

TYPE I OFFENSIVE PHASE TABLE									
DIE RANGE		6-9-15							
ROLL	1	2	3	4	5	8	15		
1	9	8	7	6	5	5	4	3	
2	8	7	6	5	5	4	3	2	
3	7	5	5	4	4	4	3	1	
4	6	4	4	4	4	3	2	0	
5	5	4	4	4	4	3	2	0	
6	4	4	3	3	2	2	0	0	

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

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

SHIP DATA TABLE	
TYPE	= LNX
POINT VALUE	= 116
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R9.204

FIRST GENERATION X SHIP

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

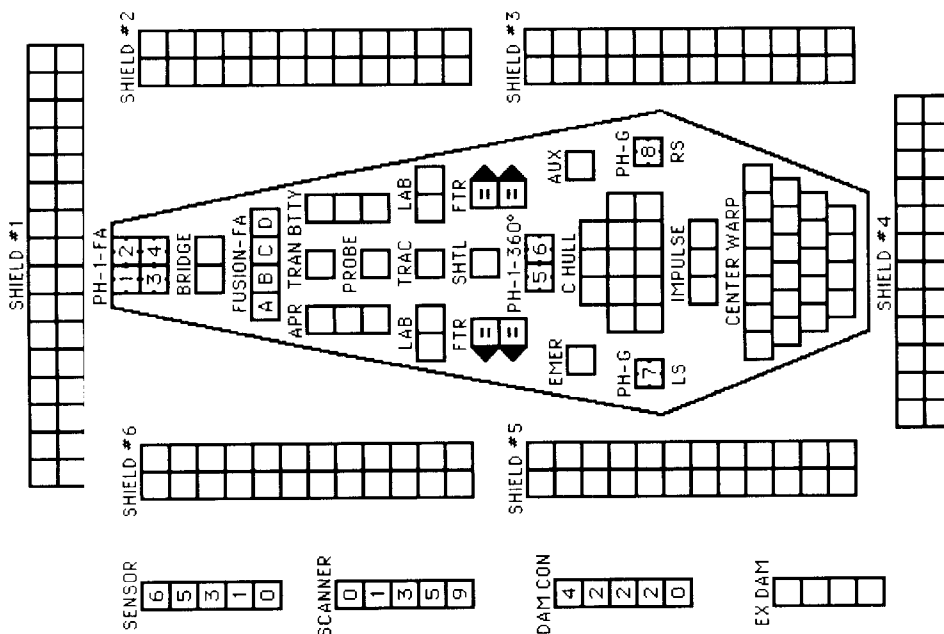
TYPE II PHASER TABLE						
DIE	RANGE			4-9-4		
ROLL	0	1	2	3	8	15
1	6	5	5	4	3	2
2	6	5	4	4	2	1
3	6	4	4	4	1	1
4	5	4	4	3	1	0
5	5	4	3	3	0	0
6	5	3	3	3	0	0

BPV OF SHIP
INCLUDES
FIGHTERS.

STINGER-X
1xPH-2-FA
1xPH-G-FA
DFR = 4
CRIPPLED =
SPEED = 20

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

TABLE 1. ENERGY COSTS OF THE ENERGY SYSTEMS																															
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	$\frac{1}{2}$	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	



CMTR

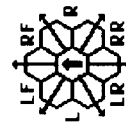
SHIP DATA TABLE	
TYPE	= KNX
POINT VALUE	= 136
BREAKDOWN	= 6
SHIELD COST	= $1/2 + 1/2$
LIFE SUPPORT	= $1/2$
SIZE CLASS	= 4
REFERENCE	= R9.205

FIRST GENERATION X-SHIP

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

TYPE III DEFENSE PHASER									
DIE RANGE		4-9-15							
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		

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


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

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			
Frac.	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				

CREW UNITS						ADMINISTRATIVE SHUTTLE			
						IDENT	HIT POINTS	NOTES	
					X				
					10				
					20				

BOARDING PARTIES	TRANSPORTER BOMBS
10	DDDD

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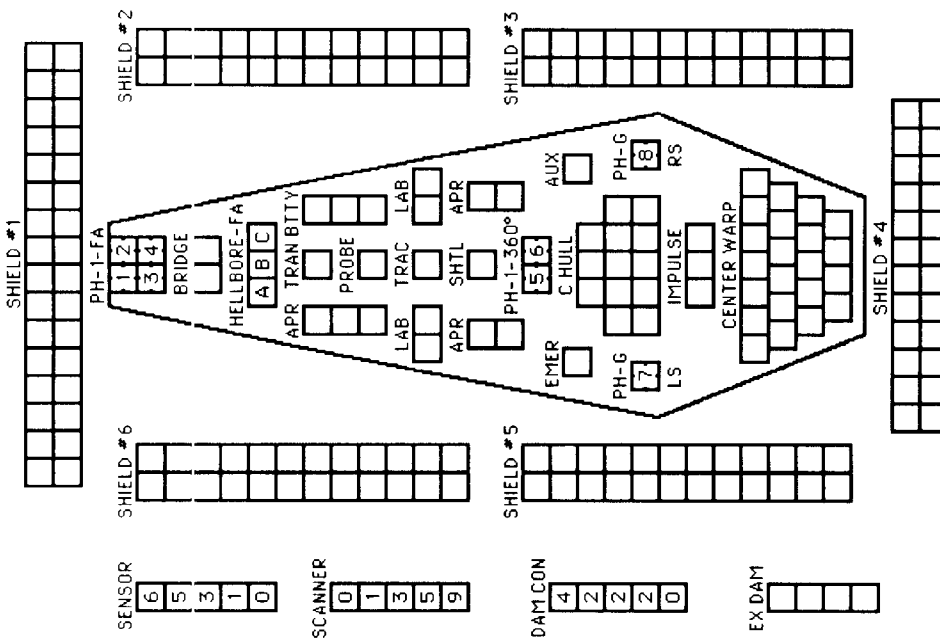
RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT*	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19	0	0	0

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	1	9	8	7	6	5	4	3	2	1	1
2	1	9	8	7	6	5	4	3	2	1	1
3	2	7	5	4	4	4	3	1	0	0	0
4	4	6	4	4	4	4	3	2	0	0	0
5	5	4	4	4	4	3	3	1	0	0	0
6	5	4	4	4	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	1
2	4	4	1
3	4	4	1
4	4	4	1
5	4	3	0
6	3	3	1



CNR

ADMINISTRATIVE SHUTTLE				
IDENT	HIT POINTS	NOTE		

THREE BAYS — TRANSFER BY (J1159)

[illegible][illegible]

SFF (P9 R2)

DECK CREWS	PROBES
4	

SHIP DATA TABLE	
TYPE	= SCX
POINT VALUE	= 200/100
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R9.206

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

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

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

TYPE I OFFENSIVE PHASER TABLE										
DIE RANGE										
ROLL	0	1	2	3	4	5	6	7	8	9
1	9	8	7	6	5	5	4	3		
2	8	7	6	5	5	4	3	2		
3	7	5	5	4	4	4	3	1		
4	6	4	4	4	4	3	2	0		
5	5	4	4	4	4	3	3	1	0	
6	4	4	3	3	2	2	0	0		

TABLE	9-15	16-25	26-50	51-75
3	2	1	1	0
2	1	1	0	0
1	0	0	0	0
0	0	0	0	0
0	0	0	0	0

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

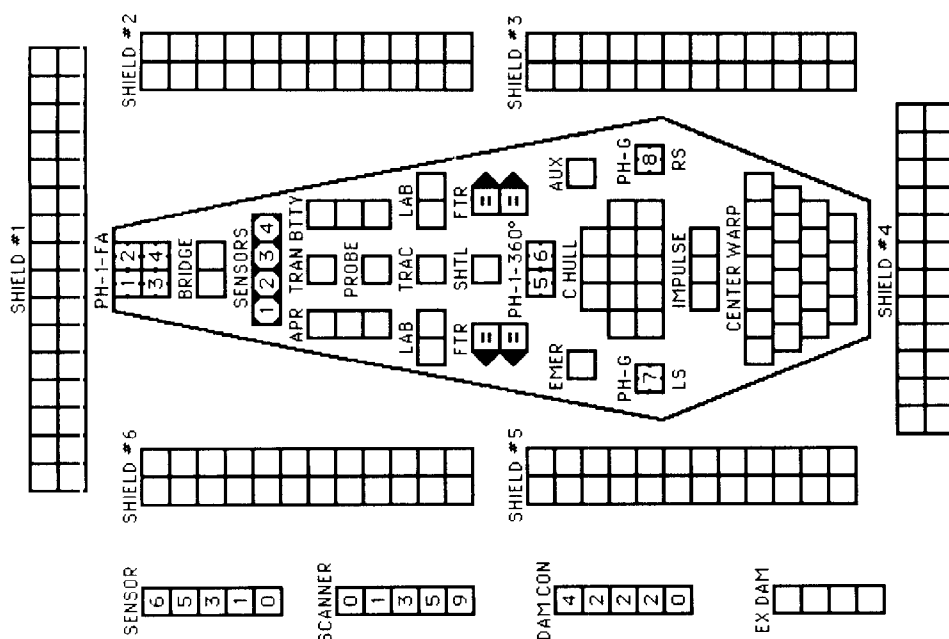
SCOUT FUNCTIONS SUMMARY

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

29 TACTICAL INTELLIGENCE
SPECIAL SENSORS ARE DESTROYED
ON "TORPEDO" HITS.

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

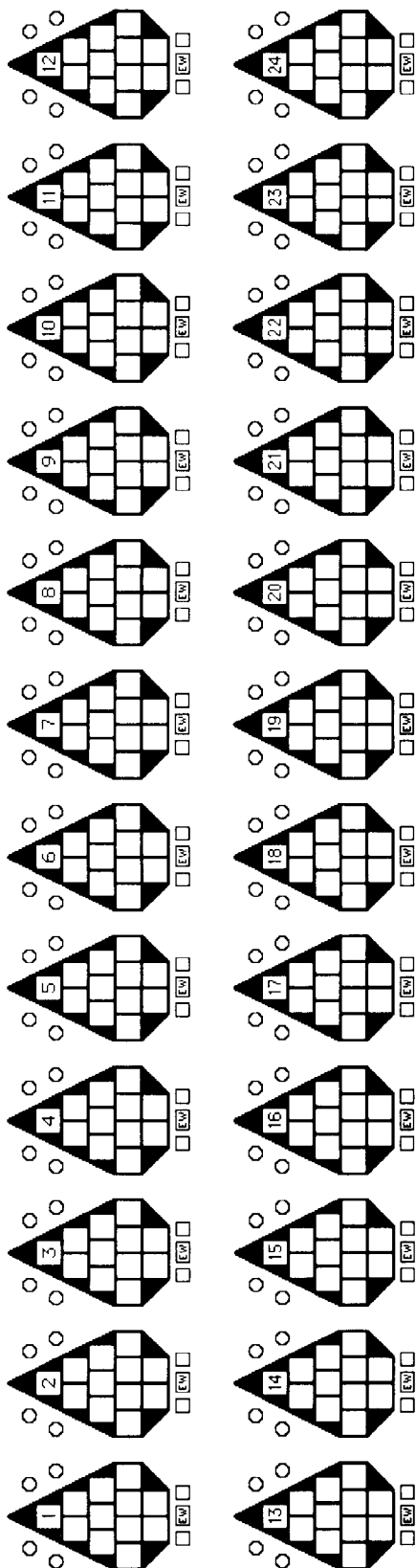
STINGER-X
1XPH-2-FA
1XPH-G-FA
DFR = 4
CRIPPLED = 8
SPEED = 20



BPV OF SHIP
INCLUDES FIGHTERS.

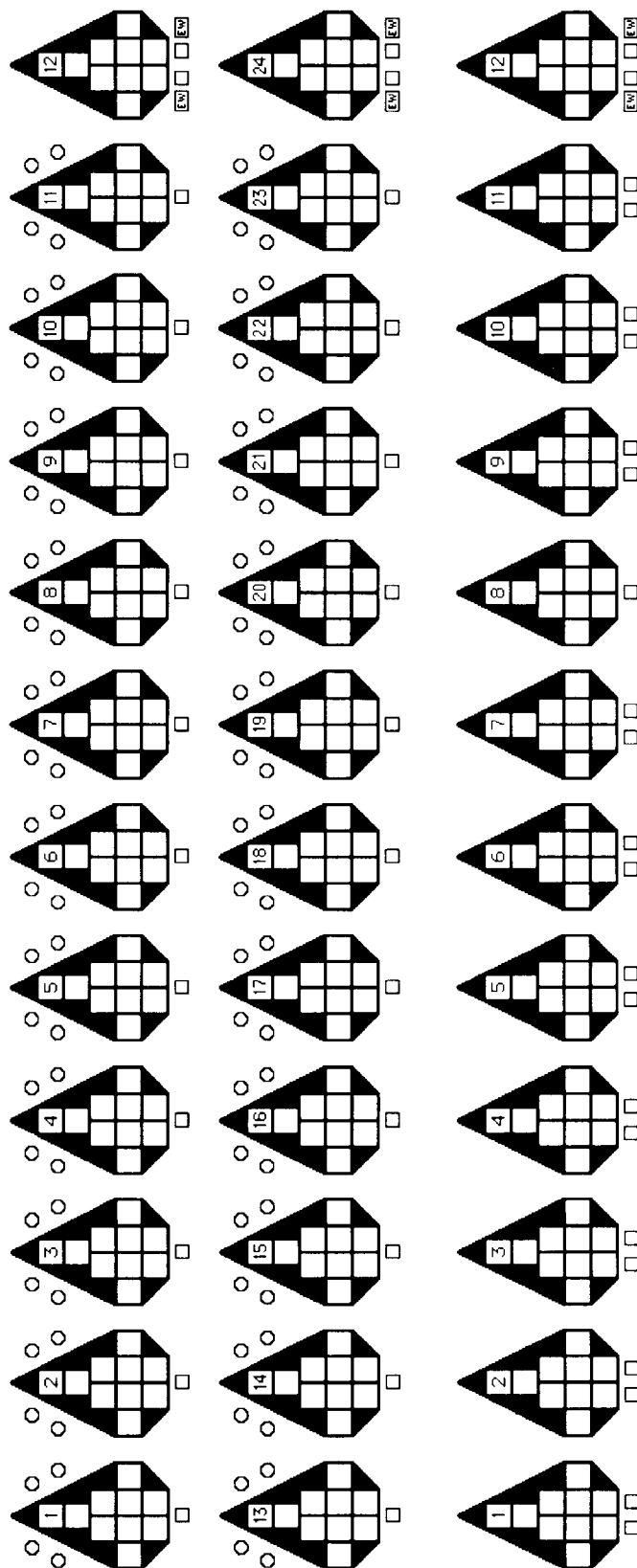
WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX															⑤ = HET COST					⑥ = ERRATIC MANEUVER WARP COST										
SPEED	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fractions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

HYDRAN X-FIGHTERS FOR X-BASES



STINGER-X
1xPH-2-FA
1xPH-G-FA
DFR = 4
CRIPPLED = 8
SPEED = 20

HYDRAN NON-X FIGHTERS FOR X-BASES



STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15

STINGER-F
1xPH-G-FA
DFR = 2
CRIPPLED = 7
SPEED = 15

CNTR

SHIP DATA TABLE	
TYPE	= CCX
POINT VALUE	= 215
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R11.201
3 UIM STANDARD	
FIRST GENERATION X-SHIP	

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

EXPANDING SPHERE TABLE								
	RADIUS			ENERGY				
	1	2	3	4	5	6	7	
0	4	8	12	16	20	24	28	
1	4	7	11	15	18	22	26	
2	3	7	10	13	17	20	23	
3	3	6	9	12	15	18	21	

HIT & RUN
WIM

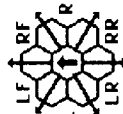
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(OERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT(OL/UM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2	1
DAMAGE, UM	10	10	8	8	6	0	0	0	0

CREW UNITS		ADMINISTRATIVE SHUTTLES			
	*	IDENT	HIT POINTS	NOTES	
10					
20					
30					
40					
50					
TWO BAYS - NO TRANSFERS					

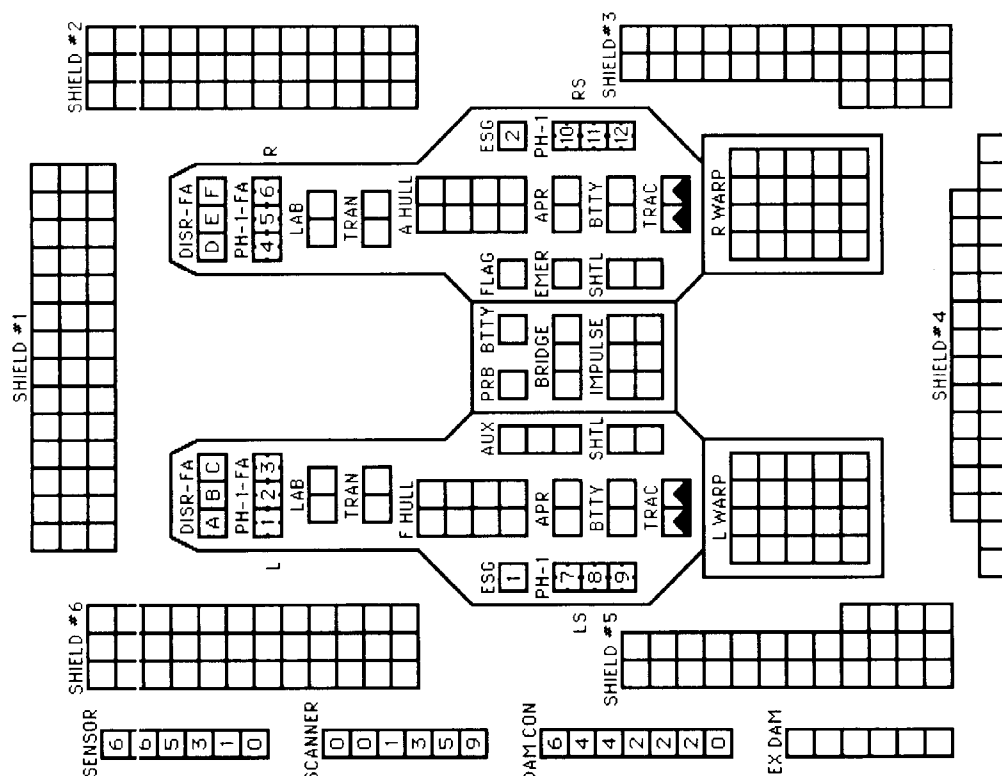
[illegible]

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


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

DISRUPTOR TABLE



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

LYRAN ADVANCED DESTROYER

CMTR

SHIP DATA TABLE	
TYPE	= DWX
POINT VALUE	= 135
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R11.203
2 UIM STANDARD	
FIRST GENERATION X-SHIP	

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	6	7			
0	4	8	12	16	20	24	28			
1	4	7	11	15	18	22	26			
2	3	7	10	13	17	20	23			
3	3	6	9	12	15	18	21			

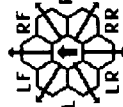
HIT & RUN
UIM
DERFACS

CREW UNITS						ADMINISTRATIVE SHUTTLES			
				*	10				
					20				
					30				
						TWO BAYS - NO TRANSFERS			

BOARDING PARTIES										TRANSPORTER BOMBS							
														D	O	D	D

PROBES 5

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



TYPE III DEFENSE PHASER									
DIE ROLL	RANGE		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		

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

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

⑥ = ERRATIC MANEUVER WARP COST

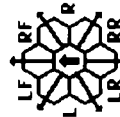
LYRAN ADVANCED SCOUT

CNTR

SHIP DATA TABLE	
TYPE	= SCX
POINT VALUE	= 190/130
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R11.204
FIRST GENERATION X-SHIP	

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

EXPANDING SPHERE TABLE									
	RADIUS		ENERGY						
	1	2	3	4	5	6	7		
0	4	6	12	16	20	24	28		
1	4	7	11	15	18	22	26		
2	3	7	10	13	17	20	23		
3	3	6	9	12	15	18	21		


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

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

TWO BAYS - NO TRANSFERS

[illegible]

DIE ROLL	RANGE 0	1	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
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 PHASE									
DIE	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	4	3	0	0			
5	4	4	3	2	0	0			
6	3	3	1	0	0	0			

SCOUT FUNCTIONS SUMMARY

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

**SPECIAL SENSORS ARE DESTROYED ON
"TORPEDO" DAMAGE POINTS.**

[illegible]

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

**LYRAN LEOPARD-X
ADVANCED DESTROYER**

Cntr

SHIP DATA TABLE	
TYPE	= DDX
POINT VALUE	= 120
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R11.205
2 UIM STANDARD	
FIRST GENERATION X-SHIP	

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

	RADIUS		ENERGY				
	1	2	3	4	5	6	7
0	4	8	12	16	20	24	28
1	4	7	11	15	18	22	26
2	3	7	10	13	17	20	23
3	3	6	9	12	15	18	21

HIT & RUN
UIM
DERFACS

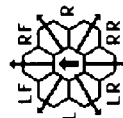
CREW UNITS					ADMINISTRATIVE SHUTTLES				
					IDENT	HIT POINTS	NOTES		
				*					
				30					

TWO DAYS - NO TRANSFERS

BOARDING PARTIES	TRANSPORTER BOMBS
10	00000

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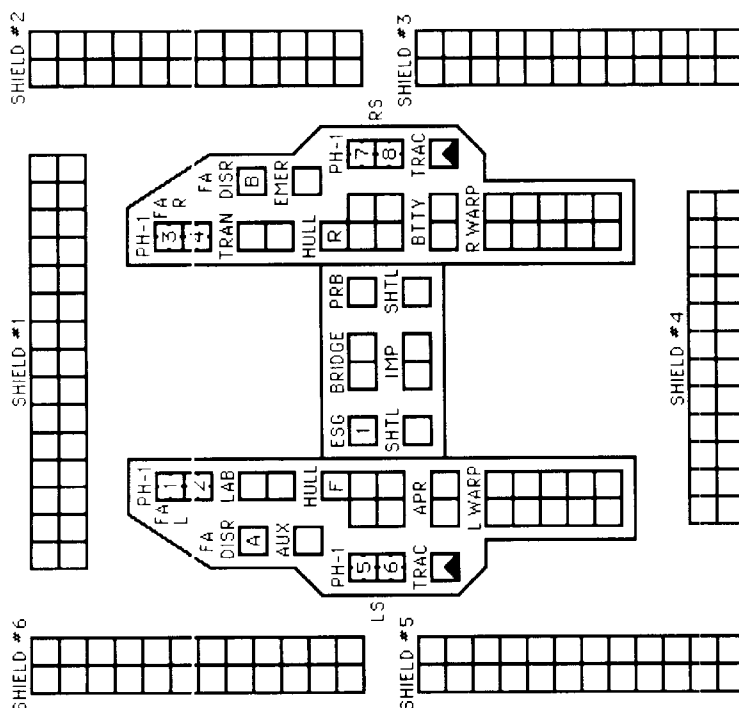
DIE ROLL	RANGE		6- 9- 16- 26- 51-								
	0	1	2	3	4	5	8	15	25	50	75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0


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

TYPE III DEFENSE PHASER								
DIE ROLL	RANGE			4-			9-	
	0	1	2	3	8	15		
1	4	4	4	3	1	1		
2	4	4	4	2	1	0		
3	4	4	4	1	0	0		
4	4	4	3	0	0	0		
5	4	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	23-30		
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2		
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2		
HIT(DEFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3		
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA		
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA		
DAMAGE, STD	0	5	4	4	3	3	2	2		
DAMAGE, UIM	0	10	8	8	6	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	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				
Erratic	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				



SENSOR	SCANNER	DAM CON	EX DAM
566420	00159	42220	

WYN X-BATTLE STATION

SHIP DATA TABLE

TYPE	=	BTX
POINT VALUE	=	333
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R1.202

FIRST GENERATION X-BASE

3 UIM STANDARD	
HANGAR MODULE +10	
PF MODULE +12	

BOARDING PARTIES

10	
20	

CREW UNITS

10	
20	
30	
40	
50	
60	
70	
80	
90	
100	
110	
120	
130	

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

HIT & RUN DERFACS

SENSOR SCANNER

PHASER TABLE

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

TYPE I OFFENSIVE PHASER TABLE

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

INSERT SELECTED OPTIONAL WEAPONS.

SEE ANNEX #8B.

DRONE RACKS

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

SCOUT FUNCTIONS SUMMARY

21	ENDING 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

WYN ADVANCED AUXILIARY CRUISER

CNTR

SHIP DATA TABLE	
TYPE	= ACX
POINT VALUE	= 110
BREAKDOWN	= 3-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R12.201
FIRST GENERATION X-SHIP	

CREW UNITS		ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS	NOTES	
1	10		

BOARDING PARTIES		TRANSPORTER BOMBS	
1	8		

DRONE RACKS		TRIPLE RELOADS	
1	CX		
2	CX		

TYPE I OFFENSIVE PHASER TABLE

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

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

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

TYPE III DEFENSE PHASER

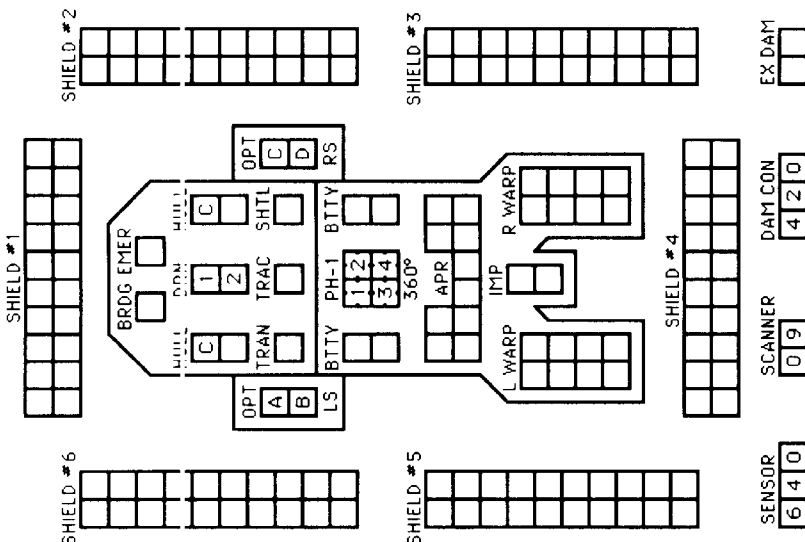
DIE RANGE	ROLL 0	1	2	3	4-9-15
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	0
4	4	4	3	0	0
5	4	3	2	0	0
6	3	3	1	0	0

INSERT OPTIONAL WEAPONS

INSERT OPTIONAL WEAPONS



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



THIS SHIP CAN ACCELERATE BY NO MORE THAN 10 MOVEMENT POINTS, OR DOUBLE ITS CURRENT SPEED.
THIS SHIP CAN 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	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	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

{CAPTURED KZINTI SHIP}

[illegible]

Diagram of the Star Trek: Enterprise bridge layout. The bridge is a central hexagonal area with various stations. At the top is the DISR-FA station with a large display. Below it are the EMER, TRAN, and F HULL stations. To the right are the AUX, SHTL, and TRAC stations. At the bottom are the PH-1, PH-2, and DRN stations. The bridge is flanked by two long, narrow rectangular areas labeled SHIELD #2 and SHIELD #6.

SHIELD #3

SHIELD #5

INP APR INP APR

L. WARP C. WARP R. WARP C. WARP

SHIELD #4

PH-10N REAR HULL IS 360°.

CNTR

SENSOR

SCANNER 0149

DAM CON	4	2	2	2	0
---------	---	---	---	---	---

EX	DAM						
----	-----	--	--	--	--	--	--

SHIP DATA TABLE	
TYPE	= FZX
POINT VALUE	= 125
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R12.202
2 UIM STANDARD	
FIRST GENERATION X-SHIP	

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

[illegible]

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

HIT & RUN
UIM ☐ ☐
DERFACS ☐

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

[illegible]

DECK CREW

1

TADS FIGHTER

2x PH-3-FA

DFR = 4

CRIPPLED = 8

SPEED = 15

NOT AN X-FIGHTER

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

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

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

⑥ = ERRATIC MANEUVER WARP COST

**WYN ADVANCED
LIGHT RAIDER
PURCHASED ORION SHIP**

CnTR

The diagram shows the USS Enterprise-D with the following components labeled:

- SHIELD #2** (Top)
- SHIELD #3** (Top)
- SHIELD #4** (Right)
- SHIELD #5** (Bottom)
- SHIELD #6** (Bottom)
- SENSOR** (Left): 6, 5, 1, 0
- GCANNER** (Left): 0, 1, 5, 9
- DAMCON** (Left): 4, 2, 2, 0
- EX DAM** (Left): 4 empty slots
- Internal Labels:**
 - FA, OPT, A, B
 - BRDG, AUX, C, HULL, CARGO, PH-1-360°
 - 1, 2, 3
 - TRAC, OPT, RS, D
 - BTTY, SHTL, TRAN
 - WARP, R, L
 - IMP
 - TRAC, OPT, C, LS

SHIP DATA TABLE	
TYPE	= OLX
POINT VALUE	= 95
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R12.204
STEALTH +2 ECM	
RPV INCLUDES HARDWARE	
FIRST GENERATION X-SHIP	

TURN	MODE	SPEED
AA	1	2-8
HET	2	9-16
	3	17-24
BD	4	25+

NIMBLE SHIP

SHIP CAN LAND ON PLANETS BY AERODYNAMIC,
GRAVITY, OR POWERED LANDINGS (P2.43).
CARGO BOXES HAVE 25 CARGO POINTS EACH.
(SEE (G15.4) FOR RULES ON OPTION MOUNTS.
CANNOT DOUBLE ENGINES.
REDUCED EXPLOSION STRENGTH.
(SEE ORION LX (R8.205).

[illegible]

	BOARDING PARTIES						TRANSPORTER BOMBS								
											D	D	D	D	D

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

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

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



FA = LF + RF

LS = LF + L +

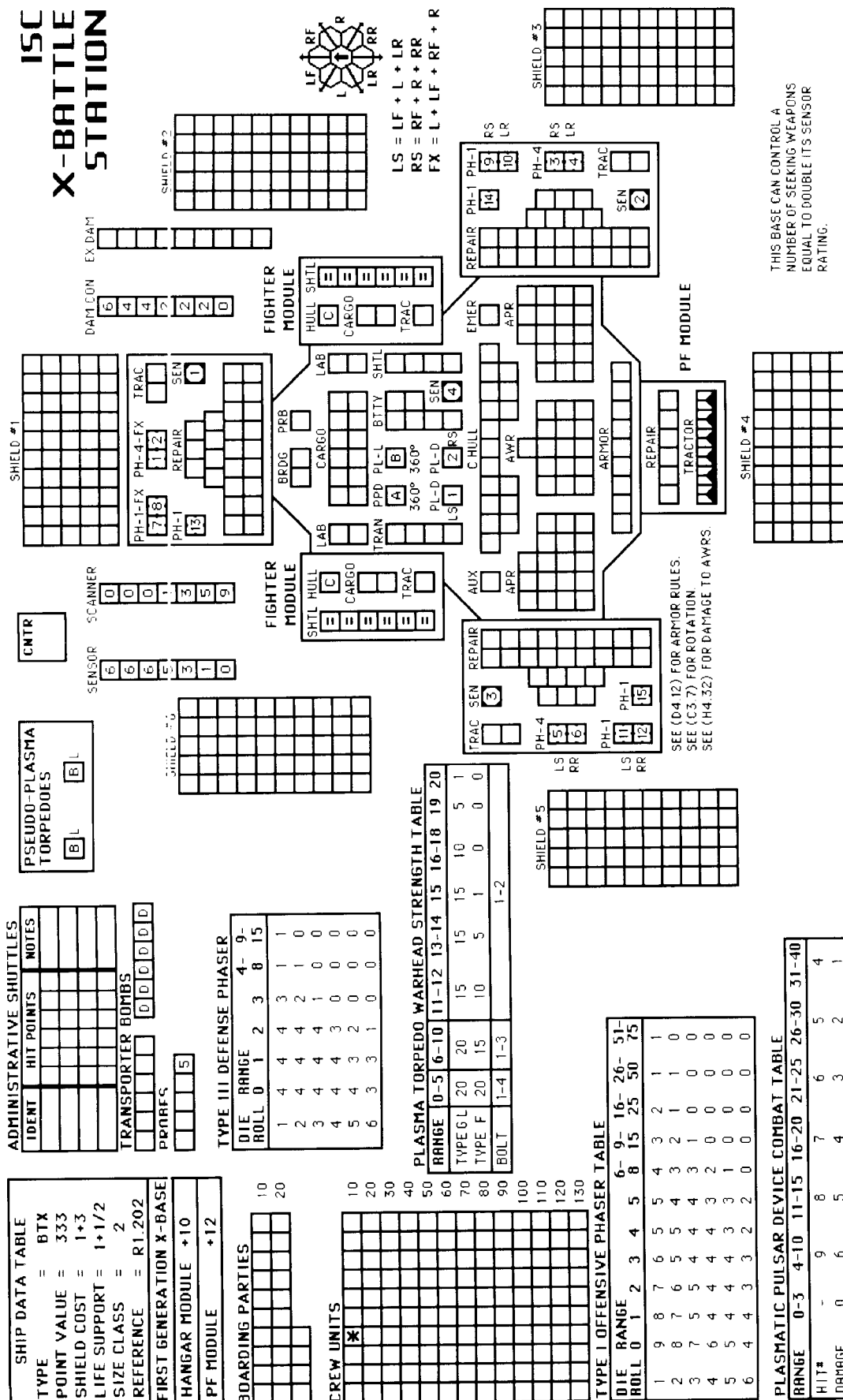
RS = RF + R +


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

INSERT OPTIONAL WEAPONS
NO HELLBORES IN WING MOUNTS
SEE ANNEXES #8A AND #8B.

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	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							
Frc.	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								

**ISC
X-BATTLE
STATION**



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

PLASMA-D RACKS					
1					D
2					
3					
1					D
2					
3					

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11- 13	14- 17	18- 25	26- 40	41- 70	71- 100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0

ADMINISTRATIVE SHUTTLES

CREW UNITS

PLASMA-D RACK #9 - L + FA				
1				
2				
3				
4				
5				

[illegible]

PROBES								
1								10
2								10
3								10
4								10

SENSOR

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

SCANNER

0	0	0	0	1	1	2	3	3	5	7	9
---	---	---	---	---	---	---	---	---	---	---	---

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20
TYPE G L	20	20	15	15	15	10	5	1
TYPE F	20	15	10	5	1	0	0	0
TYPE D	10	8	5	2	1	0	0	0
BOLT	1-4	1-3	1-2					

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

[illegible]

SHIP DATA TABLE	
TYPE	= SBX
POINT VALUE	= 1,000
SHIELD COST	= 2+5
LIFE SUPPORT	= 3
SIZE CLASS	= 1
REFERENCE	= R1.201
FIRST GENERATION X-BASE	
HANGAR MODULE +10	
PF MODULE +12	

[illegible]

SHIELD #5

A 10x10 grid of squares, with the top row containing the text "SHIELD #5". The grid is used for drawing a shield shape.

Diagram illustrating the layout of a ship's deck, showing various compartments and equipment locations:

- Left Section (Pentagonal Shape):**
 - PL-D (6)
 - SEN (6)
 - PL-L (M)
- Central Section (AWR):**
 - PPD (L)
 - AUX
 - SHTL
 - TRAC
 - BTY
 - LS+RF
 - PH-4
 - BRDG
 - TRAN
 - C HULL
- Right Section (REPAIR):** A large rectangular area labeled REPAIR, consisting of a grid of 10 rows and 5 columns of empty boxes.

SHUTTLE						APR		SE 7 8
==	==	==	==	==	==			
TRAC	CARGO	HULL						
			C					

The diagram shows a ship's deck plan with the following layout:

- Top Row:** AWR (5 squares)
- Second Row:** PPD (1 square), AUX (1 square), SHTL (2 squares)
- Third Row:** PL-D (1 square with 'S'), J (1 square), (1 empty square)
- Fourth Row:** SEN (1 square with 'S'), TRAC (1 square), BTTY (2 squares)
- Fifth Row:** PL-L (1 square with 'K'), LS+RR (1 square), (1 empty square)
- Sixth Row:** PH-4 (1 square), BRDG (2 squares), TRAN (2 squares)
- Seventh Row:** (1 empty square), (1 empty square), (1 empty square)
- Bottom Row:** C HULL (5 squares)
- Right Side:** REPAIR (10 squares arranged in 2 columns of 5)

PSEUDO-PLASMA TORPEDOES

B	L	D	L	F	L	H	L	K	L	M	L
B	L	D	L	F	L	H	L	K	L	M	L

SHIELD #1

**FIGHTER
MODULE**

SHTL	TRAC
☒	☐
☒	CARGO
☒	☐
☒	☐
☒	HULL
☒	☒

The diagram shows a vertical stack of components. On the left, a column labeled 'TRAC' contains four identical trapezoidal shapes stacked vertically. On the right, a column labeled 'RPR' contains four identical rectangular shapes stacked vertically. Below these columns is the label 'PF MODULE'.

Diagram of a 100-pin DIP package layout. The package is rectangular with pins on all four sides. Labels for pins include: PL-L, SEN, PL-D at the top; HJLL, PH-4, PPD, AWR on the left; C, 1, 2, FX, A on the right; AUX, TRAC, BRDG on the bottom; TRAN, BITY, SHTL on the right; and REPAIR at the bottom center. Pin numbers 1, 2, and 100 are indicated in boxes.

The diagram shows the layout of the Star Trek Enterprise bridge. At the top is the **ARMOR** section, represented by a 1x10 grid. Below it is the **LAB** section, a 2x10 grid. To the right of the LAB is the **C HULL** section, a 10x10 grid. Below the LAB is the **TRANSPORTERS** section, a 1x10 grid. Below that are four smaller sections: **FLAG** (2x2 grid), **EMER** (2x2 grid), **PRB** (2x2 grid with numbers 1, 2, 3, 4), and **AUX** (2x2 grid). Below these is the **BATTERY** section, a 1x10 grid. At the bottom is another **ARMOR** section, a 1x10 grid. To the right of the main bridge area is the **CARGO** section, a 10x10 grid.

RANGE	0-3	4-10	11-15	16-20	21-25	26-30	31-40
HIT*	-	9	8	7	6	5	4
DAMAGE	0	6	5	4	3	2	1
SPLASH	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0
ALT	0	3+3	3+2	2+2	2+1	1+1	1+0

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	1
2	8	7	6	5	5	4	3	2	1	1	1	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

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

TRANSPORTER BOMBS

						D	D	D	D	D	D
						D	D	D	D	D	D

The diagram shows the front panel of the HP-41C calculator. On the left is a vertical column of 16 square keys labeled "REPAIR". To the right of these are several rows of keys: a row of 5 square keys labeled "C HULL"; a row of 3 square keys labeled "TRAN", "AUX", and "PH-4"; a row of 2 square keys labeled "BTY" and "TRAC"; a row of 2 square keys labeled "SHTL" and "BRDG"; and a row of 5 square keys labeled "AWR". To the right of these key rows are four rectangular displays: "PL-L" showing "D", "SEN" showing "2", "PL-C" showing "2", and "RS+LF" showing "C". There are also two small square keys labeled "3" and "4" between the "PH-4" and "TRAC" keys, and another small square key labeled "C" below the "PPD" label.

PL-D	APR	SHUTTLE		
7		=	=	=
8				
9				
SPECIAL		HULL	CARGO	TRAC
		C		

REPAIR

C HULL

TRAN

AUX

PH-4

PL-1

BTBY

TRAC

SEN

RS+LR

PPD

SHTL

BRDG

PL-2

AWR

5

6

3

E

3

SHIELD #2



10x10 grid with a large 'L' shape removed from the top-left corner.

[illegible]

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

DIE	RANGE								11-	14-	18-	26-	41-	71-
ROLL	0-3	4-5	6	7	8	9	10	13	17	25	40	70	100	
1	20	20	20	15	12	10	8	6	5	4	3	2	1	
2	20	20	15	12	11	9	8	6	4	3	2	1	0	
3	20	15	12	11	10	8	7	5	4	2	1	0	0	
4	20	15	11	10	9	8	6	4	3	1	0	0	0	
5	15	12	10	9	8	7	5	3	2	0	0	0	0	
6	15	10	9	8	7	6	5	3	1	0	0	0	0	

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

CREW UNITS ADMINISTRATIVE SHUTTLES

[illegible][illegible]

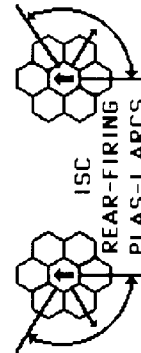
TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+

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

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

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE H	40	40	30	30	30	20	20	20	15	15	15	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE GL	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
ROLL	1-4	1-3	1-2											

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



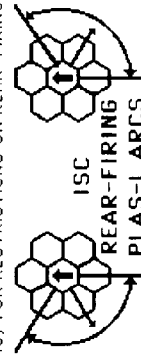
THIS SHIP CAN CONTROL A NUMBER
OF SEEKING WEAPONS EQUAL TO
DOUBLE ITS SENSOR RATING.

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

SEE (R13.1C) FOR RESTRICTIONS
ON REAR-FIRING PLASMA-Ls

ISC LIGHT X-CRUISER

SENSOR 6 6 5 3 1 0 SCANNER 0 0 1 3 5 9 DAM CON 6 4 2 2 2 0 EX DAM [] [] [] [] [] []
 SEE (P3.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-I's



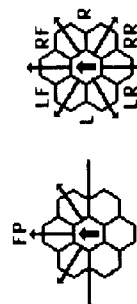
SHIP DATA TABLE	
TYPE	= CLX
POINT VALUE	= 185
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
IFF SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R13.202

FIRST GENERATION X-SHIP

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

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

**PSEUDO-PLASMA
TORPEDOES**


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

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

	BOARDING PARTIES	TRANSPORTER BUMBS
0		D D D D D D
1		
2		
3		
4		
5		
6		
7		
8		
9	10	

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

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

THIS SHIP CAN		TURN MODE	SPEED
CONTROL A	NUMBER OF	1	2-4
SEEKING		2	5-9
WEAPONS EQUAL		3	10-14
TO DOUBLE ITS	HEI	4	15-20
SENSOR RATING.		5	21-27
	BD	6	28+

PLASMA TORPEDO WARHEAD STRENGTH TABLE														
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE H	40	40	30	30	30	20	20	20	15	15	15	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE GL	20	15	15	15	10	5	1	0	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
ROLL	1-4	1-3	1-2			1								

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	3	4	4	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20		
Fract.	$\frac{2}{3}$	$1\frac{1}{3}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$	8	8	$8\frac{2}{3}$	$9\frac{1}{3}$	10	$10\frac{2}{3}$	$11\frac{1}{3}$	12	$12\frac{2}{3}$	$13\frac{1}{3}$	14	$14\frac{2}{3}$	$15\frac{1}{3}$	16	$16\frac{2}{3}$	$17\frac{1}{3}$	18	$18\frac{2}{3}$	$19\frac{1}{3}$	20		

ISC STRIKE X-CRUISER

CNTR	
------	--

SHIP DATA TABLE		
TYPE	=	CSX
POINT VALUE	=	195
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R13.203

FIRST GENERATION X-SHIP

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

TYPE III DEFENSE PHASER		DIE RANGE				
DIE ROLL	0	1	2	3	4	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

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

[illegible]

PROCES

TYPE I OFFENSIVE PHASER TABLE

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

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

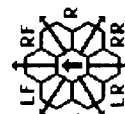
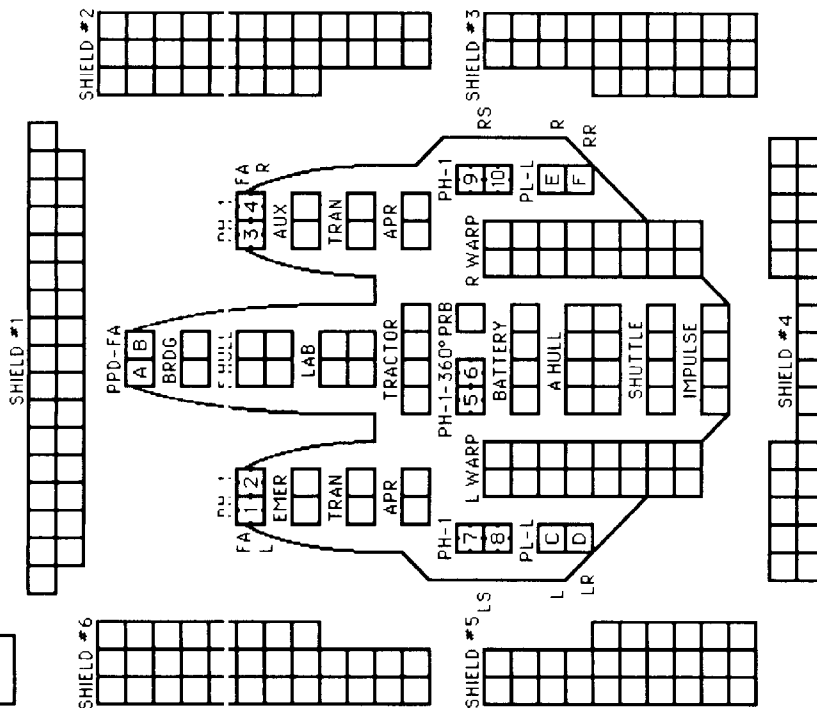
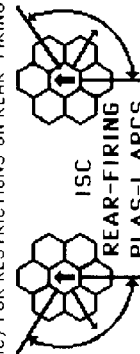
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20
TYPEGL	20	20	15	15	15	10	5	1
TYPE F	20	15	10	5	1	0	0	0
BOLT	1-4	1-3	1-2					

PLASMATIC PULSAR DEVICE COMBAT TABLE

	0-3	4-10	11-15	16-20	21-25	26-30	31-40
HIT*	-	9	8	7	6	5	4
DAMAGE	0	6	5	4	3	2	1
SPLASH	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0
ALT	0	3+3	3+2	2+2	2+1	1+1	1+0

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

	HYPER-ENERGY-PROTECT-800T										HYPER-ENERGY-PROTECT-800T										HYPER-ENERGY-PROTECT-800T									
	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	4	4	4	5	6	6	7	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	$\frac{1}{3}$	$\frac{2}{3}$	$\frac{2}{3}$	$\frac{3}{4}$	$\frac{4}{5}$	$\frac{4}{5}$	$\frac{4}{5}$	$\frac{5}{6}$	$\frac{6}{7}$	$\frac{6}{7}$	$\frac{7}{8}$	$\frac{8}{9}$	$\frac{9}{10}$	$\frac{10}{11}$	$\frac{10}{12}$	$\frac{11}{13}$	$\frac{12}{14}$	$\frac{12}{15}$	$\frac{13}{16}$	$\frac{14}{17}$	$\frac{14}{18}$	$\frac{15}{19}$	$\frac{16}{20}$	$\frac{16}{21}$	$\frac{17}{22}$	$\frac{18}{23}$	$\frac{18}{24}$	$\frac{19}{25}$	$\frac{20}{26}$	


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


SEE (R131C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-L3.

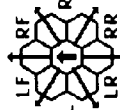
SENSOR	SCANNER	DAM CON	EX DAM
665310	001359	642220	

CNTR

SHIP DATA TABLE	
TYPE	= SCX
POINT VALUE	= 190/120
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R13.205
FIRST GENERATION X-SHIP	

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

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

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


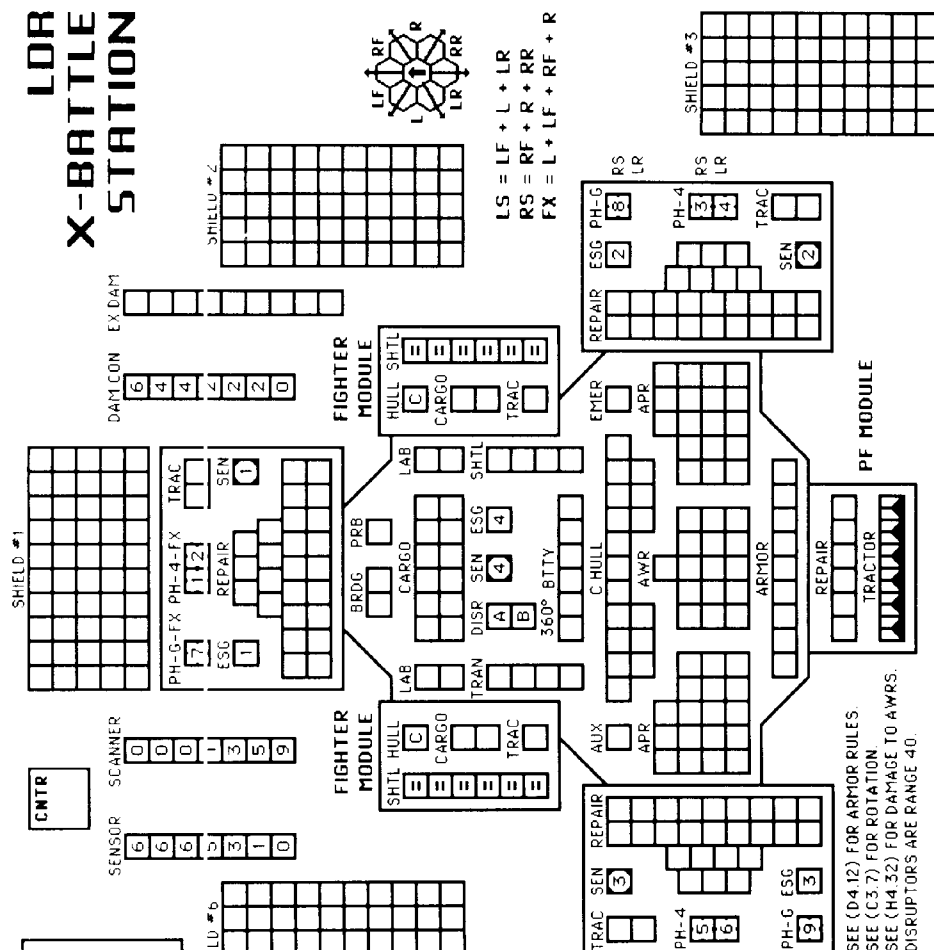
TYPE III DEFENSE PHASER									
DIE ROLL	RANGE		2		3		4-		9-
	0	1	2	3	8	15			
1	4	4	4	4	3	1	1		
2	4	4	4	4	2	1	0		
3	4	4	4	4	1	0	0		
4	4	4	4	3	0	0	0		
5	4	4	3	2	0	0	0		
6	3	3	1	0	0	0	0		

SCOUT FUNCTIONS SUMMARY	
21	ENDING 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

SENSORS ARE DESTROYED ON "TORPEDO" HITS

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				

**LDR
X-BATTLE
STATION**



SPECIAL SENSORS ARE
DESTROYED ON "PHASER"
DAMAGE POINTS

SCOUT FUNCTIONS SUMMARY

- 21 LENDING ECM OR ECM
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

EXPANDING SPHERE TABLE

		RADIUS ENERGY						
		1	2	3	4	5	6	7
0		4	8	12	16	20	24	28
1		4	7	11	15	18	22	26
2		3	7	10	13	17	20	23
3		3	6	9	12	15	18	21

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

ADMINISTRATIVE SHUTTLES

[illegible]

TRANSPORTER BOMBS

[illegible]

TYPE III DEFENSE PHASES									
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			

TYPE I OFFENSIVE PHASER TABLE

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

CREW UNITS

DISCRIPTOR TABLE

RANGE	0	1	2	3-4	5-6	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(DERACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE STD	0	5	4	4	3	3	2	2	1
DAMAGE UIM	10	10	8	8	6	0	0	0	0

TYPE IV PHASER TABLE

DIE RANGE	ROLL	0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1	
2	20	20	15	12	11	9	8	6	4	3	2	1	0	
3	20	15	12	11	10	8	7	5	4	2	1	0	0	
4	20	15	11	10	9	8	6	4	3	1	0	0	0	
5	15	12	10	9	8	7	5	3	2	0	0	0	0	
6	15	10	9	8	7	5	3	1	0	0	0	0	0	

LDR CCX ADVANCED COMMAND CRUISER

CNTR

SHIP DATA TABLE	
TYPE	= CCX
POINT VALUE	= 240
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R14.201

3 UNIT STANDAKU
FIRST GENERATION X-SHIP

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

EXPANDING SPHERE TABLE	
RADIUS	ENERGY
	1 2 3 4 5 6 7
0	4 8 12 16 20 24 28
1	4 7 11 15 18 22 26
2	3 7 10 13 17 20 23
3	3 6 9 12 15 18 21

HIT & RUN
UIM
DERFACS

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(DEFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2	1
DAMAGE, OULD	10	10	8	8	6	0	0	0	0

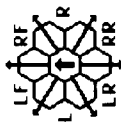
CREW UNITS						ADMINISTRATIVE SHUTTLES					
				*		IDENT	HIT POINTS	NOTES			
					10						
					20						
					30						
					40						
					50						
						TWO BAYS - NO TRANSFERS					

BOARDING PARTIES

TRANSPORTER BOMBS

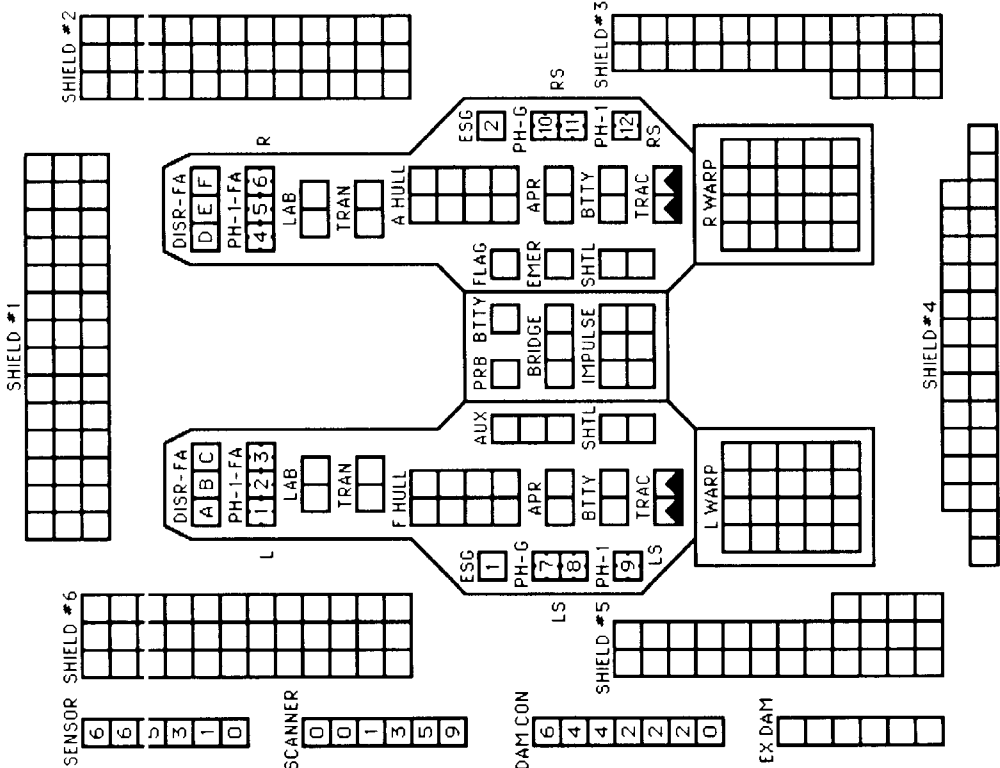
PROBES

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


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

TYPE III DEFENSE PHASE									
DIE ROLL	RANGE			4-8			9-15		
	0	1	2	3	4	5	6	7	8
1		4	4	4	3	1	1		
2	4	4	4	4	2	1	0		
3	4	4	4	4	1	0	0		
4	4	4	4	3	0	0	0		
5	4	4	3	2	0	0	0		
6	3	3	3	1	0	0	0		

DISRUPTOR TABLE



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

LDR ADVANCED DESTROYER

CNTR

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

SHIP DATA TABLE	
TYPE	= DWX
POINT VALUE	= 140
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R14.202
2 UIM STANDARD	
FIRST GENERATION X-SHIP	

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	6	7	
0	4	8	12	16	20	24	28	
1	4	7	11	15	18	22	26	
2	3	7	10	13	17	20	23	
3	3	6	9	12	15	18	21	

HIT & RUN	UIM	DERFACS
	☐	☐

CREW UNITS

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[illegible]

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


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

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

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

LDR ADVANCED SCOUT

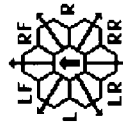
CNTR	
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SHIP DATA TABLE	
TYPE	= SCX
POINT VALUE	= 200/130
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R14.203

FIRST GENERATION X-SHIP

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

EXPANDING SPHERE TABLE								
	RADIUS		ENERGY					
	1	2	3	4	5	6	7	
0	4	8	12	16	20	24	28	
1	4	7	11	15	18	22	26	
2	3	7	10	13	17	20	23	
3	3	6	9	12	15	18	21	


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

CREW UNITS						ADMINISTRATIVE SHUTTLES			
						IDENT	HIT POINTS	NOTES	
				*	10				
					20				
					30				
						TWO BAYS - NO TRANSFERS			

[illegible]

PROBES

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

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

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.

[illegible]

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	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				



CAPTAIN'S MODULE X1 SSD BOOK

**TASK
FORCE
GAMES**

C 1	C 2	G 3	D 4	D 5	C 1	C 2	C 3	S 4
X H	X H	S H	X	X	X	R	R	A
S 6	F 7	F 8	F 9	S 5	L 6	L 7	L 8	F 9
C C	F F	F F	F F	L X	X	X	X	T X
X	X	X	X	X	X	X	X	X

KLINGON SHIPS

HYDRAN SHIPS

D 1	D 2	D 3	D 4	L 1	R 2	K 3	K 4	K 5
X	X	X	X	B	N	N	N	N
X	X	X	X	X	X	X	X	X
F 5	F 6	F 7	F 8	S 6	D 7	L 8	L 9	L 10
X	X	X	X	C	G	N	N	N
X	X	X	X	X	X	X	X	X

ROMULAN REPUBLIC SHIPS

THOLIAN SHIPS

F 1	S 2	S 3	S 4	C 1	C 2	D 3	D 4	D 5
H	P	E	E	C	P	D	D	P
X	X	X	X	X	X	X	X	X
S 5	S 6	S 7	SK 8	N 6	S 7	P 8	P 9	P 10
K	K	K	K	C	C	C	C	C
X	X	X	X	X	X	X	X	X

GORN SHIPS

GENERIC SHIPS

KZINTI SHIPS

C 1	C 2	H 3	F 1	F 2	C 1	B 2	C 3	F 4
X M	X	X	X	X	X	X	M	D
X	X	X	X	X	X	X	X	X
B 4	B 5	B 6	B 7	A 3	A 4	F 5	F 6	F 7
D	D	D	D	P	P	K	K	K
X	X	X	X	X	X	X	X	X

ROMULAN IMPERIAL SHIPS

GENERIC SHIPS

LYRAN DEMOCRATIC REP

K 1	K 2	K 3	K 4	F 5	F 6	C 1	D 3	D 4
7	7	7	E	T	T	C	W	W
X	X	X	X	X	X	X	X	X
K 6	K 7	K 8	K 5	S 7	B 8	S 2	D 5	D 6
5	5	5	E	B	T	C	W	W
X	X	X	X	X	X	X	X	X

INTERSTELLAR CONCORDIUM SHIPS

WYN SHIPS

LYRAN SHIPS

C 1	C 2	C 3	S 4	A 1	L 2	C 1	C 2	C 3
X	X	X	X	X	X	X	X	X
D 5	D 6	D 7	F 4	C 3	S 7	D 4	D 5	D 6
X	X	X	X	X	X	X	X	X

C 1	C 2	G 3	D 4	D 5	C 1	C 2	C 3	S 4
X H	X H	S H	X	X	X	R	R	A
S 6	F 7	F 8	F 9	S 5	L 6	L 7	L 8	F 9
C C	F F	F F	F F	L X	X	X	X	T X
X	X	X	X	X	X	X	X	X

KLINGON SHIPS

HYDRAN SHIPS

D 1	D 2	D 3	D 4	L 1	R 2	K 3	K 4	K 5
X	X	X	X	B	N	N	N	N
X	X	X	X	X	X	X	X	X
F 5	F 6	F 7	F 8	S 6	D 7	L 8	L 9	L 10
X	X	X	X	C	G	N	N	N
X	X	X	X	X	X	X	X	X

ROMULAN REPUBLIC SHIPS

THOLIAN SHIPS

F 1	S 2	S 3	S 4	C 1	C 2	D 3	D 4	D 5
H	P	E	E	C	P	D	D	P
X	X	X	X	X	X	X	X	X
S 5	S 6	S 7	SK 8	N 6	S 7	P 8	P 9	P 10
K	K	K	K	C	C	C	C	C
X	X	X	X	X	X	X	X	X

GORN SHIPS

GENERIC SHIPS

KZINTI SHIPS

C 1	C 2	H 3	F 1	F 2	C 1	B 2	C 3	F 4
X M	X	X	X	X	X	X	M	D
X	X	X	X	X	X	X	X	X
B 4	B 5	B 6	B 7	A 3	A 4	F 5	F 6	F 7
D	D	D	D	P	P	K	K	K
X	X	X	X	X	X	X	X	X

ROMULAN IMPERIAL SHIPS

GENERIC SHIPS

LYRAN DEMOCRATIC REP

K 1	K 2	K 3	K 4	F 5	F 6	C 1	D 3	D 4
7	7	7	E	T	T	C	W	W
X	X	X	X	X	X	X	X	X
K 6	K 7	K 8	K 5	S 7	B 8	S 2	D 5	D 6
5	5	5	E	B	T	C	W	W
X	X	X	X	X	X	X	X	X

INTERSTELLAR CONCORDIUM SHIPS

WYN SHIPS

LYRAN SHIPS

C 1	C 2	C 3	S 4	A 1	L 2	C 1	C 2	C 3
X	X	X	X	X	X	X	X	X
D 5	D 6	D 7	F 4	C 3	S 7	D 4	D 5	D 6
X	X	X	X	X	X	X	X	X

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