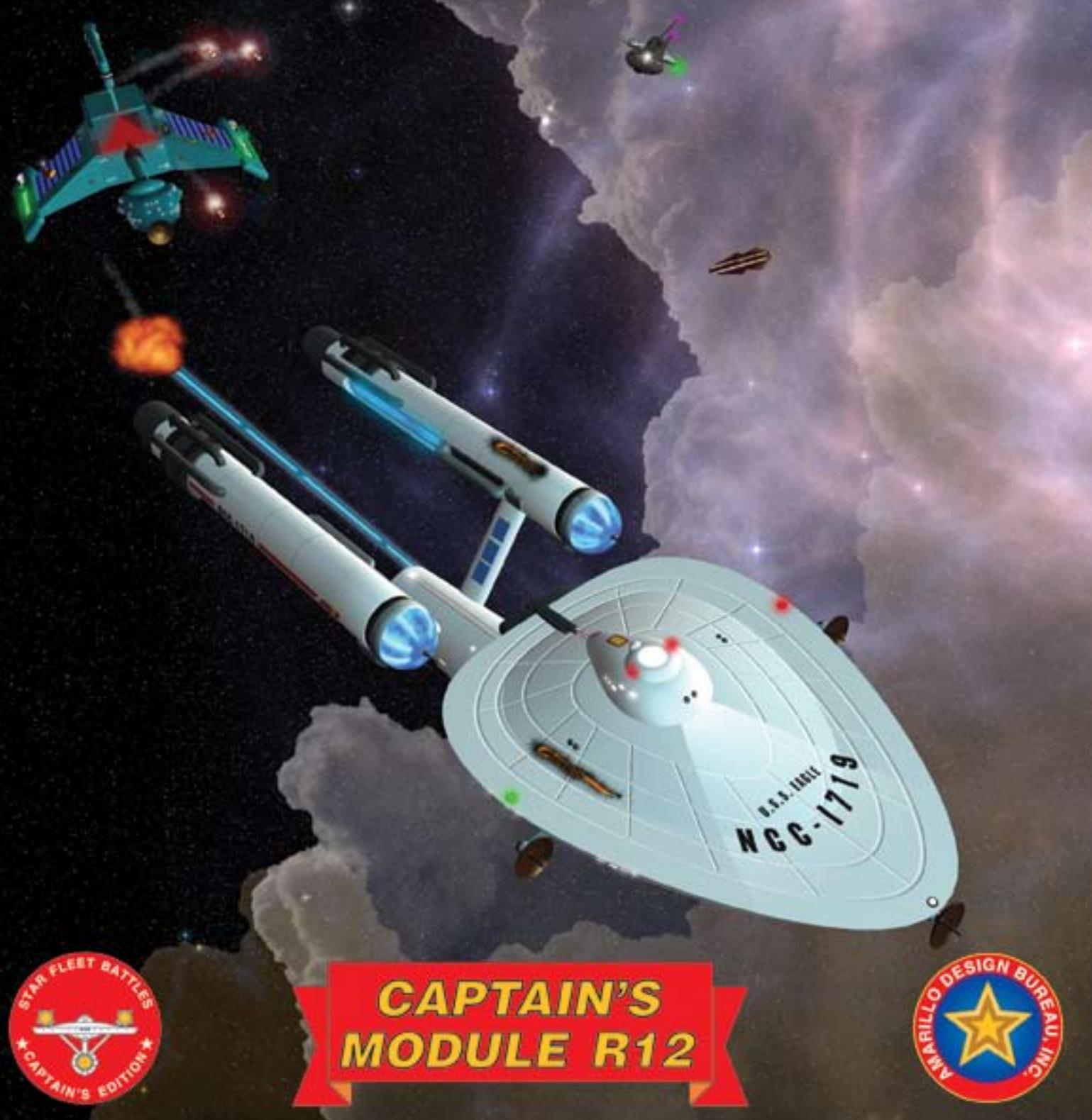


STAR FLEET BATTLES

UNUSUAL SHIPS

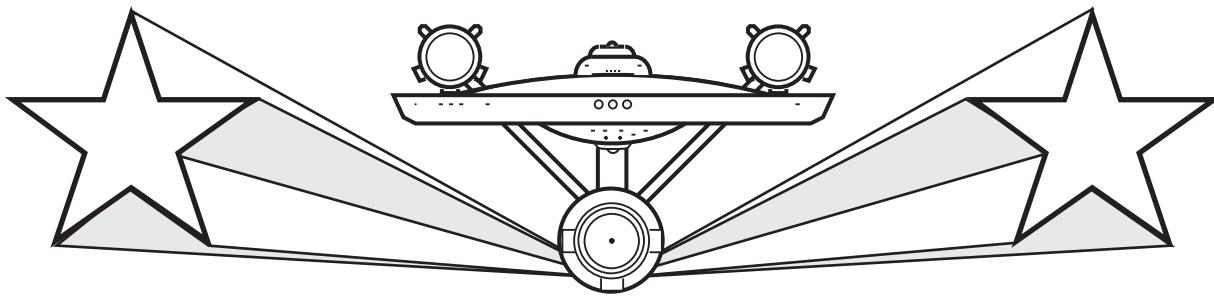
RULEBOOK



**CAPTAIN'S
MODULE R12**



STAR FLEET BATTLES



CAPTAIN'S MODULE ★ R12 ★ UNUSUAL SHIPS

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PUBLISHER'S INFORMATION

(Z42.0) NOTES ON MODULE R12 UNUSUAL SHIPS

(Z42.1) ORGANIZATION AND COMPONENTS

STAR FLEET BATTLES MODULE R12 is a modular expansion of the *SFB* game system. You will need **Basic Set** to use this material, and other products (e.g., **Advanced Missions, C1, C2, C3, F1, F2, J, J2, K**) to use it to the fullest extent. It includes this 64-page rulebook, 140 counters, and a 98-page SSD book. **JUNE 2010 PRINTING.**

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(Z42.4) DESIGNER'S INFORMATION

This product began many years ago as "the next thing after *Module R11*." We have a design concept for the next module *R13 More Ships That Never Were*. As of June 2010, no plans for *Module R14* have been seen.

Module R12 was originally titled "unique ships", and some of the ships presented in it are, indeed, unique in that there was only one ship of the class built. During development, the title was changed to "Unusual Ships" and became a home for ship designs that were a little out of the ordinary. Many of which were produced in sufficient numbers not to be considered unique.

Star Fleet Battles has a large and well-developed background that continues to grow (witness this product in

STAR FLEET BATTLES

your hands even now). It provides us with the opportunity to explore beyond the confines of what is possible.

Within this product are the heavy war cruisers, the only class of ships common to all of the empires. These were an effort, ultimately a failure, to produce a ship that could be built at the same rate and in the same construction facilities as war cruisers. They were meant to have more firepower and thereby help tip the scales of the balance of combat power further in the favor of the building empire. Ultimately most of them failed because of difficulties in squeezing in the power systems needed to maintain fleet battle-speeds in the relatively small hulls.

Perhaps the most unusual ships are the space patrol ships, literally a space control ship with two fast patrol ship flotillas and no fighters. These ships were much requested, and an exception to the rules on fast patrol ship tenders has been granted for their use.

Odd construction programs are reflected by the Gorn Confederation's habit of adding additional structures to the rear of their ships, resulting in a larger and more powerful ship in the case of the HDD to CM or CL to BC. Their efforts to convert destroyers to cruisers as the Lyrans did were somewhat less than successful, as you will see.

Some ships represent paths not taken. The Federation DDV shows what could have been done, and a ship was built, but the Federation destroyer needed a cruiser engine, and that largely curtailed production of the hull form just before and during the General War. The Federation also envisioned fast raiding squadrons and built a destroyer design to support its fast cruisers, but this again was a path and not followed.

There are many other examples in these pages.

Blank pages are always a curse of R-modules. Players hate it when we sell them a whole sheet of paper containing two paragraphs of rules, and hate it even more when we combine ships from several races on the same page. The ship selection list left us few choices, and we decided to reprint the Comet rules (P16.0) for those player who have not purchased the *Master Rulebook* and did not previously acquire them in *Module P6*.

This product is dedicated to **Shipwrights** of all nations, whose innovations and integrity have advanced the art of ship construction and improved the safety of sailors, be they merchants or warriors, not only against the rage of man, but the implacable malice of the seas themselves.

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UNUSUAL SHIPS

This product is about ships that are unusual, unique, or rare. While most previous R modules were built around four or five “new types or classes” of ships, *Module R12* includes dozens of unrelated, new and unusual designs. There are so many new designs that they do not fit into neat categories, but we can generally fit them into a few broad groups.

HEAVY WAR CRUISERS

As the General War progressed, all of the empires involved sought ways of increasing the effectiveness of their warships as well as means of producing them faster. The “war cruiser” class was the way to build ships faster, and those designs were used for no end of variants (scouts, transports, commando ships, carriers, escorts, gunboat tenders, and so forth). Due to their cost efficiency, production speed, and utility, they became the most common ships of the General War.

As the war dragged on, all empires sought ways to improve the war cruisers, to make them more powerful and more effective, while remaining just as fast to build.

While the various empires tried many different paths to an improved ship, all pursued two concepts. The successful one was the new heavy cruiser, which was first seen in *Module R5* and then expanded greatly in *Module R10*. The less successful concept was the heavy war cruiser, seen in this module.

Different empires tried different means of developing heavy war cruisers; there was no one common path. All of the designs tried to add power, weapons, and systems without pushing the design all the way to a heavy cruiser. The resulting increase in mass universally drove the movement cost from 2/3 to 3/4, which meant that the ships had to either have more warp engine power, or accept a slower combat speed. As speed was essential, and the ships needed to operate with the previous war cruisers, the only path was more warp power. The problem here was that designing an entirely new warp engine would take too long and cost too much. (If X-technology had not come along, the heavy war cruisers would probably have evolved into standard warships with new engine designs by the end of the General War.) However, wartime pressure meant there was no time to wait for a new engine. If heavy war cruisers were to be ready quickly, they had to use existing engines that were already on the assembly line. At least, they had to be engines on *some* assembly line, somewhere.

For some empires (e.g., the Romulans, Lyrans, and Kzintis), this was achieved by using pairs of the smaller and more easily produced engines of frigates or destroyers to replace one of the larger engines of the war cruiser. This usually resulted in more power than was truly needed, and made the ships great “muscle boats”.

Other empires (e.g., Federation, Klingons) employed an existing although under-utilized small engine as an addition to the existing power plant to provide more power. This produced the required warp energy, but only barely, and resulted in a complex and difficult-to-build design. The Orions, Hydrans, and WYNs used the same concept (with no greater success) but had to design a new small warp engine first, as they had nothing of the type in service. This restricted production of their heavy war cruisers.

The Gorns, in an unusual move, actually replaced both of the heavy destroyer’s engines with two pairs of smaller engines (two from a destroyer, two from a frigate), the total power being the required amount. This method, however, overcomplicated the design and resulted in a ship that was too hard to build.

The Tholians (who had only a small area to defend) resorted to pairing engines. The result was a much higher maintenance load, which wasn’t a problem for ships that were never far from home, but the added length needed to pair the engines resulted in catastrophe.

The reason that heavy war cruisers failed as a design was that shoehorning more systems into the existing hull made production slower and less efficient. Only the Federation (with abundant funds) produced any significant number of this new class, although almost all empires produced a few. The new heavy cruiser concept worked by adding structure to the hull, and maintained the faster production times of the war cruisers.

THE BATTLE FRIGATES

By the middle of the General War, frigates were all but obsolete. They were too small to survive in fleet battles (where a massed long-range volley could wreck a frigate). Production shifted to war destroyers, and the existing frigates were assigned to secondary missions, such as convoy escorts. Even there, a marauding cruiser could dispatch them quickly, and some felt that frigates had no future except as fast transports.

The General War was a dangerous place for a frigate, but more and more ships were needed, and the concept of the battle frigate appeared to many empires as a convenient way to keep the existing production lines running at full speed for these smallest of warships. Some of these designs originated as competitors of the new war destroyers, while others came well before or long after that class.

The Federation FFB and the Klingon F6, variously known (and derided) as battle frigates or “Frignauts”, were not unique, and were in fact only two attempts to get more mileage out of existing frigate designs. These are the best known of the breed, and this product includes numerous special-mission variants of these two designs, some of which were more successful than the overstressed original hull types.

Other attempts included the three-engine Romulan JayHawk and the four-engine Kzinti FFB. Some analysts consider the Tholian destroyer to be the earliest example of a battle frigate. Other empires also tried their hands at battle frigate designs, and these may be presented in future products.

INCREMENTAL IMPROVEMENTS

Many existing ship designs were given minor improvements during the General War in a bid to correct existing design problems or overcome well-known operational deficiencies. This module includes a number of examples of these.

The Kzinti SRI improved survey cruiser solved most of the problems that the original design had suffered from, but the improvements were installed slowly as the desperate Kzintis focused their money and manpower on ships for the front lines. Finding the funds for a minor improvement of a ship that was far from the war was difficult.

The Gorns improved their medium cruiser by stretching the forward and rear bubbles as they had on the heavy battlecruiser. (They also did this to another of their hull designs, but that will be in a future product.)

The Tholians improved their Neo-Tholian cruisers by inserting a “collar” into them, based on plans for how this was done with the battleship. This collar added mass, weapons, systems, and power.

The Seltorian new light cruiser shows just how far their destroyer design could be pushed, but it was only possible after Klingon engineers studied the production facilities and

suggested things which any other empire's engineers would have considered obvious.

Another example in this group, although along a different line, was the space patrol ship, that is, a space control ship with two gunboat flotillas but no fighter squadron. These were built during the General War by the Lyrans and Gorns (who were never major fighter users) and those two ships are seen in this module. (The Romulans had started this process with their ROC, which had only one flotilla, but they did not take the concept the rest of the way until after the War.) Most empires built space patrol ships (or converted SCSs to SPSs) after the General War (to fight the Andromedans) and those will be seen in a future module.

Perhaps the greatest incremental improvement of all is the stellar fortress, a larger and stronger starbase, needed to survive the powerful fleets that raged through the final desperate years of the General War. This design was, in a way, made obsolete by X-technology, but the limits on producing that technology meant that most empires built stellar fortresses at the same time as they built X-starbases.

FAILED EXPERIMENTS

Some of the ship designs in this module show attempts to produce workable warships for special or general use that just did not perform as expected.

One example is the Tholian HDW, an attempt to produce this widespread concept on a hull that was simply too small and had already been stretched too far. The design did lay the groundwork for the later and more successful HDWX.

Other examples are the curious Lyran heavy destroyer and heavy frigate, designs that appeared during the Four Powers War and then disappeared from the production schedule without explanation.

The fast raiding version of the Federation destroyer is a classic example of pre-war guessing about the kinds of ships that would be needed in wartime. If fast dreadnoughts and fast cruisers made sense, then logically, fast destroyers should also join the fleet. Fortunately, pre-war combat maneuvers showed that the ship was too small to be effective in deep raids and it remained a single-ship class.

UNKNOWN CLASSES

Some of the new ships in this product represent entirely new classes of unknown designs that were produced in multiple variants. The Hydran Pegasus is the classic example of this concept, and resulted from the unique Hydran situation of having a separate "police" shipyard that remained outside of the area captured by the Coalition. The Pegasus was, for a couple of desperate years, the only cruiser-sized hull that the embattled Hydrans could build.

Perhaps the most shocking ship in this entire module is the Seltorian Battlewagon, a massive Hive Ship converted from a floating factory to a lumbering death machine. The side-firing web breakers are what destroyed the Tholian spheres in the old M81 Galaxy, and each of these attacks killed billions of Tholians. That fact makes the Seltorian Battlewagon the single greatest killer in the entire game universe.

The fast naval transport, a previously unknown hull type, was used when something absolutely, positively, had to get to the fleet before the next battle.

The Orion War Raider, an attempt to upgrade the Light Raider in a manner similar to the upgrade of the Raider Cruiser to the Medium Raider design, replaced the Light Raider in some cartels during the latter half of the General War.

While not a single class, the Gorn concept of adding exceptionally large rear bubbles to ships designed from the start to be converted easily (albeit with standard rear bubbles)

resulted in the dreadnought-cruiser, destroyer-battlecruiser, and destroyer-cruiser designs presented in this module, as well as other designs that will wait for future modules.

UNKNOWN VARIANTS

Most existing hull types spawned numerous variants, and this product includes some of the little-known special-mission ships built on well-known hull types.

Examples of civilian and support types include the Q-ship variant of the Free Trader, the recovery variant of the Armed Priority Transport, the fleet oilers, the prison transports, the small manufacturing freighter, and the asteroid-mining base ship. More ships within this realm will be in future products.

Obscure carrier variants of existing classes include the Federation DDV, the KRU interdiction version of the Romulan KRV, the Kzinti ADW, and Lyran DDV. The Kzinti FKE escort deserves mention here. While not a carrier, it became the most common and most important variant of the FFK. In a similar way, the carrier resupply variants of the Romulan SkyHawk and K4R, while not carriers, deserve mention in the carrier category of obscure variants. It was once thought that the Romulans had built only Battlehawk-based fast resupply ships, but further analysis showed that the converted at least one ship from virtually every small hull they had into such a variant, perhaps in a desperate bid to keep their carrier groups supplied with replacement fighters.

The Federation turned a damaged fast raiding cruiser into a powerful scout. It was well known that fast cruisers had way too much power for their weapons load, and this variant used that power for electronic warfare, not for blinding speed.

The Klingons produced more warship variants than any other empire, including the drone variant of the D7W, the command and diplomatic variants of the Klingon D6 (which served, and then disappeared, during the Middle Years), and the drone and penal variants of the curious E7 heavy cruiser.

Several new variants of Vudar ships are presented, including the war cruiser scout, modular heavy war destroyer, fast raiding war cruiser, commando war cruiser, and fast carrier resupply ship.

Other previously unknown variants include the survey version of the Kzinti light cruiser, the scout version of the Kzinti destroyer, the cloak-hunting variant of the Gorn destroyer, the leader variant of the Tholian war cruiser, the heavy version of the Lyran police flagship, the light PFT variant of the WYN Mako, the fast version of the Seltorian light cruiser, and the commando versions of the Hydran and Lyran war destroyers.

FAST PATROL SHIPS

Two new PF types are included in this module.

The PFR was a recovery boat, designed to meet a crippled flotilla on the way home and repair (or tow) the damaged boats. Every base that operated PFs had at least one of these, and some fleets had an auxiliary PFT with one or two of these that gathered up damaged boats after a major battle and refurbished them for a return to combat.

The PFQ was a survey variant of a gunboat. While PFs lacked the range to go far into the unknown regions (the mission normally associated with the word "survey"), these expensive and rare boats were in fact a force multiplier for existing survey cruisers. A survey cruiser checking out one new star system could get twice as much done by sending its PFQ to check out the next one. These were also used by local governments and others to conduct further surveys of nearby systems. Some empires used them for intelligence-gathering missions. They were small enough to slip into enemy space and sit still for days, using their powerful passive sensors to pick up and record enemy communications.

(R1.0) GENERAL UNITS

(R1.88) FREE Q-SHIP (FTQ): Free Traders often carried valuable cargoes, and it was thought that a Q-ship version, using phaser-1s (even the Klingons, Lyrans, and Hydrans fitted their Free Q-ships with phaser-1s), would be effective against Light Raiders. Being Free Trader hulls, it was believed that Orion captains would not be able to resist the lure of a possibly lucrative payday. The idea behind this design was that the basic Free Trader already had, for its size, powerful engines and would therefore require relatively little modification to produce a ship that would be able to take down Orion Light Raiders (at least with the element of surprise). It was, however, those engines that made the design unsuccessful.

The problem was that Free Traders were seldom the targets of the typical Orion Light Raider. This was because their comparatively heavy shielding and warship acceleration rates made it difficult for a Light Raider to score enough damage to keep a Free Trader from simply disengaging by acceleration. Even if a shield were penetrated, the weapons of a Light Raider would often fail to do enough damage to a Free Trader's engines to keep it from escaping. There was also the problem that the typical Free Trader had an onboard security detachment and could often rally members of its crew as militia. This meant, for a Light Raider, that downing a shield and trying to capture a Free Trader before it could escape was unlikely.

Free Q-ship commanders would try to compensate by not disengaging, but this simply caused Light Raider captains to "smell a rat". While a Free Q-ship could hurt a Raider Cruiser (which more typically preyed on the occasional Free Trader), it could not defeat one, or hurt it badly enough that it could not escape before "help" arrived. Too often "help" arrived after the irate Raider Cruiser had destroyed the Free Q-ship.

Free Q-ships had some success as adjuncts to convoy escorts, but not as much as was hoped. The problem was that a typical Orion ship raiding a convoy would be looking for an easy target. Free Traders might have valuable goods, but they were typically better armed (even if they were not Free Q-ships) than large freighters (albeit only by a single phaser-3, but all of their weapons could fire in any direction), usually better shielded, and usually had the security detail mentioned earlier. They also carried less than half as much total cargo volume than a small freighter. Worse, they were as difficult to drag away (besides being harder to capture) as a large freighter, which had more than four times their cargo volume.

Like regular Q-ships, Free Q-ships saw some service as fast cargo haulers, but such use could not justify their existence as the cargo they could carry was less than that of small Q-ship; it was even less than that carried by an Armed Priority Transport.

Not many Free Q-ships were built (far fewer than the number of small Q-ships), and records are unclear as to how many were scrapped. (it was just too expensive to try to convert a Free Q-ship to some other use because of the armor systems built into the ship's hull.) At least a few soldiered on, for their respective empires, through the end of the Andromedan invasion.

This ship can use powered landings (P2.434); bonus (P2.431)

Known names: *Arrest, Justice, Plain-Clothes, Shadow, Thunderbolt, Truncheon*.

Suggested by *Scott Tenhoff*.

SSD and counter are in *Module R12*.

(R1.89) STELLAR FORTRESS (STF)

As the General War dragged on, the various empires were able to bring more and more firepower to bear against each other. This eventually led to a need to increase the defensive abilities of the pre-war base designs, resulting in sector base (R1.47) and the stellar fortress. The stellar fortress was an improved starbase design, and assumed all the roles of a starbase (R1.1). Not many were built (indeed, few starbases were built at all), but they would usually be built (or an existing starbase would be upgraded) to support the most critical operations, or as a centerpiece of the most important defensive bastions, i.e., in the core of an empire. Some were built simply because upgrading a starbase to a stellar fortress was less technology intensive than upgrading the base with advanced technology.

A counter is provided in *Module R12* for a stellar fortress.

(R1.89A) SSD: An SSD sheet for a basic stellar fortress is included in *Module R12*. Each empire in *Module R12* that employed a stellar fortress has a sheet at the end of its section of the SSD book with the appropriate weapons tables, ammo tracks, and an empire-specific ship data table.

EMPIRE	W1	W2	W3	W4
Federation	Photon	Ph-G†	ADD	Drone
Klingon	Disr	Ph-3	ADD	Drone
Romulan	Plasma-R/S/ F‡	Ph-3	PI-D¥	Void
Kzinti	Drone	Ph-3	ADD	Disr
Gorn	Plasma-R/S/ F‡	Ph-3	PI-D¥	Void
Tholian	Ph-3	Ph-4	Ph-3	Web
Hydran	Hellbore	Ph-G†	Ph-G	Fusion
Lyran	Disr	Ph-3	Ph-3	ESG
ISC	PPD/S/Plas- F‡	Ph-3	PI-D¥	Void

† Only in stellar fortress docking modules 1, 3, and 5. W2 box in other modules is void.

‡ One weapon of each type in each stellar fortress docking module.

¥ One plasma rack is RF+R+RR, one is RR+LR+L, one is L+LR+RF.

Stellar fortress docking modules are numbered the same as the sensors in them (also the same as the shield number).

Klingon stellar fortresses have one security station in each docking module, and flag bridge boxes count as security. Klingons have one UIM in each docking module; it can control all of the disruptors on the stellar fortress.

Void boxes are not present and do not absorb damage.

Stellar fortresses always included full Aegis; this is included in their BPV.

Stellar fortress drone racks are type-H (FD3.8). Stellar fortress anti-drones are defined in (FD3.86). Stellar fortresses can control a number of seeking weapons equal to double their sensor rating and can use a sensor channel (G24.24) to control more.

Federation stellar fortresses had a twelve-box fighter bay constructed inside the #4 docking module, which increased the BPV by twenty points (this is why Federation stellar fortresses cost 920 BPV), to operate the A-10, A-20, or A-20F fighters. This is a single twelve-box bay; shuttles launch directly to space, not into the docking module. It is separate

from the original two-box shuttle bay. The docking capacity of this module is reduced from 26 to 20. Other empires presumably could have done this instead of basing PFs on their stellar fortresses, but none did so. No more than one docking module can have this hangar, and it can only have one twelve-fighter bay. While standard in the Federation stellar fortress design, it was also later retrofitted to all Federation starbases beginning in Y181.

Crew: The SSD provides a large crew-unit table. Determine the actual number of crew units for the base and its modules from the Master Ship Chart.

(R1.89B) AUGMENTATION MODULE MOUNTING: Stellar fortresses have the same external mounting positions as starbases. There are six external mounting positions (one between each secondary module). Ships cannot dock at these positions; they are for base augmentation modules. Each has two positions known as position-A and position-B. Neither position blocks the use of the other position. These can mount one each of the following.

Position-A: one class-A or class-B augmentation module.
Position-B: one class-B augmentation module or any pod used by the owning empire.

(R1.89B1) Stellar fortresses will often have augmentation modules [hangar-bay modules (R1.4), PF-docking modules (R1.16), power modules (R1.17), or other modules (R1.32)] mounted to position-A. The most common arrangement is four fighter modules and two power modules (later replaced with PF modules, or heavy-fighter modules).

(R1.89B2) Position-B can dock any type of pod that is used by the owning empire's tugs. Pods are docked to stellar fortresses for storage purposes (so that they do not take up the internal docking space) and (except for pure cargo pods) are not operational. All boxes of all pods docked to a stellar fortress mounting position-B position (they cannot be mounted to position-A) are treated as cargo. Pods docked to a stellar fortress mounting position cannot undock (except as specified in a published scenario) to include for use as a wild weasel (J3.146), to produce power, to operate systems, to fire weapons, to launch or recover shuttles or PFs, or to perform any other function. Class-B augmentation modules mounted to position-B (or A) are fully functional. [This rule effectively prohibits the use of trooper or starliner pods docked externally to a stellar fortress's augmentation module positions. Such pods could be docked operationally only to the base's normal ship docking stations.]

(R1.89B3) The class of each augmentation module (A or B) is shown in its description. Generally, class-A modules provide an increase in the stellar fortress's combat power. There is an additional restriction in that no more than two power augmentation modules can be used on any stellar fortress.

(R1.89C) NOTES: A stellar fortress will normally have somewhat permanent control of a number of assets; however these assets are not always present at the stellar fortress but are performing their normal duties, and often not at the base.

Normally, a mix of four-to-six police ships or heavy police ships, one of which is a police carrier, one or two Q-ships, and one police flagship would operate from a stellar fortress.

A light squadron of one-or-two heavy frigates and/or war destroyers, and a war cruiser were under control of the stellar fortress commander.

Stellar fortress would normally have two harbor tugs, a salvage tug, one or two Armed Recovery Transports, one large or small repair freighter, one large or small hospital freighter, and an executive priority transport. These assets would normally be sent away from a stellar fortress about to come under attack.

None of the above units are included in the stellar fortress's BPV, but are used for purposes of setting up campaign conditions. Major fleet elements, under control of the fleet commander, would normally be found at or near the stellar fortress during peacetime, i.e., after the General War and before the Andromedan War kicked into high gear.

The BPV of a stellar fortress does not include the fighters, PFs, or ships assigned to it, nor does it include the augmentation modules attached to it or any pods docked at it.

The Orions, LDR, and WYN do not have stellar fortresses. If other empires are added in the future, the data published with them will indicate if they do or do not have stellar fortresses. Do not assume the presence of a stellar fortress unless it is specifically provided.

AWRs on stellar fortresses are hit on APR.

All stellar fortress have positional stabilizers (G29.0).

(R1.89D) DAMAGE PROCEDURE FOR STELLAR FORTRESSES: When a volley of hits penetrates one of the shields of a stellar fortress, use the same procedure as a starbase (R1.1D).

(R1.89E) INFORMATION REGARDING SYSTEMS IN OTHER PRODUCTS: This information refers to rules and systems found in other products.

All stellar fortresses have scout functions and [as provided in (R1.89A)] full Aegis.

Stellar fortresses will have at least 24 fighters, usually of the most modern/powerful type available.

Romulan, Kzinti, Gorn, Tholian, Hydran, and Inter-Stellar Concordium stellar fortresses initially appeared with interceptors on their PF-docking modules, or employed heavy-fighter modules in place of the PF-docking modules until PFs were deployed.

Federation stellar fortresses had twelve F-14s and twelve F-18s (four hangar-bay augmentation modules), twelve F-111s (two heavy-hangar-bay augmentation modules) and twelve A-10s (or six A-20s). Two SWACS were usually available, based in the secondary module that has the fighter bay (replacing the admin shuttles in that bay).

Kzinti and Romulan stellar fortresses almost never had modular PFs. This was because those PFs were relatively rare in service and were provided to the front-line fast patrol ship tenders. Stellar fortresses, like starbases and other fixed installations could rely on their support flotillas (R1.89G4) to handle tasks which made modular PFs useful for a front-line warship.

(R1.89F) DOCKING: Docking to stellar fortresses can be accomplished in one of three ways:

Internal docking in the stellar-fortress docking modules; see (C13.6). See also (C13.8) for arming restrictions.

External docking to one of the tractor beams; see (C13.7).

Inactive pods can be docked to the augmentation module mounting points; see (R1.89B).

(R1.89G) ADVANCED BASE RULES

(R1.89G1) REPAIR LIMITATIONS: Stellar fortresses, as supply points, have an unlimited self-repair capability and can use their full Damage Control Rating for repairs to themselves every turn. This ability is lost if the stellar fortress suffers more than 50% internal damage to systems contained within the base outline and its docking modules, but damage to augmentation modules or pods docked under (R1.89B) is not included in this calculation.

(R1.89G2) EW SUPPORT (OPTIONAL): Because of the fixed nature of a stellar fortress (including one in orbit), MRS shuttles are able to provide electronic-warfare support to bases with positional stabilizers from a greater range because they do not need to calculate the maneuvers of the supported unit. MRS shuttles can provide their electronic-warfare benefit to stellar fortresses from up to ten-hexes range.

(R1.89G3) EW SUPPORT (OPTIONAL): Because of the fixed nature of a stellar fortress (including one in orbit), SWAC shuttles are able to provide electronic-warfare support from a greater range because they do not need to calculate the maneuvers of the supported unit. SWAC shuttles can provide their electronic-warfare benefit to stellar fortresses from up to fifteen-hexes range.

(R1.89G4) SUPPORT FLOTILLAS (OPTIONAL): Empires that operate PFs will assign a number of PFs to stellar fortresses above and beyond those organized into combat flotillas. These PFs normally are not docked to a PF module, but dock to the stellar fortresses' docking stations or inside its docking modules when not in use. They can of course be docked to a PF module if they need repairs, servicing, to be fitted with warp packs, or to take on stores. Support flotillas are in addition to the normal command ratings, e.g., a stellar fortress might have two fighter squadrons, two combat PF flotillas, and two support flotillas, but could not replace a support flotilla with a fighter squadron or combat PF flotilla. A standard support flotilla would be: scout PF, ground assault PF, two cargo PFs, minewarfare PF, and recovery PF. A Klingon stellar fortress would have at least one G1N in addition to the above. The PFs of the support flotillas would normally be evacuated if the stellar fortress were about to come under attack, but might be present if a stellar fortress was taken by surprise.

(R1.89G5) SHUTTLE DECK (OPTIONAL): Stellar fortresses have a large shuttle deck that is not shown on the SSD. Shuttles stored on this deck are not fueled or armed, and cannot be fueled or armed while on this deck (this is to prevent catastrophic internal explosions). A magna-track system can be used to move the shuttles to an elevator (J1.59) from which they can be moved to the hangar bay to be fueled and armed for missions. Fighters cannot be placed in this deck, and no deck-crew activity can take place in this deck except to move a shuttle from the deck to the hangar bay or vice versa. Certain standard maintenance functions are performed in the shuttle deck, but not combat-damage repairs.

(R1.89G51) A given shuttle can only be moved to the normal shuttle bay if there is space available in the normal shuttle bay for it to be serviced. This space may be created by moving a shuttle from the hangar bay to the shuttle deck, but shuttles can only be moved to the shuttle deck if their fuel cells are drained, any cargo or crew units (including Marines) are unloaded, and weapon systems deactivated (to prevent accidents). Note that MRS and SWAC shuttles must have their ADDs and drone/plasma rails unloaded before they can be moved to a shuttle deck.

(R1.89G52) A given shuttle moved from the shuttle deck must have one deck-crew action (J4.817) ("preparation") performed on it before any weapons, including chaff packs or pods, may be loaded onto it. The shuttle is ready to fly at the end of the deck-crew action, and two deck crews could prepare the shuttle and begin loading weapons on it in one turn (each spends a half action on preparation and a half action on loading as loading cannot begin until preparation is complete). HTS and other double-space shuttles take more

effort to prepare due to their size, and requires two deck-crew actions.

(R1.89G53) It takes one deck-crew action (J4.817) to prepare a single-space shuttle for movement to the shuttle deck over and above any deck-crew actions to remove weapons, pods, warp packs, and chaff packs. HTS and other double-space shuttles take more time to prepare due to their size, and require two deck-crew actions.

(R1.89G54) The number of spaces and types of shuttles found on the shuttle deck are as follows:

BASE	SHUTTLES
Stellar Fortress (Six decks):	..each deck: one MSS, one MLS, one HTS, two empty slots.

The costs of the above shuttles are added to the cost of the base.

(R1.89G55) Two of the empty slots are to allow transfers of shuttles from the hangar bay and cannot be used to add additional shuttles (or fighters). These spaces also allow a visiting dignitary's shuttle to land on the station by moving one or more of the base's shuttles below decks. Two of the empty slots in three of the shuttle decks are available to purchase and place additional shuttles (but not fighters) of the player's option into the shuttle deck, such as GBS or HAS shuttles if the player wants to be able to support ground troops on a planet the base is orbiting. Note that the Base player must keep a written record of what shuttles he has purchased to be shown to his opponent after the battle.

(R1.89G56) Shuttles in the shuttle deck cannot be damaged by any means. They can only move to the hangar bay if a hangar-bay box is available to receive them. If all boxes of the hangar bay have been destroyed, no shuttle may be moved to the hangar bay until at least one box (two if an HTS or other double-sized shuttle is to be moved) is repaired. Shuttles in transit when the shuttle box(es) they are moving to is (are) destroyed are returned to the shuttle deck. Double-sized shuttles must be returned to the shuttle deck if one of the two hangar-bay boxes needed for them is destroyed. Enemy shuttles (not fighters) dragged into a hangar bay cannot be moved to the shuttle deck unless they have been captured and disarmed.

(R1.89G57) Each existing hangar bay has one shuttle deck associated with it.

(R1.89G58) There are no additional deck crews provided with the shuttle deck above those defined by (J4.814).

(R1.89G6) **ROTATION:** Bases can change their rotation rate, and even reverse their rotation direction.

(R1.89G61) Changes in rotation rate can only be made at the start of a turn during Energy Allocation and are announced in the Speed Determination Phase after players have announced the speeds of their units. The rotation rate announced for a given turn takes effect immediately; there is no one-turn delay.

(R1.89G62) Bases do not pay any energy to maintain a rotation rate from turn to turn. The energy cost for a given base to increase or decrease its rotation rate, which can come from any source including power transfers from docked units (C13.41), is as follows:

BASE	COST
Stellar Fortress	30

(R1.89G63) A base may only increase or decrease its rate of rotation by one level at the start of any given turn, e.g., from four to three or vice versa. This system cannot be used to increase the rotation rate faster than four.

(R1.89G64) Externally docked units, not including shuttles and fighters, increase the cost of changing the rotation rate by the sum of their movement costs. Internally docked units have no effect on the rotation cost. PFs docked to mech-links, including those docked to mech-links of externally docked units, are considered internally docked for this purpose. Augmentation modules, and pods docked to “position-B” stations (R1.1B), do not increase the rotation rate costs.

(R1.89G65) Changes in rotation do not affect the orbital status of bases as Tactical Maneuvers affect ships (P8.432) because of the base’s positional stabilizers.

(R1.89G7) FIRING ARCS: The impulse before a base rotates, all weapons which will come into arc to fire on a given target after that rotation can be fired at that target. The impulse after a base rotates, all weapons which could have been fired at a given target prior to that rotation can be fired at that target. In all cases, this determination is based on the actual hex the target is in at the time of firing, not the hex it was in prior to or after the base rotated. Bases may use this rule in conjunction with narrow salvos (E1.6).

NEW AUXILIARIES

(R1.90) ARMED RECOVERY TRANSPORT (ART): Ships of this type were operated by most of the empires as naval auxiliaries. Based on the ubiquitous Armed Priority Transport, the ship was built in small numbers before the General War as a rescue ship (often operated by the police). These pre-war variants had a phaser-3 in place of the phaser-2 shown on the SSD, which reflects the version used in the General War.

During the General War, existing Armed Recovery Transports were quickly pressed into military service, and more were built. They were used to rescue crippled fighters and pilot escape pods, as well as to rescue anyone who needed rescuing (or, sometimes, things that needed salvaging). They had a multitude of rescue capabilities, including minimal repair facilities (enough to get a crippled freighter moving again). Many minor variations existed (within each empire’s fleet) but the one shown in the SSD was perhaps the most common. These ships were sometimes used as fast carrier resupply ships to resupply fighters to carrier groups, but they did not have Aegis and their ability to operate as a small escort was laughable. The shuttle bays could repair any recovered fighters but reloading them with weapons was possible only by (J4.8962). Their self-defense capabilities were minimal and they could only be sent to low-risk areas. While often in support of carrier groups, they were never used in mid-battle. Their ability to launch an “offensive” strike was so minimal as to be irrelevant.

By the end of the General War, some Armed Recovery Transports had mech-links for PFs (or heavy fighters) to assist in recovery of such units.

Known names: *Assist, Deliverer, Dependable, Diligent, Recovery, Salvation.*

Suggested by *Loren Knight.*

SSD and counter are in *Module R12.*

(R1.91) SMALL FLEET OILER (SAO): All fleets operated ships of this type. Due to the volatile nature of the fuel, ships refueling from an Oiler had to shut down their own warp systems. The Oiler then used its own power systems to attach tractor links to the ship and initiate the dock. The standard Oiler could refuel up to four ships simultaneously, but underway replenishment was not possible. Once docking was achieved, hoses would be attached to the refueling locks. Being caught while refueling was always a bad thing (and Orion Pirates would, if they thought they had time, steal as

much of a freighter’s fuel as they could to maintain their operations). The explosive nature of the fuel enhanced the failure of an Oiler’s warp systems due to damage, although not to an overwhelming degree.

Note: This ship is authorized to carry T-bombs, but does not have the Commander’s Option Points needed to purchase them. It will only have T-bombs if another ship transfers T-bombs to it during the scenario under the provisions of (G25.0).

Skids: Fleet Oilers can only use the following skids: general (R1.68A), accommodation (R1.68S), self-defense type-I (R1.68T), self-defense type-II (R1.68U), and self-defense type-III (R1.68V).

Ducktails: Small fleet Oilers cannot use ducktails.

Maneuver Limit: The Small Fleet Oiler cannot disengage by acceleration (C7.1) and cannot accelerate by more than three Movement Points per turn (warp and impulse combined).

Known names: *Vulcan Deuterium, Hydran Chevron, Kronos, Ghdar Deuterium, Ramillies I, Ramillies II, Exxon Pride.*

SSD and counters are in *Module R12.*

(R1.92) LARGE FLEET OILER (LAO): The Large Fleet Oiler could dock and refuel up to six ships simultaneously but was otherwise simply a larger version of the Small Fleet Oiler.

Note: This ship is authorized to carry T-bombs, but only has enough Commander’s Option Points to purchase one. It will only have two T-bombs if another ship transfers a T-bomb to it during the scenario under the provisions of (G25.0).

Skids: Fleet Oilers can only use the following skids: general (R1.68A), accommodation (R1.68S), self-defense type-I (R1.68T), self-defense type-II (R1.68U), and self-defense type-III (R1.68V).

Ducktails: Large Fleet Oilers cannot use ducktails.

Maneuver Limit: The Large Fleet Oiler cannot disengage by acceleration and cannot accelerate by more than four Movement Points per turn (warp and impulse combined).

Known names: *Andorian Delivery, Predator’s Drink.*

SSD and counter are in *Module R12.*

(R1.93) SMALL PRISON TRANSPORT (SAJ): Ships of this type were used to transport “low risk” prisoners, i.e., those it was believed that the Orion cartels would not have an interest in breaking out. Higher-risk prisoners were carried by faster transports on non-scheduled routes. The “pod” is isolated from the rest of the ship except at one access point located behind the guard’s quarters. These ships were colloquially referred as “Prison Barges”, but were called “Prison Transports” by their governments.

In general use there are no “Boarding Parties” on this ship. The “guards” are crew-unit-sized units and if the ship is attacked can be considered militia (D15.83) for all purposes except that they do not prevent the ship from forming militia normally out of its crew. The guards are not Marines; they cannot perform hit-and-run raids and cannot be moved by transporter into Boarding Party combat. One “guard” crew unit is lost for every ten points of internal damage the ship takes in addition to the crew unit that is lost. Guards cannot be counted as “crew” for any purpose.

During time of war some prison transports are used to move prisoners of war. When this is done the guards are military policemen but are drawn from the ground forces and are functionally identical to the civilian guards above.

The “barracks” are actually the various cells in which the prisoners are incarcerated. Prisoner crew units are also crew unit sized, but can only be formed into militia units under special scenario rules. Examples of these might include a “riot” ongoing on the ship, or perhaps the prisoners have

rallied to help defend the ship from some outside attack, for example, against Andromedan Boarding Parties. If special scenario rules do not otherwise define them, they have no real game effect (i.e., can be considered locked in their cells awaiting the fate of the ship). No “damage points” can be allocated to the barracks on this ship (by the owning player) unless all other “hull” boxes have been destroyed, otherwise three crew units of prisoners are lost with each barracks box. Prisoners not in the barracks boxes are lost at the normal rate, i.e., one for every ten point of internal damage, in addition to the normal and guard crew casualties.

For purposes of attempting to break the prisoners out of their cells by a hit-and-run raid, all cells are considered guarded as long as there are two guard crew units not involved in some other action (fighting, dead, transported to another ship, etc.). This is why there is a minimum crew star in the “guards” track.

The HTS shuttles are standard shuttles of their type used to facilitate the movement of prisoners to and from the ship. The location of the two shuttle bays is designed to allow the space to be “opened to vacuum” in the event of an attempted breakout, thereby channeling the prisoners down relatively narrow corridors so that they may be contained.

It should be noted that prison transports of this type operated by the Klingons, Romulans, Kzintis, Tholians, and Lyrans are designed to void the entire prison area to vacuum as a final resort to prevent escape or rescue. Transports operated by other empires do not have this design feature. The Klingons, Romulans, Tholians, and Lyrans operate more of these ships, per capita, than the other empires (due to larger numbers of political prisoners).

The security station on the Klingon transport operates to watch the ship's crew, and the guards, but does not generally watch the prisoners (that is the job of the guards, and the ESS does watch the guards). It is not unusual, however, for the ESS to have a few undercover agents among the prisoners.

This ship can purchase Commander's Options normally, except that: it can never have T-bombs, it cannot purchase any kind of Boarding Party, but any extra crew units are treated as additional “guards”, i.e., militia squads.

Skids: Small prison transports can only use the following skids: life support skid (R1.68E), cargo skid (R1.68F), self-defense type-I (R1.68T), self-defense type-II (R1.68U), and self-defense type-III (R1.68V).

Ducktails: Small prison transports cannot use ducktails.

Maneuver Limit: The small prison transport can disengage by acceleration. It cannot accelerate by more than five Movement Points per turn (warp and impulse combined) or double its current speed.

Known names: *Security*.

SSD and counter are in *Module R12*.

(R1.94) SMALL MANUFACTURING FREIGHTER (SAL): Ships of this type traveled from minor colony to minor colony looking for work. Major corporations owned only a few ships of this type, as the profit margin was very small. They were designed to produce any number of common goods, but the necessity for the systems to be able to produce the widest possible assortment of goods for sale limited their ability to produce critical highly durable items. While the ship could carry a certain amount of raw material, much of that material had to be provided by the colony itself (which was why the profits were so marginal). Still, every empire (even the LDR, Tholians, and the WYN Star Cluster) had at least a few of these ships in operation. In wartime, these ships were often contracted by military commanders to provide a local source of things that otherwise had to come over long and vulnerable supply lines.

Note: This ship is not authorized to carry T-bombs.

Skids: Small manufacturing freighters can use any skid.

Ducktails: Small manufacturing freighters can use any ducktail.

Maneuver Limit: Small manufacturing freighter cannot disengage by acceleration (C7.1) and cannot accelerate by more than three Movement Points per turn (warp and impulse combined).

Known names: *Handyman, Journeyman, Jack of all Trades, Indentured Servant*.

SSD and counter are in *Module R12*.

(R1.95) FAST NAVAL TRANSPORT (FNT): A sort of larger cousin of the Armed Priority Transport, most empires began operating these from Y175 at the height of the General War. Their design function was to deliver supplies to warships being staged as reserves after heavy fighting. They were not intended to carry fighters (that mission being handled by the fast carrier resupply ships), but were diverted often enough to deliver replacement fighters and bombers to exposed colonies. The ships were expensive to operate due to their non-standard engines. At the end of the General War (during the brief period of the ISC “Pacification”), most fleets began mothballing them, but this changed with the Andromedan offensive. It was too easy for the Andromedans to isolate a planet that they had decided to occupy from the rest of the supply grid, but the Fast Naval Transports were usually able to reach such planets to bring the vital materials they needed to maintain their defensive strength. Because of the stresses of the relatively high speed, the hull frame would not allow the huge open cargo bays seen on most cargo ships. The cargo spaces on the Fast Naval Transport were smaller (although the total was 80% that of a standard small freighter) and distributed through the ship. This made it impossible to convert Fast Naval Transports into auxiliaries (particularly not auxiliary carriers, tenders, or warships; some were fitted as passenger ships and carried troops).

Note: This ship is authorized to carry T-bombs.

Skids: Fast Naval Transports cannot use skids.

Ducktails: Fast Naval Transports cannot use ducktails.

Maneuver Limit: Fast Naval Transports can accelerate by up to five Movement Points per turn (warp and impulse combined) and can disengage by acceleration (C7.1).

Known names: *Rapid, Mercury, Next Day, Just in Time, Blue Label, Red Label*.

SSD and counter are in *Module R12*.

(R1.96) CIVILIAN ASTEROID-MINING BASE SHIP (HAM): Corporations operated ships of this type to exploit the resources of relatively poor asteroid fields in cases where the expense of the placement of an F-OP supported by one or more F-PLs and/or F-PSs could not be justified. More than one freelance asteroid-mining concern chartered a ship of this type in hopes of finding a rich strike in a new asteroid cluster before their debts came due. At least ten ships of this type were lost trying to make the asteroids around the Black Foot Pass asteroid field pay off.

Note: This ship is not authorized to carry T-bombs.

Skids: Civilian asteroid-mining base ships can use any skid.

Ducktails: Civilian asteroid-mining base ships can use any large freighter ducktails, but most operated (after workboats became available) with the large freighter workboat ducktail (R1.69B3) as shown on the SSD.

Maneuver Limit: The Civilian asteroid-mining base ships cannot disengage by acceleration (C7.1) and cannot accelerate by more than three Movement Points per turn (warp and impulse combined).

Known names: *Hxxpath Guild, Goldmine, Motherload, Pickaxe, Rockpounder*.

SSD and counter are in *Module R12*.

SPECIAL MISSION GUNBOATS

(R1.PF8) SURVEY FAST PATROL SHIP (PFQ): Survey cruisers carried these “survey” fast patrol ships as a means of increasing their capabilities. They could be sent on “side trips” and to scout ahead of the cruiser to determine which of several systems to explore next. Gunboats of this type included laboratory facilities and a limited probe launcher. They were more survivable than the heavy prospecting shuttles that had previously been used in such roles. Due to wartime demands for the leader version of the local fast patrol ship, very few of these could be built, and any survey cruiser that had one was careful not to risk it needlessly. Many survey ships also carried a combat fast patrol ship to escort the survey fast patrol ship; some carried cargo and commando fast patrols ships to facilitate landing exploration teams.

Survey fast patrol ships operated by civilian agencies will downgrade any phaser-1s to phaser-2s, reduce the BPV of the fast patrol ship by one point for each phaser-1.

An SSD for each empire’s version of this fast patrol ship is in *Module R12*. There is an empire specific counter for each empire in *Module R12*.

(R1.PF9) RECOVERY FAST PATROL SHIP (PFR): All empires that operated fast patrol ships eventually constructed this variant. This type of fast patrol ship only operated from bases, never from fast patrol ship tenders or as casual fast patrol ships. The only known exceptions are a few cases where a recovery fast patrol ship that was traveling to its final destination on an auxiliary fast patrol ship tender or a fast patrol ship transport pod, and a recovery fast patrol ship that was rescued after its base was destroyed, or assigned to an auxiliary fast patrol ship tender to recover multiple fast patrol ships in a battle zone. However, these were rare exceptions. Recovery fast patrol ships were designed to recover badly damaged fast patrol ships that otherwise would not make it back to their base or would take an extended amount of time to do so. While all fast patrol ships had tow bars (K1.25), often the drag of the mass of the extra fast patrol ship would force it to be abandoned. It was the role of the recovery fast patrol ship to meet returning flotillas, perform minimal repairs to enable the cripples to complete the journey, and take over towing those too badly shot up to be repaired, or if necessary evacuate any excess crewmen. For this purpose, the recovery fast patrol ship included a minimal repair capability and a tractor. Cargo volume provided room for spare parts and other needed supplies. However the recovery fast patrol ship was unable to provide repairs to “true” ships, even a freighter, and could not flush the engines of fast patrol ships docked to it.

Designed by *Stephen V. Cole*.

An SSD for each empire’s version of this fast patrol ship is in *Module R12*. There is an empire specific counter for each empire in *Module R12*.

END OF GENERAL UNITS SECTION

(S8.0) MODULE R12 PATROL SCENARIOS UPDATE

(S8.2822) For purposes of (S8.2822):

Heavy war cruisers, e.g., Federation Medium Cruiser, Romulan GryphonHawk or HKR, etc., are eligible to serve in battlegroups as war cruisers.

Battle frigates with a movement cost of 0.50 are eligible to serve in battlegroups as size-class 4 units. Battle frigates with a movement cost of 0.67 can serve in battlegroups, but are considered to be size-class 3 units when doing so, e.g., a battlegroup could have three F6s, but not four F6s, and not three D5s and an F6.

Lyran and Neo-Tholian heavy destroyers and heavy frigates are eligible to serve in battlegroups.

Gorn Destroyer-Cruisers can serve in battlegroups as light/war cruisers, Gorn Destroyer-Battlecruisers are not eligible to serve in battlegroups.

Neo-Tholian Medium Cruisers can serve in battlegroups, but see (E12.16) for limits on web castes in a Tholian force.

(S8.331) For purposes of (S8.331) a Seltorian force in the Tholian Home Galaxy can include two Battlewagons if attacking a Tholian base. Such a force may also include a dreadnought and/or a BCH, or two BCHs. Rules may appear at a later date detailing the use of Battlewagons in attacks on Tholian Dyson Spheres.

(S8.343) Space Patrol Ships are treated under this rule, i.e., as heavy ships that operate without escorts. Note, however, that under (S8.34) escorts can be assigned to fast patrol ship tenders.

(S8.361) For purposes of this rule, heavy war cruisers are not considered to be the same basic hull type as war cruisers or light cruisers and cannot be used to fill out war cruiser or light cruiser squadrons. Heavy destroyers are not considered to be the same basic hull type as destroyers. Heavy frigates are not considered to be the same basic hull type as frigates.

(S8.367) For purposes of this rule, heavy war cruisers can lead squadrons of light cruisers, or war cruisers, or destroyers, or war destroyers. Heavy destroyers can lead squadrons of destroyers or war destroyers. Heavy frigates can lead squadrons of frigates or police ships.

END OF PATROL SCENARIOS UPDATE

(R2.0) UNITED FEDERATION OF PLANETS

(R2.143) MEDIUM CRUISER (CM): As with other empires, the Federation attempted to squeeze more power and weapons into its war cruiser design (the new light cruiser) to produce a more powerful ship that could still be built in a smaller dockyard than that used by the heavy cruisers. While some empires employed paired frigate engines in place of a war cruiser engine, the Federation, as with some other empires, chose a different route. The production of the heavy command cruiser and battlecruiser saucers had included the development of a very small warp engine for “emergency use” if the saucer had to separate. The engine was small enough that it could be produced in far larger quantities than were needed to supply the heavy command cruisers and battlecruisers (which could only be built in limited numbers). It was found possible to construct a small structure under the hull of a new light cruiser where a slightly modified engine could be installed. The structure provided space for additional systems, and by moving the emergency bridge into this structure, it proved possible to double the new light cruiser’s forward firing phasers.

The added mass slowed down the ship, increasing the movement cost, but the new warp pack (which could be used in normal operations) compensated for the increase. This was acceptable to Star Fleet, as the resulting ship could maintain the same operational speeds as the original new light cruiser, and other modern ships of the fleet.

Given the increased offensive power of the design, many (who did not understand the complexities of the situation) called for all new light cruiser production to be diverted to the new medium cruiser. This was, however, not possible, due to the complexities of the design. The new light cruiser was designed for mass production, but the more complex medium cruiser could not be built that way, requiring more tedious production methods. Total conversion of the new light cruiser assembly bays to the medium cruiser would seriously reduce the total number of hulls built, resulting in far less combat power. Cost was a minor issue; the medium cruiser cost more than the new light cruiser but the Federation economy could have funded the more expensive (and more capable) ships. Production was limited to one ship per year from Y177-Y179 and to two ships per year from Y180 through the end of the General War, such ships displacing new light cruiser production.

The center warp engine, while derived from the emergency warp engines used by the CB and BC, is not an emergency warp engine. The ship cannot retain the center warp engine while attempting sublight disengagement, and must drop it with the other warp engines. The saucer section would then be treated as an NCL (e.g., retains full crew, combat value 15% of original value, etc.) hull.

Known names: NCC-1441 *Ragnarok*, NCC-1442 *Gotterdammerung*, NCC-1443 *Doomsday*, NCC-1444 *Armageddon*, NCC-1445 *Emory Upton*, NCC-1446 *Geronimo*, NCC-1447 *Thomas Picton*, NCC-1448 *Chief Manuelito*, NCC-1449 *Joachim Murat*.

SSD and counters are in *Module R12*.

(R2.144) DESTROYER LIGHT ESCORT CARRIER (DDV): There was only one ship of this class. It is unclear if the reason was that the ship was considered to be unsuccessful, or if the general curtailment in the production of Federation single engine destroyers was the reason. There was much demand for the remaining destroyers to be converted into carrier escorts, rather than carriers in their own right.

As a single ship, it suffered from a lower priority for virtually everything, and was the last carrier to be upgraded to F-18 fighters. During one period, it carried National Guard F-4 fighters, which normally were only based on planets. The ship operated principally in the role of an escort carrier, being assigned to provide additional cover to convoys rated important enough to have a carrier, and no other carrier was available. The ship was often assigned (its escort would be detached during these periods) to one or the other of the Federation’s fighter schools to provide pilot trainees with experience landing aboard a carrier underway, and was in this role when the Federation became officially involved in the Andromedan War. In Y178 the ship was given a “fighter refit” which replaced two of its admin shuttles with fighters.

If the warp engine is dropped, the saucer section would then be treated as any other destroyer saucer (e.g., retains full crew, combat value 15% of original value, etc.), although it would remain a carrier.

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

Year	Escorts	Fighters
Y172-174	FFE	10xF-8 or 10xF-4
Y175-177	FFA	10xF-18 or 5xF-101A
Y178-179	FFA	12xF-18 or 6xF-101B
Y179-181	FFA	12xF-18B or 6xF-101B
Y181-185	FFA	12xF-18B+ or 6xF-101C
Y186+	FFA	12xF-18C or 6xF-101C

This ship has one shuttle bay.

Known name: *Viraat*.

SSD and counter are in *Module R12*.

FAST SHIPS

(R2.145) FAST FLEET SCOUT (CFS): A conversion of the damaged fast cruiser *Eagle*, the resulting ship was an extremely effective scout simply due to the power it had available for operating its sensors. While there was considerable interest among the “front-line” commanders for more ships of this class to be provided, no more were built. The admirals were always trying to build a larger force of fast ships to raid behind Coalition lines and were not willing to give up any hulls.

Special sensors are destroyed on “torpedo” damage points.

Known names: *Eagle*.

SSD and counter are in *Module R12*.

(R2.146) FAST DESTROYER (DDF): Designed as a stablemate to the fast cruisers, the *USS Two Moons* (named for a Native American warrior) used the same enlarged engine as the *Wolverine*-class, and a similar “arrowhead saucer”, but of course no rear hull. Built in Y167, it was destroyed by a monster before the Klingon invasion. Plans to build more ships of this type were canceled due to problems with the supply of the special engines, which were running behind schedule.

If the warp engine is dropped, the saucer section would then be treated as any other destroyer saucer (e.g., retains full crew, combat value 15% of original value, etc.).

Known names: *Two Moons*.

SSD and counter are in *Module R12*.

BATTLE FRIGATES

Any of these ships could have been produced in Y175 and have a ‡ on the SSD denoting this. The actual year in service date for the first example of each ship is listed on the Master Ship Chart.

(R2.147) BATTLE DRONE FRIGATE (FBD): The first of the battle frigates, *Marko Ramius*, was converted into an FBD during Y177. It was not the first battle drone frigate; existing frigates had been converted the year before. This is not a drone bombardment ship (it is too small and lacks storage or special sensors) but simply a standard combat variant.

If the warp engines are dropped, the saucer section would then be treated as any other frigate saucer (e.g., retains full crew, combat value 15% of original value, etc.).

Known names: *Marko Ramius*, *Gunther Prien* (both ships were conversions of battle frigates of the same name).

SSD and counters are in *Module R12*.

(R2.148) BATTLE FRIGATE ESCORT (FBE): Several existing escort frigates had been converted into battle frigate escorts before one of the four original battle frigates was converted.

If the warp engines are dropped, the saucer section would then be treated as any other frigate saucer (e.g., retains full crew, combat value 15% of original value, etc.), it would still retain its escort abilities.

This ship can control a number of seeking weapons equal to double its sensor rating. This ship can use (R2.R5) to fill its cargo box.

Known names: *Yahachi Tanabe* (conversion of a battle frigate of the same name).

SSD and counters are in *Module R12*.

(R2.149) BATTLE FRIGATE CARRIER (FBV): In effort to get more use out of existing frigates, the Federation began converting existing ships into battle frigates and variants of them as early as Y177, including an escort carrier. The existing escort carriers had been forced out of the carrier battle groups by the increased firepower of enemy fleets and were relegated to convoy duties. As there were not enough war destroyer carriers to replace them, efforts were made to bring the existing escort carriers back into the battle fleet. The escort carrier conversion was successful and a new battle frigate carrier was built as the *USS Bryant*, FBV-475. The ships operated F-18s. By Y182, Klingon gunboats had forced the battle frigate carriers back into convoy duty. Ironically, this made it more likely (rather than less likely) for the ships to come into contact with Klingon G1s.

If the warp engines are dropped, the saucer section would then be treated as any other frigate saucer (e.g., retains full crew, combat value 15% of original value, etc.). It would still be a carrier.

Note: The first ship of this class entered service in Y177, but data is provided for the year in service of the FFB design.

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

Year	Escorts	Fighters
Y175	FFA or FRA (Rom)	6xF-18
Y176-177	FFA or FRA (Rom)	6xF-18 or 3xF-101A
Y178-179	FFA or FRA (Rom)	6xF-18 or 3xF-101B
Y179-181	FFA or FRA (Rom)	6xF-18B or 3xF-101B
Y181-185	FFA or FRA (Rom)	6xF-18B+ or 3xF-101C
Y186+	FFA	6xF-18C or 3xF-101C

This ship has one shuttle bay.

Known names: *Bryant*.

SSD and counter are in *Module R12*.

(R2.150) BATTLE FRIGATE SCOUT (FBS): Most of these ships were conversions of existing frigate scouts, but at least some were built as new construction, using the shipyards intended for production of FFGs.

If the warp engines are dropped, the saucer section would then be treated as any other frigate saucer (e.g., retains full crew, combat value 15% of original value, etc.), it would retain its scout abilities.

Special sensors are destroyed on “torpedo” damage points.

Known names: *Starseeker*, *Starsearcher*, *Starhunter*.

SSD and counter are in *Module R12*.

(R2.151) BATTLE FRIGATE TRANSPORT (FBT): The battle frigate upgrade was applied to a strategic transport resulting in this improved design. While still not a good combat ship (none of the strategic transports were, having sacrificed firepower for mission essential systems), it was better able to defend itself and the added power helped it to move pods faster.

Note that the SSD provides the data for both single-weight and double-weight pods, but any pods carried by this ship are inactive and every box in such a pod is treated as a “cargo” damage point.

If the warp engines are dropped, the saucer section would then be treated as any other frigate saucer (e.g., retains full crew, combat value 15% of original value, etc.); it would still be a tug.

Known names: *Hazardous Journey*, *Dangerous Passage*. SSD and counter are in *Module R12*.

OTHER BATTLE FRIGATES: While no other battle drone frigates were built as new construction, at least a dozen and possibly as many as twenty frigates and frigate variants were converted into battle frigate variants. Highest priority went to drone frigates (which were easily converted to battle drone frigates) and escort frigates (too small to survive carrier duels by Y180). Some frigate scouts were converted into battle frigate scouts but even these were too small to be effective.

FEDERATION FAST PATROL BOATS

(R1.PF8) SURVEY FAST PATROL SHIP (PFQ): The Federation never built fast patrol ships. The SSD provided here is conjectural and itself based on the conjectural leader version of the conjectural Federation Thunderbolt fast patrol ships. While the Federation never built or deployed fast patrol ships, Federation corporations purchased numbers of survey fast patrol ships from neighboring empires. Most Federation survey fast patrol ships were purchased from the Gorns, although considerable numbers were also purchased from the Kzintis and the Orion Enclave. Some corporations even acquired workboats from Jindarian Caravans.

Survey fast patrol ships operated by civilian agencies will downgrade any phaser-1s to phaser-2s, reduce the BPV of the fast patrol ship by one point for each phaser-1.

SSD and counter are in *Module R12*.

(R1.PF9) RECOVERY FAST PATROL SHIP (PFR): The Federation never built fast patrol ships. The SSD provided here is conjectural and itself based on the conjectural cargo version of the conjectural Federation Thunderbolt fast patrol ship. The historical record does not indicate that any fast patrol ship of this type was ever operated by a Federation entity as they were not cost effective to run as rescue craft for workboats.

SSD and counter are in *Module R12*.

END OF FEDERATION UNITS SECTION

(R3.0) KLINGON EMPIRE

(R3.162) HD5 HEAVY WAR CRUISER (HD5): The Klingon effort at a heavy war cruiser design was literally a half step between the basic D5 and the D5W new heavy cruiser. The design added more systems, but the added mass slowed the ship down. Like the Federation CM, the Klingons used a small warp pack to bring total warp power back up to fleet maneuver standards so that the HD5 could fly alongside the D5s and D5Ws. These small warp packs were the same as the ones used in the booms of penal ships and the C7 heavy war cruiser, but were mounted on top of the shuttle deckhouse in a way that allowed them to operate without separating the boom. It was one of the better heavy war cruiser designs, having good maneuverability and firepower. It might have replaced D5 production except that the process of fitting out a ship that started construction as a D5 into an HD5 was quite complex. The increase in cost was a serious factor, but the limit on production was the specialized yard capacity needed by the heavily modified hull. Had X-ships not made the HD5 obsolete, the Klingons might have been able to retool the D5 slipways after the General War to sustain full production of HD5s in place of D5s.

UIM: Standard.

Limited Aegis system controls waist phaser-3s and anti-drones.

Known names: *Demonbrawler*, *Deathbrawler*, *Firebrawler*, *Warbrawler*, *Battlebrawler*.

SSD and counter are in *Module R12*.

(R3.163) D7WD DRONE CRUISER (D7WD): This ship was something of an anomaly. Losses among D6Ds did not justify diverting D7 hulls to replace them, but for some reason, in Y178, a new D7W was completed as a drone bombardment platform. The ship seemed intended for use as an independent bombardment ship, but the mission was already more than adequately handled by D6Ds. As might be expected, front-line commanders coveted this ship as an electronic-warfare support platform, but it seldom saw use in that role because the fleet admirals held it for “special missions”. Because it was built as a bombardment ship, it did not include the fleet command systems of a normal D7W. (Squadron and fleet commanders led from the front, not from support ships in the rear.)

Records indicate the ship was destroyed during the Andromedan War in Y198 while searching for an Andromedan Rapid Transit Network link.

UIM: Not available.

Special sensors are destroyed on “drone” damage points.

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

This ship has 200 spaces of extra drones, 50 per box, in its cargo boxes

Known name: *Deluge*.

SSD and counter are in *Module R12*.

D6 VARIANTS

(R3.164) D6C COMMAND CRUISER (D6C): First put into service in Y135, the D6C was assigned to command the first complete squadrons of D6s. (Previous plans to use D6s as flagships for squadrons of D4s did not work out as the ships had radically different operating characteristics.)

UIM: Not available.

Known names: *Darkkiller*, *Dreadkiller*, *Demonkiller*.

SSD and counter are in *Module R12*.

(R3.164A) D6L COMMAND CRUISER (D6L): The D6C design entered service almost immediately after the D7, and this ultimately doomed it. The D7s were faster and better armed, and actually were held back by the D6C. When D7Cs entered service, the few D6Cs that had been built were relegated first to secondary theaters, and when lost or too badly damaged to be repairable, were replaced by D7Cs.

There are many rumors about this class. One is that a D6C was used as a flagship for a Klingon squadron covering the Lyran-Klingon border at the time the Klingons attacked the Kzintis, and that one (perhaps the same ship) was later used as the border flagship on the Federation-Klingon border later in the Four Powers War. There are also rumors that a D6C was operating in the Lyran Far Stars Duchy in Y168 to supervise the Klingon exploration and colonization effort there. None of these rumors have been proven, however.

The available hard data, however, indicates that the last D6C was removed from service (or destroyed) in Y148, about five years after the D7C entered service. Had D6Cs remained in production, it is probable that many of the improvements in the D7C class would have been incorporated into the design (and perhaps back fitted to the earlier ships). This would have included increasing the range of the disruptors (pre-dating the “B” refit for standard D6s), upgrading the FX phaser-2s, replacing the type-E drone racks with anti-drone racks, and installing type-B drone racks in place of the type-A racks. This has been designated as the D6L to differentiate it from the original D6C, but is not actually a “K” refit.

If a D6L had still been operating in Y175, the anti-drone racks would have been increased to twelve shots and a second reload for the drone racks would have been added.

UIM: A UIM would have been installed when it became available in Y165 (without the UIM, reduce the ship’s BPV by five points).

Known names: *Darkkiller*, *Dreadkiller*, *Demonkiller*.

SSD is combined with that of the D6C in *Module R12*; use the D6C counter in *Module R12*.

(R3.165) D6N DIPLOMATIC CRUISER (D6N): This ship replaced (in Y126) a D4N that had served in this role for decades. The D6N was supplemented by a D7N in Y137, both ships remaining in service for an extended time. The ship itself was replaced by a D7N in Y165.

UIM: No UIM was ever installed on this ship, but if it had remained in service, a UIM would have been installed in Y165.

Known name: *Emissary*.

SSD and counter are in *Module R12*.

E7 VARIANTS

(R3.166) E7D DRONE HEAVY CRUISER (E7D): A variant of the E7 configured for drone bombardment. This was the most common variant of the E7 hull as it was less likely to sustain damage and avoided problems with providing repair parts for its unique design. It was considered a barely adequate drone-bombardment platform due to its small cargo storage. As with many cruiser-sized bombardment ships in Klingon service, E7Ds frequently found themselves co-opted by front-line commanders as combat scouts. Even so, two ships of the class (*Warrior’s Oath* and *Oath of Allegiance*) survived the General War and were retired as honor guard ships.

UIM: Not available.

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

Known names: *Warrior’s Oath* (converted from an E7), *Oath of Allegiance*, *Oath of Service*.

SSD and counter are in *Module R12*.

(R3.167) E7J PENAL HEAVY CRUISER (E7J): A penal variant of the E7 design, it included all of the standard penal modifications. The first ship was the *Oath of Restitution*. The shortage of cruiser hulls made the replacement of D5J and D6J ships difficult, and the Kozenko Design Bureau was able to obtain a contract to produce this penal variant of the E7. This allowed the Kozenko Design Bureau to keep the E7 production line open until more planets raised sufficient funds to buy ships (most E7 hulls were “gifts to the emperor” where individual planets raised the funds to pay for them in excess to normal production). The *Oath of Restitution* entered service in Y178 and was sent to the Hydran front when the Hydrans broke through the Lyran firewall. The ship fought in several battles during the Long Retreat and was destroyed on a “special mission in Y180.

UIM: Not available.

Known name: *Oath of Restitution*

SSD and counter are in *Module R12*.

F6 VARIANTS

Any of these ships could have been produced in Y176 and have a ♫ on the SSD denoting this. The actual year in service date for the first example of each ship is listed on the Master Ship Chart.

(R3.168) F6B BATTLE FRIGATE (F6B): After the first four F6s displayed shock problems from the extra disruptors, the shipyard on Klardon tried to convince the government to buy a “shock proof” variant with drones replacing two of the disruptors. The government refused, but allowed Klardon to fund the ship as a “gift to the empire”. The ship proved capable in battle. Most of the surviving F5Ds were converted into this design and many new construction ships were also produced. It was not subject to shock.

UIM: Standard.

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

Known names: *Bakurian*, *Sefarian* (both converted from F6s), *Klardon*.

SSD and counter are in *Module R12*.

(R3.169) F6E BATTLE FRIGATE ESCORT (F6E): The existing AF5 carrier escorts were increasingly falling behind the power curve by the middle years of the General War, and converting them into F6Es was seen as a way to add more firepower and survivability to carrier groups. There was simply no way that enough AD5s or even FWEs could have been built to replace the AF5s.

UIM: Not available.

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

Known names: Carried the names of the F5Es that were converted.

SSD and counter are in *Module R12*.

(R3.170) PENAL BATTLE FRIGATE (F6J): The first of three F6Js was built as new construction in Y177 to replace a destroyed F5J. The theory was that the stronger and more powerful F6 design was more likely to survive the dangerous missions that these ships were sent on. Even though the *Darmotian* did not survive, but two more F6Js were built later in the war.

UIM: Not available.

Known names: *Darmotian*, *Tarkozian*, *Zendothian*.

SSD and counter are in *Module R12*.

(R3.171) F6S BATTLE FRIGATE SCOUT (F6S): By Y178, most of the F5S scouts were forced out of battle service as

they could not compete against cruiser-based electronic warfare platforms. In an effort to get the ships back into service, many F5S scouts were converted into F6S scouts, with more power and better chances of survival.

UIM: Not available.

Special sensors are destroyed on “torpedo” damage points.

Known names: Carried the names of the F5Ss that were converted.

SSD and counter are in *Module R12*.

(R3.172) F6T TRANSPORT BATTLE FRIGATE (F6T): The Klingons found their F5Ts and E4Ts effective at moving pods around the Empire, but during the later years of the General War, Alliance raiders would sometimes slip behind the lines and attack a theater transport. When this happened, the theater transport, whether an F5T or an E4T, would often have to abandon the pod to save itself. It was reasoned that upgrading an F5T to an F6T would produce a ship that might be better able to “get out of the way” with its pod (by virtue of the increased engine power), or able to stand off the raider until help could arrive. Sometimes this was even proved right.

Note that the SSD provides the data for both single-weight and double-weight pods, but any pods carried by this ship are inactive and every box in such a pod is treated as a “cargo” damage point.

UIM: Standard.

Known names: Carried the names of the F5Ts that were converted.

SSD and counter are in *Module R12*.

OTHER FRIGNAUTS: While only four F6s and two variants (*Klardon* and *Darmotian*) were built as new construction, more than two dozen existing F5s were converted into F6s during the last years of the General War. Half of these were special mission variants given extra power to survive during the late war years when frigates had been supplanted by war destroyers. The remainder were F5Ds which had served throughout the war and were cheap to convert and actually improved by the conversion.

KLINGON FAST PATROL BOATS

(R1.PF8) SURVEY FAST PATROL SHIP (G1Q): The Klingon survey fast patrol ship was typical of the breed. There was much argument that the cost of the G1Q would not have been made much worse if a type-G drone rack had been used in place of the anti-drone system, giving the ship the capability to also employ probe drones. Ultimately, the anti-drone system was selected because the G1Q had no capability to change what was loaded in the drone rack after it departed on a mission, and probe drones were useless against Kzinti or Federation drones. There was also a concern that some fast patrol ship commanders might be more aggressive if they were able to carry type-I or type-IV drones.

The survey fast patrol ship was often used for intelligence gathering missions where small size aided secrecy. This use accounted for most sightings by the Federation, although it is assumed actual exploration ships used more of these ships.

SSD and counter are in *Module R12*.

(R1.PF9) RECOVERY FAST PATROL SHIP (G1R): While rarely seen operating from a fast patrol ship tender, no Klingon base or significant colony was complete without at least one of these to assist in recovering its fast patrol ships.

SSD and counter are in *Module R12*.

END OF KLINGON UNITS SECTION

(R4.0) ROMULAN STAR EMPIRE

ROMULAN HAWK SERIES

(R4.135) GRYPHONHAWK MEDIUM CRUISER (GHA): The Romulan SparrowHawk was already one of the largest “war cruisers” in service with any empire. Switching the center warp engine to two frigate engines allowed the mounting of a second RX phaser-1, an additional shuttle, an additional auxiliary power reactor, and an expansion of the lab facilities. The placement of the plasma-S torpedo’s systems did not allow additional weapons, but the greater power (even with the greater power demand needed to move the warp bubble the engines created) resulted in a tactically faster ship. If operating as part of a squadron or fleet, the ship could use its extra power for a sudden burst of speed.

Ultimately, only a few were built as the available excess frigate engines were diverted to other needs and the ships were inferior to the contemporary new heavy cruisers. This ship is modular.

Known names: *Gryphon*, *Honor of Casifax*, *Sword of Pentalion*, *Shield of Antreidies*.

SSD and counters are in *Module R12*.

(R4.136) VIPERHAWK INTERDICTION CARRIER (VHK): While the Romulans rejected the idea of converting a KRV (or any of their Kestrel hulls) into an interdiction carrier, they did consider the concept of creating such a carrier on a FireHawk hull. The conversion would have envisioned using the standard “B” modules, but also greatly enlarging the existing shuttle bay by removing the machinery and connections needed to generate and launch plasma-S torpedoes. As with the KRU design below, the fighter-wing would have been two squadrons of mixed superiority and attack fighters.

Year	Escorts	Fighters
Y175-176	SPM, SKEA/SEE	12xG-II, 12xG-SF
Y177-179	SPM, SKEA/SEE	12xG-II, 12xG-SF or 12xG-II, 6xTribune-D or 12xG-SF, 6xTribune
Y180-182	SPM, SKEA/SEE	12xG-III, 12xG-FSF or 12xG-III, 6xTribune-K or 12xG-FSF, 6xTribune-F
Y183+	SPM, SKEA	12xG-III-K, 12xGlad-D or 6xTrib-K, 12xG-III-K or 6xTrib-F, 12xGlad-D

This ship has three bays (two in the modules and one in the primary hull). Transfers are not possible between any of the bays. Mines may only be dropped from the bay in the primary hull (M2.113).

Known name: *Imperial Herald*.

SSD and counter are in *Module R12*.

(R4.137) SKYHAWK-R FAST CARRIER RESUPPLY SHIP (SKR): The Romulans considered this design at almost the same time as the Battlehawk fast carrier resupply ship. The essential concept was that a given carrier would detach a SkyHawk escort that would return to a base to replace its E-Module with the R-Module, then return to the carrier to resupply it, before then returning to the base to again take on its E-Module. This was necessary because the connections for the Aegis system prevented the E-Module and R-Module from being used by non-escorts.

At the time, studies showed the concept to be completely unworkable, virtually every carrier group would almost always have an escort that was either en-route (to be converted to full escort or to fast carrier resupply ship status) or was not able to provide the full operational support of a normal escort. Further, combat operations were already indicating that a given fast carrier resupply ship could not be dedicated to one carrier group, but had to be prepared to provide supplies to several carrier groups during each mission. There were not thought to be enough SkyHawk hulls available to simply have some operating as fast carrier resupply ships at all times.

A few modules were built (as many as three) in Y174, and a few SkyHawk-Es were fitted with them while their carriers were out of action. After Y176 more were built as the need to keep carriers restocked with replacement fighters and stores became increasingly important. As the modules could only be used by SkyHawks with the Aegis system, the result was the only fast carrier resupply ship operated in the Alpha Octant that had full Aegis.

Known names: *Rampart*, *Defender*, *Obstinate*.

SSD and counter are in *Module R12*.

(R4.137A) SKYHAWK-R FAST CARRIER RESUPPLY SHIP (SKRA): This was a SkyHawk-R with full Aegis.

Known names: *Rampart*, *Defender*, *Obstinate*.

SSD is combined with that of the SKR in *Module R12*; use the SKR counter in *Module R12*.

(R4.138) JAYHAWK BATTLE FRIGATE (JH): A monument to the Great House system, the JayHawk was produced by House Astra, which had never been involved in Hawk-series production. In fact, that House had performed the conversion of dozens of old Snipe frigates into modernized Snipe-Bs. Using a Snipe-B engine, which provided a plasma-F torpedo and a phaser, the engineers of House Astra were able to build a relatively small structure that could be added to the SeaHawk frigate, which had already been deemed too small to survive combat during its first year of service! The first prototype conversion was made in Y176, and thereafter House Astra produced several conversions per year, sometimes sending their conversion structures directly to the shipyards of House Antreidies (which built the SeaHawk and had forced it through the Senate and into the fleet over the objections of just about everyone). With the addition of the JayHawk center engine, the ship (known to Klingons as “the Romulan F6”) proved modestly capable of surviving for several more years.

Known names: *Determined*, *Devout*, *Immovable*.

SSD and counter are in *Module R12*.

ROMULAN KESTREL SERIES

(R4.139) ROMULAN-KLINGON HKR HEAVY WAR CRUISER (HKR): The Romulans considered converting one or more of their KDRs to this design since it would have more combat power. No conversions were actually undertaken because maintenance problems, i.e., supplies of spare parts, were already becoming problematic. The need for an entirely new line of spares to keep the tiny center warp engine in operation (which none of the Romulan Kestrels used) was what finally doomed the project. It would have been more effective, the Romulans reasoned, to convert their KDRs directly to K5DWs, but none of their shipyards were available to undertake such a conversion. The Romulans might have revisited the decision, but the empire was in such bad condition by that time that they opted to focus as much as possible on their own Hawk series ships.

Known names: None.

SSD and counter are in *Module R12*.

(R4.140) ROMULAN-KLINGON INTERDICTION CARRIER (KRU): When the Klingons deployed the D6U the Romulans considered converting one of their limited number of Kestrel hulls to this design. The complete stripping of heavy weapons would have made it possible to field two full squadrons of fighters (unlike on the KRV which was unable to carry a single full squadron). The envisioned fighter wing would have been the normal half-assault, half-superiority mix favored by the Romulans, although there was much discussion of only equipping the ship with superiority fighters.

While a design study was completed in late Y174, the Romulan Fleet Command determined that there were just too many jobs that required a cruiser and too few Kestrel hulls available to divert to every possible mission. No ship of this design was ever built (although some thought was given to converting a KRV to this design).

Year	Escorts	Fighters
Y175-176	SPM, SKEA and/or K5D	12xG-II, 12xG-SF
Y177-179	SPM, SKEA and/or K5D	12xG-II, 12xG-SF or 12xG-II, 6xTribune-D or 12xG-SF, 6xTribune
Y180-182	SPM, SKEA and/or K5D	12xG-III, 12xG-FSF or 12xG-III, 6xTribune-K or 12xG-FSF, 6xTribune-F
Y183+	SPM, SKEA and/or K5D	12xG-III-K, 12xGlad-D or 12xG-III-K, 6xTrib-K or 12xGlad-D, 6xTrib-F

This ship has four shuttle bays. Transfers between the two rear bays are possible (J1.591) under (R3.R6). Transfers between the two forward bays (in the wing positions) and any other bay are not possible. Mines cannot be laid from the two forward bays (M2.113).

Known names: None.

SSD and counter are in *Module R12*.

(R4.141) ROMULAN-KLINGON FAST CARRIER RESUPPLY SHIP (K4F): The Romulans considered converting some of their K4Rs into this design beginning in Y175, and at least one such conversion was done (this may have been an actual Klingon E4R converted to Romulan service). The Battlehawk fast carrier resupply ship (based on the older Hawk-Series destroyer) had a barely adequate cargo capability and was slow when compared to the Kestrel and Hawk series carriers it was trying to resupply.

The conversion had a slight increase in cargo storage over the Battlehawk fast carrier resupply ship, and was far faster and more maneuverable. It was not as well-armed, however, even if the phaser-2s had all been upgraded to phaser-1s (something that was not envisioned in the design, but was discussed).

Known name: *Diligent*.

SSD and counter are in *Module R12*.

ROMULAN FAST PATROL BOATS

(R1.PF8) SURVEY FAST PATROL SHIP (CEN-Q): The Romulan Centurion-Q was one of the least able of the survey fast patrol ships because the Centurion itself was one of the smallest fast patrol ships, a choice made to optimize its ability to cloak. Squeezing in all of the systems into a Centurion-L hull left virtually no weapons for self-defense. The Romulans may have, however, built more survey fast patrol ships than any other empire simply because the different houses did not trust one another to report everything they found.

Survey fast patrol ships operated by civilian agencies will downgrade any phaser-1s to phaser-2s, reduce the BPV of the fast patrol ship by one point.

SSD and counter are in *Module R12*.

(R1.PF9) RECOVERY FAST PATROL SHIP (CEN-R): The Centurion-R was a workmanlike design that was barely capable of its operational mission. Still, it performed the mission adequately.

SSD and counter are in *Module R12*.

END ROMULAN SHIP SECTION

(R5.0) KZINTI HEGEMONY

(R5.114) HEAVY MEDIUM CRUISER (HCM): The Kzintis tried to improve their medium cruiser by replacing the center warp engine with two frigate engines in "V" configuration (shown as one twelve-box engine on the SSD due to space constraints). While the ship benefited from the increased power, the layout of weapons on the hull did not allow the addition of much in the way of additional firepower. The fourth disruptor found in the command version of the medium cruiser was installed, as well as additional phaser-3s, but the resulting ship was something of a disappointment. Noting the relatively small firepower increase, the Kzinti Fleet Command decided not to go forward with the project, and only a handful of ships of this class were produced. The prototype was lost in combat with the Andromedans in Y192.

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

Known names: *Black Claw, Blooded Claw, Dark Claw, Night Claw.*

SSD and counters are in *Module R12*.

(R5.115) LIGHT ATTACK CARRIER (ADW): The Kzintis actually preceded the Federation in fielding a small carrier specifically to operate heavy fighters. The smaller size of the LAS (compared to the Federation's F-111) allowed the ship to carry a squadron of four heavy fighters. Like the later Federation light attack carrier (and the fast patrol ship tenders to come), the Kzintis fitted the ship with a special sensor to find distant targets to strike with its fighters. Like most empires the Kzintis would eventually find their expectations of the value of heavy fighters launched on independent strikes had been too high. This resulted in only two or three light attack carriers being built, and most heavy fighters would operate from normal carriers.

At least one of the three ships was destroyed during the General War while supporting a CVA in action against Coalition forces. The ship interposed itself, together with its escorts and those of the CVA, between the larger carrier and a combined strike of two flotillas of Lyran fast patrol ships that had slipped past the Kzintis own fighter strike. The second ship was lost during the Andromedan War during an attack on an Andromedan battle station that was helping to cut contact between the Hegemony and WYN space.

Records are unclear if there were a third ship.

Year	Escorts	Fighters
Y175-176	FFA.	4xLAS or 4xLKS
Y177-181	FFA	4xLFS or 4xLKF
Y181+	FFA or DWA	4xLFS or 4xLKF

This ship has one bay. This ship can control a number of seeking weapons equal to its sensor rating.

Proposed by *Michael C. Grafton*.

Known names: *Blue Horizon, Red Horizon, Dark Horizon.*

SSD and counter are in *Module R12*.

(R5.116) IMPROVED SURVEY CRUISER (SRI): The Kzintis never intended to risk their new survey ships in combat against any empire (except themselves of course). As such the original design emphasized defense against drones (so that the survey ship could, if it had to, fight past a swarm of drones to return to homeport). Like so many pre-war plans, this would prove illusory. Losses were so high as the Coalition pincers drove on the Kzinti capital worlds that consideration was given to risking the survey ships in combat as large scouts. In preparation for this eventuality (and recognizing the bitter combat lessons the Hegemony had already had administered by the Coalition) the three existing Kzinti survey

crusiers were converted to this improved design starting about Y170, but the pace of the refit was slow. While the first ship was upgraded in Y170, the last of the three ships was not upgraded until Y188.

Historically, none of the ships was withdrawn from survey duty for an extended period of time, but each spent a little time on the front lines during emergency situations while nominally only in home space for refitting before returning to survey duty. They sometimes operated as convoy escorts, particularly in the Count's space. Most of their combat experiences were against pirates and the occasional monster.

This ship can control a number of seeking weapons equal to its sensor rating. Special sensors are destroyed on "torpedo" damage points.

Proposed by *Mike Filsinger*.

Known names: *Mist, Fog, Rain.*

SSD and counter are in *Module R12*.

(R5.116A) IMPROVED SURVEY CRUISER CARRIER (SRIV): An improved survey cruiser might be operated as a light carrier, and in this would not vary from a survey cruiser that had not been improved. The fighters were not always present, but generally if a survey cruiser (whether improved or not) was operating in a combat zone it would be fitted out with fighters and provided with an escort if one was available.

Year	Escorts	Fighters
Y170-175	None or EFF	4xSAS or 4xAAS
Y174-175	None or EFF	4xHAAS
Y175-176	None or AFF	4xHAAS or 2xLKS
Y177-178	None or AFF	4xHAAS or 2xLKF
Y179-184	None or AFF/FKA	4xTAAS or 2xLKF
Y183-186	None or AFF/FKA	4xTADS or 2xLKF
Y186+	None or DWA/AFF/FKA	4xTADSC or 2xLKF

This ship has one bay. This ship is considered a survey cruiser for purposes of (S8.351). See (S8.25) if it is not counted in the command limit. This ship can control a number of seeking weapons equal to its sensor rating. Special sensors are destroyed on "torpedo" damage points.

Proposed by *Mike Filsinger*.

Known names: *Mist, Fog, Rain.*

SSD is combined with that of the SRI in *Module R12*; use the SRI counter in *Module R12*.

(R5.117) LIGHT SURVEY CRUISER (SRL): During the period between the end of the Early Years period (about Y120) and the end of the Four Powers War (Y162) the Kzintis made a much broader use of their light cruiser design. They built many support variants on its hull and considered it a major combatant in its own right. By the end of the Four Powers War, the Kzintis began looking towards their strike cruiser hull for such missions. In this, it was a return to the past. During the Early Years, the survey mission was accomplished with two early strike cruiser hulls. The Kzintis replaced both of those ships, beginning in Y132 with light survey cruisers. The light survey cruisers, using technology much advanced over what had been available to the early survey cruisers, proved capable survey ships, and their design would clearly influence the later survey cruiser design (perhaps to a negative extent give the later improved survey cruiser). The Kzintis recalled both of their light survey cruisers during the Four Powers War, using them as scouts. Both were lost in combat. Between the end of the Four Powers War and Y165 (when the first survey cruiser was built) the Hegemony would use exploration freighters for its survey duties. It was the destruction of one of these that led the Kzintis to again build a survey ship on a cruiser hull in Y165.

As neither of the light survey cruisers survived to the General War, the refit data on the SSD is conjectural. It is

assumed that if either of the ships remained in service, the same improvements applied to the survey cruiser would have been applied to them. There are rumors, unsubstantiated, that during the General War, the Kzintis considered converting some light cruisers back to this design to increase the number of survey ships they could keep in operation. There are no current records indicating that this was actually done.

This ship can control a number of seeking weapons equal to its sensor rating. Special sensors are destroyed on "torpedo" damage points.

Proposed by *Michael C. Grafton*.

Known names: *Gold, Silver*.

SSD and counter are in *Module R12*.

(R5.117A) LIGHT SURVEY CRUISER CARRIER (SRLV):

The light survey cruiser was built with a large shuttle bay to provide shuttles for survey teams to make surveying large areas more efficient (a design feature of most survey cruisers). The ship could have been operated as a carrier in the same manner, and with the same fighters, as the SRV.

Year	Escorts	Fighters
Y168-175	None or EFF	4xSAS or 4xAAS
Y174-175	None or EFF	4xHAAS
Y175-176	None or AFF	4xHAAS or 2xLKS
Y177-178	None or AFF	4xHAAS or 2xLKF
Y179-184	None or AFF/FKA	4xTAAS or 2xLKF
Y183-186	None or AFF/FKA	4xTADS or 2xLKF
Y186+	None or DWA/AFF/FKA	4xTADSC or 2xLKF

This ship has one bay. This ship is considered a survey cruiser for purposes of (S8.351). See (S8.25) if it is not counted in the command limit. This ship can control a number of seeking weapons equal to its sensor rating. Special sensors are destroyed on "torpedo" damage points.

Known names: Would have retained name of SRL.

Proposed by *Michael C. Grafton*.

SSD is combined with that of the SRL in *Module R12*; use the SRL counter in *Module R12*.

(R5.118) KILLER ESCORT FRIGATE (FKE): The original Kzinti escort frigate was based on pre-General War analysis by the General Staff that, in combat, was proven to be woefully wrong. Its primary focus was the engagement and destruction of enemy drones. What changed this focus was catastrophic combat experience, particularly on the Lyran front. The escort frigate proved quite adept at knocking down drones, but it was too weak to stand in main-line combat with its carrier. Eventually, this problem was solved by the construction of the redoubtable escort war destroyer; the fact that the first production war destroyers were completed as escort war destroyers rather than as war destroyers only serving to underline how serious the problem was.

As a stopgap, the Kzintis converted some of their meager supply of killer frigates into this escort type, designated killer escort frigates. It could generate a good drone wave of its own and had good phaser firepower for its class. There were just never enough of them to go around. This ship can control a number of seeking weapons equal to its sensor rating.

Proposed by *Michael C. Grafton*.

Known names: Ships were numbered; *FKE178, FKE179, FKE182, FKE183, FKE185, FKE186, FKE204, FKE205*.

SSD and counter are in *Module R12*.

(R5.118A) AEGIS KILLER ESCORT FRIGATE (FKA): The full Aegis killer escort frigate variant became available in Y175. This ship can control a number of seeking weapons equal to its sensor rating.

Known names: Retained number of FKE upgraded.

SSD is combined with that of the FKE in *Module R12*; use the FKE counter in *Module R12*.

(R5.119) BATTLE FRIGATE (BFF): The Kzintis had always been cursed with vast numbers of their frigates, which were increasingly inadequate. (Some say they were all but worthless when the General War began, as they had been designed to fight Klingon E4s, not Klingon F5s, but as drone speeds improved Klingon F5s had more problems.) Various means to improve these pathetic frigates were tried, including the heavy frigate and the killer frigate, with varying degrees of success. In Y174, the war destroyer was introduced as a replacement for the frigate, but was not yet available in large numbers. To solve their problem, the Kzintis developed the battle frigate in Y175. It was, in fact, designed in concert with the new heavy cruiser, and used the same concept. A "ridgeback" was welded to the top of a frigate, providing additional hull volume, another disruptor, and a place to mount two warp engines (replacing the one engine previously there). This structure could be added to any frigate variant, and was in fact added to dozens of them between Y175 and Y185. By Y182, most of the remaining frigate production was, in fact, rolling out of the shipyards as battle frigates. This ship can control a number of seeking weapons equal to its sensor rating.

Known names: *Green Comet, Green Eclipse, Green Galaxy, Green Meteor, Green Nova, Green Pulsar, Green Star*.

SSD and counter are in *Module R12*.

(R5.120) DESTROYER SCOUT (DDS): The Kzintis entered the General War counting on their small frigate-scout to provide target tracking and raid warning, which it did well enough. What the Kzintis did not know was the extent to which scouts would be used for jamming, counter-jamming, seeking-weapon control, and counter-seeking-weapon defense during squadron-versus-squadron combat. The tiny scout frigate was quickly found to be not simply inadequate, but unable to survive. Desperate to upgrade their combat electronic-warfare platforms, the Kzintis (unable to spare cruisers and not yet building war destroyers) turned to the small number of venerable destroyers to provide a new scout. Marginally superior in electronic-warfare work to the scout frigate, it was somewhat more survivable.

Most of the destroyer scouts, as indeed were nearly all surviving destroyers, were eventually converted to fast patrol ship tenders in the Y180s. This ship can control a number of seeking weapons equal to its sensor rating. Special sensors are destroyed on "torpedo" damage points.

Known names: Retained names of converted destroyers *Chimera, Gargoyle, Gryphon, Minotaur*.

SSD and counter are in *Module R12*.

KZINTI FAST PATROL BOATS

(R1.PF8) SURVEY FAST PATROL SHIP (PFQ): The Kzinti Survey needle, it was an average unit of its type.

Survey fast patrol ships operated by civilian agencies will downgrade any phaser-1s to phaser-2s, reduce the BPV of the PF by one point.

SSD and counter are in *Module R12*.

(R1.PF9) RECOVERY FAST PATROL SHIP (PFR): The Kzinti recovery fast patrol ship retained a drone rack, giving it some offensive capability. It was otherwise serviceable.

SSD and counter are in *Module R12*.

END KZINTI SHIP SECTION

(R6.0) CONFEDERATION OF THE GORN

GORN NEW HEAVY DESTROYER

(R6.101) NEW HEAVY DESTROYER (NHD): The Gorn Confederation Senate was prevailed upon to fund construction of one ship of this class based on a flawed design study that promised the added systems would not affect the ship's speed. The *Draco Volantis*, when finished, did not live up to expectations, and needed most of the added power simply to sustain fleet speeds.

The design added a second, or "rear" bubble to the hull (smaller than the normal heavy-destroyer bubble) and replaced the standard heavy-destroyer engine mounted above the hull with two frigate engines in a "V" configuration. The engine below the hull was replaced with two destroyer engines, also in a "V" configuration. Given the modest increase in firepower and the complicated production requirements, the project was dropped. (The design firm that brought it was blacklisted by the government and responded by releasing a list of Senators whom it had bribed to help greenlight the project, but an analysis of the resulting scandal is not appropriate here.)

The failure of the *Draco Volantis* to meet the promised design features (and possibly efforts to defuse the scandal) caused the Gorn Senate to quickly approve the medium cruiser.

The fate of the *Draco Volantis* is not known at this time, but there are various rumors that it was sent on a diplomatic mission to Inter-Stellar Concordium space and never returned, destroyed by pirates, lost in a raid behind Romulan lines, or simply scrapped. A second ship of class, *Draco Venato*, was built due to political pressure and claims that design problems had been resolved (they had not). Several other ships of this class were later commissioned both during and after the General War.

Known names: *Draco Volantis*, *Draco Venato*.

Federation reporting name: *Stegosaurus-H*.

Balcony positions: Two left and two right.

SSD and counters are in *Module R12*.

GORN DREADNOUGHT VARIANT

(R6.102) SPACE PATROL SHIP (SPS): In the last years of the General War, the Gorn Confederation converted one of its existing space control ships to this design, replacing the fighter squadron with a second flotilla of fast patrol ships. It is unclear if other ships were also converted to this design. The theory was that the ship would be a more powerful strike carrier (being able to employ both flotillas to attack distant targets). The normal escort group of a carrier was dispensed with, but the ship was too important (as any dreadnaught) to operate without consorts.

While intended as an attack craft (both distant strike and bringing its own firepower to a battle), the second flotilla was often replaced with non-combat fast patrol ships allowing the ship to serve as a multi-mission ship. Ground-assault PFs could move the Marines of the ship and its supporting consorts for quick strikes, and cargo fast patrol ships could be used to help bring supplies forward to the ship's task force.

The ship was operating two flotillas of combat fast patrol ships when it was destroyed in a duel with an Andromedan task force with at least one Dominator (there may have been two) in Y194. It never had a formal escort group.

The ability of space patrol ships to operate two flotillas of fast patrol ships is an exception to the limits in (K2.13) specific to themselves. It does not allow other units, such as tugs with fast patrol ship pods, to violate the normal limit of only a single flotilla being able to operate from a given fast patrol ship tender in (K2.13).

Known names: *Startrident*.

Federation reporting name: *Tyrannosaurus-SPS*.

Balcony positions: Four left and four right.

SSD and counter are in *Module R12*.

GORN HEAVY MEDIUM CRUISER

(R6.103) HEAVY MEDIUM CRUISER (HMC): At least one ship was completed to this design in Y182. The Gorn navy was seeking an alternative path to produce more heavy battlecruisers. The ship is essentially a medium command cruiser with the upgrades that were installed on the command cruiser to create the heavy battlecruiser. A single plasma-R torpedo replaced the two throat plasma-S torpedoes of the medium command cruiser. The number of shuttles was considered inadequate.

The ship is arguably a good design, but for reasons that remain unclear the Confederation chose to concentrate on the heavy battlecruiser design and no more heavy medium cruisers were built.

Proposed by *Michael Powers*.

Known names: *Scything Claw*.

Federation reporting name: *Epanterias-H*.

Balcony positions: Two left and two right.

SSD and counter are in *Module R12*.

GORN SHIP CONVERSIONS

(R6.104) DREADNOUGHT-CRUISER (DNC): The Gorns were famous for designing ships (destroyer, heavy destroyer, light cruiser) which could quickly be converted into more powerful units (battle destroyer, medium cruiser, battlecruiser). This was not the limit of their cleverness, as the Romulans learned when this class first appeared in Y174. The Gorns converted an existing light cruiser into a dreadnought-cruiser by removing its engines and adding a massive “rear bubble” (with dreadnought-class engines), resulting in a ship that was “functionally equivalent” to the dreadnought. Only one shipyard was capable of performing this conversion and production of dreadnought-cruisers was limited. The plasma-R torpedo was mounted in a special housing on the bottom of the “rear bubble” fixed and firing forward. The overall design, while having the same overall firepower of the dreadnought, did not have the same firing arcs and was structurally weaker (reflected by having fewer excess damage boxes).

It would have been theoretically possible to convert a battlecruiser into a dreadnought-cruiser by first removing the existing rear bubble, but historically this was never done.

Design by Stephen V Cole.

Known names: *Dragonian, Raptorian, Carnivorian.*

Federation reporting name: *Megalosaurus-Tyrannus.*

Balcony positions: two left and two right.

SSD and counter are in *Module R12.*

(R6.105) GORN DESTROYER-BATTLECRUISER (DBC):

The Gorns converted an existing destroyer into a destroyer-battlecruiser by removing its engines and adding a massive “rear bubble” (with cruiser-class engines), resulting in a ship that was “functionally equivalent” to a battlecruiser. It was intended by the Gorns to provide a heavy warship, but the cost proved almost prohibitive. The destroyer-battlecruiser design is the equivalent of a weak battlecruiser at best due to the comparatively weak phaser array (and cannot be used in battlegroups). The ship could have been converted from a destroyer or battle destroyer, but there is no indication that any such conversions were ever done. The records are unclear on whether more than one ship of this class were actually constructed.

Known names: *Raptoricon.*

Federation reporting name: *Carnosaurus-Allosaurus.*

Balcony positions: Two left and two right.

SSD and counter are in *Module R12.*

(R6.106) GORN DESTROYER-CRUISER (DDC): The Gorns converted an existing destroyer into a destroyer-cruiser by removing its engines and adding a “rear bubble” (with heavy destroyer-class engines), resulting in a ship that was “functionally equivalent” to the light cruiser. It was intended by the Gorns to provide a medium warship, but the cost made such ships of marginal value. The destroyer-cruiser design is somewhat more powerful than the light cruiser due to the comparatively strong phaser array (and it can be used in battlegroups as a size-3 unit). The ship could have been converted from a destroyer or battle destroyer, but records are unclear if any came from battle destroyers despite the shortage of destroyers by the time of this design. While records are unclear, at least four were built, and possibly many more.

Known names: *Hunting Dragon, Hunting Raptor, Hunting Carnivore, Hunting Gryphon*

Federation reporting name: *Carnosaurus-Megalosaurus.*

Balcony positions: Two left and two right.

SSD and counter are in *Module R12.*

GORN CARRONADE DESTROYER

(R6.107) CARRONADE DESTROYER (DCN): The Gorn Confederation developed the plasma carronade and began installing it in Y165. Not very many of the Confederation’s ships could employ the system at that time, and there was hope that it could be applied to the larger torpedoes. This failed, and worse it was not even possible for the larger launchers to use the system if they were armed with plasma-F torpedoes. As the Confederation began planning for its intervention into the General War, the need for more carronades to be used in hunting cloaked Romulan (and Orion) ships led to this design. It gave up the plasma-G torpedo for a plasma-F torpedo and had two additional plasma-F torpedoes installed in its wings. The need for power to effectively employ the carronades led to a significant upgrade to the systems of the ship. Most of these upgrades would be installed on other destroyers until they could be upgraded to battle destroyers. Indeed, the carronade destroyer was the first appearance of what would become a standard refit for many of the pre-war Confederation ships. The refit added so many plasma-F torpedoes to the fleet that the carronade destroyer design was relegated to the role of a convoy escort, rather than a fleet support ship to be used to hammer cloaked ships.

Proposed by Jeremy Gray.

Known names: *Shadowhunter, Shimmerhunter, Wraithhunter.*

Federation reporting name: *Carnosaurus-C.*

Balcony positions: Two left and two right.

SSD and counter are in *Module R12.*

GORN FAST PATROL BOATS

(R1.PF8) SURVEY FAST PATROL SHIP (PTER-Q): The Gorn Confederation produced perhaps the most heavily armed survey fast patrol ship in their Pterodactyl-Q design. The ship had three phaser-1s and could fire at least two in most directions. The retention of firepower was not at the expense of any of the systems needed to make an effective survey fast patrol ship, although it was at the expense of space within the ship, making it very cramped during operations (which were fortunately usually of short duration).

Survey fast patrol ships operated by civilian agencies will downgrade any phaser-1s to phaser-2s, reduce the BPV of the fast patrol ship by one point for each phaser-1.

SSD and counter are in *Module R12.*

(R1.PF9) RECOVERY FAST PATROL SHIP (PTER-R): The Gorn Confederation recovery fast patrol ship was a solid example of the breed and a welcome sight indeed to many a badly shot up Pterodactyl trying to make its way back to base.

SSD and counter are in *Module R12.*

END GORN SHIP SECTION

(R7.0) THOLIAN HOLDFAST**THOLIAN HEAVY WAR CRUISER**

(R7.80) THOLIAN WAR CRUISER HEAVY (HCW): The Tholians, almost uniquely, pursued two heavy war cruiser designs. The heavy war cruiser was successful, and produced in some numbers, but it was only half the story. The war cruiser heavy is perhaps the premier example of the hubris of a shipwright leading to disaster. The heavy war cruiser and war cruiser heavy were proposed at the same time.

The war cruiser heavy was a far more ambitious ship, and was proposed by the ship designer responsible for the cruiser and dreadnought class ships. He was absolutely convinced that the new welding technologies that had been delivered to the Holdfast by the 312th Battle Squadron allowed for a much longer hull form than was believed possible, and rejected computer simulations that warned of possible weakness. Because of his fame, the ship was built, and he personally was aboard the ship for its workup to demonstrate his absolute faith in the design.

The design used paired engines, a difficult to construct and maintain destroyer engine and a standard patrol corvette engine in each position in order to give the ship the power it would need.

During the work up, the ship performed flawlessly, even if comparatively sluggishly (C Turn Mode), until a High Energy Turn was attempted. The designer had insisted the ship would easily handle the stress of such a maneuver despite simulations suggesting that the strain would be too much. He was wrong, and disastrously so. Midway through the turn the ship literally broke in half along the weld points connecting the two patrol corvette hulls. All hands were lost, but at least the designer would not have to face the family members of the lost crew.

The Holdfast determined from that point to never allow anyone to overrule the simulations based on their own personal skill and experience. (This was a case of closing the barn door after the horse had left as no other individual in the Holdfast had as much clout in the design and construction of ships as the now dead designer.) They also built two, or possibly three, more of this type of heavy war cruiser, although they employed them almost exclusively as defensive ships at critical bases.

Known names: *Project Fourteen*: Tholian HCW prototype that was destroyed on its test cruise, killing all aboard. *Ankerite*.

SSD and counters are in *Module R12*.

THOLIAN WAR CRUISER LEADER

(R7.81) THOLIAN WAR CRUISER LEADER (CWL): The Tholian war cruiser leader was typical of the breed, having a slight increase in firepower in addition to the added command facilities. Some Federation analysts thought, given the (comparatively) low rate of production of Tholian war cruiser hulls, and the many variants of the hull they produced, that a squadron leader was a waste of resources. This overlooks the needs of the Tholian Navy. The war cruiser leader was not intended to be a squadron leader, per se, but another command cruiser. The Tholians needed to be able to concentrate combat power quickly, and a war cruiser leader simply gave them another option. Not building a war cruiser leader would have been the same as suggesting that they

stop building command cruisers once they began building dreadnoughts.

Known names: *Uranium*, *Thorium*, *Cadmium*.
SSD and counter are in *Module R12*.

NEO-THOLIAN COLLAR UPGRADES

Seeking improved combat capabilities, the Tholians improved their Neo-Tholian dreadnought by installing a collar based on the recorded designs of the Neo-Tholian battleship. At the same time, they modified Neo-Tholian heavy cruisers and Neo-Tholian light cruisers to improve their combat power with collars. A collar is an added structure between the command module and the rear hull. Collars provided some additional phasers (and the power needed to operate them) and were functionally an extension of (depending on how it was looked at) either the command module or rear hull of the ship. The command module, if it separated from the ship, could either take the collar with it, or leave it with the rear hull. The latter was more often the case as a collar's mass seriously hindered the operations of a command module (increasing its movement cost to 0.33). If left with the rear hull the firing arc of the collar's phasers becomes 360°. Collars cannot function unless they are carried by a command module (docked to the rear end of the command module) or are still attached to a rear hull (from their rear end). Designs have been extrapolated for the Neo-Tholian destroyer and Neo-Tholian frigate designs which were not available for such conversions but which might be used in a player campaign. Based on suggestions that *Daniel K Thompson* extrapolated from the Neo-Tholian heavy dreadnought in *Module R7*.

(R7.82) HEAVY COMMAND CRUISER (NCH): The collar added firepower to the Neo-Tholian heavy cruiser, and the tactical flexibility of a larger battery deck. It could have been used with the normal command module on this hull, but was only seen with the flag command module. There is some question as to how many collars were built. It would have been obvious to provide at least one such collar for each of the four Neo-Tholian heavy cruisers and six Neo-Tholian light cruisers for the improvement in combat capabilities they would bring. However even after this ship first appeared, it was not uncommon, in cases where two Neo-Tholian cruisers were present, for only one to have a collar. It is possible that there was some technological or design problem that kept the Tholians from building very many of them. There is at least one theory that there was only one collar and the various Neo-Tholian cruisers shared it. Perhaps the collar was actually part of the 312th Battle Squadron and actually used by various Tholian ships in their home galaxy.

It may even be that the Neo-Tholian heavy dreadnought collar was actually a component brought by the 312th also. Perhaps it was not seen initially simply because the Tholians removed it to refurbish the ships faster due to the then emergency of the Coalition attack.

It is not known if any modules were applied to X-technology ships.

Known names: The NCHs retained the name of the NCAs *Avenger*, *Intensity*.

SSD and counter are in *Module R12*.

(R7.83) MEDIUM CRUISER (NCM): The collar was seen in use by at least one Neo-Tholian light cruiser, which in this configuration was dubbed a medium cruiser.

Known names: The NCM retained the name of the NCL *Sagacious*.

SSD and counter are in *Module R12*.

(R7.84) HEAVY DESTROYER (NDH): The collar for this design was extrapolated from the engineering specifications for the collar used on the Neo-Tholian medium cruiser and Neo-Tholian heavy command cruiser. The Holdfast had no serviceable Neo-Tholian destroyer hulls, so this collar was never seen in the Milky Way Galaxy, or at least in the Alpha Octant.

Known names: NDHs would have retained the name of the NDD.

SSD and counter are in *Module R12*.

(R7.85) HEAVY FRIGATE (NFH): This design assumes the same collar as the Neo-Tholian heavy destroyer. Like the Neo-Tholian destroyer, there were no serviceable Neo-Tholian frigate hulls, and this collar was never seen in the Milky Way Galaxy, or at least in the Alpha Octant.

Known names: NFHs would have retained the name of the NFF.

SSD and counter are in *Module R12*.

THOLIAN HEAVY WAR DESTROYER

(R7.86) THOLIAN HEAVY WAR DESTROYER (HDW): This ship was a design study to determine if it were possible to build an heavy war destroyer. Ultimately, the dearth of support systems that had to be given up to make the ship modular doomed the design. It simply did not have as much all around capabilities as the true HDWs of the other empires. Still, the design was further modified and advanced technology was applied, and the HDWX entered service. This design shows what might have been done without advanced technology.

The ship was just barely a full heavy war destroyer, having slightly fewer weapons than most, and the fighters could only be provided through the use of external hangar bays. (The ship will always have three shuttle bays, the two external bays and one internal bay comprising the two shuttle boxes and any APR* or NWO boxes converted to shuttle.) It could only operate a full squadron of heavy fighters by placing its admin shuttles in the external bays, but this would prevent them from being loaded with cargo (the hatches connecting the external bays cannot accommodate bulk transfers). The weapon option, NWO, and APR* boxes otherwise operate under the rules in (G33.0). Any option boxes (whether weapon, APR*, or NWO) that are converted to shuttle boxes become part of one contiguous bay with the ship's existing internal shuttle bay; they do not become external bays, nor are they in any way linked to the external bays. The weapon options on this ship are not centerline adjacent.

The ship's weapon options could be fitted with web generators or snares. If fitted with snares, a snare in option box #C will fire to the left ("L" arc), whether there is a snare in option box #D or not. A snare in option box #D will only fire to the right ("R" arc), whether there is a snare in option box #C or not.

When operated as a carrier the ship would normally be assigned one escort. It would never operate alone if configured as a carrier, whether equipped with standard fighters or heavy fighters.

Year	Escorts	Fighters
Y187+	1 x DDE	Varies

Known names: Never built.

Ship can use the gravity landing system (P2.432).

SSD and counter are in *Module R12*.

THOLIAN FAST PATROL BOATS

(R1.PF8) SURVEY FAST PATROL SHIP (AR-Q): Given the small size of the Tholian Holdfast it might seem strange that the Arachnid-Q survey fast patrol ship existed. The problem is that the small size of the Holdfast is matched by the small size of its fleet, and the need for much of that fleet to either be actively patrolling the Holdfast's frontiers or under refit. There are still uncounted planets, moons, and asteroids within Holdfast space, and the Holdfast is always in need of new materials for construction or to create energy.

And, like the Klingons, the Tholians would also use survey fast patrol ships for intelligence gathering missions on the neighbors (and again this is where most were sighted by the Federation).

Survey fast patrol ships operated by civilian agencies will downgrade any phaser-1s to phaser-2s, reduce the BPV of the fast patrol ship by one point for each phaser-1.

SSD and counter are in *Module R12*.

(R1.PF9) RECOVERY FAST PATROL SHIP (AR-R): The Tholians probably, as a percentage of the total, built fewer recovery fast patrol ships than any other empire than built them except the WYN Star Cluster and the Lyran Democratic Republic. This was mostly because of a reduced need during the heyday of fast patrol ship operations during the Andromedan War. While the Klingons were still interested in reacquiring the Holdfast, the losses inflicted by the Andromedans created a period of relative peace on all of the Holdfast's borders between Y186 and Y202.

Still, the Holdfast lost several of these boats during the Seltorian interval (Y182 to Y186) while trying to recover damaged Arachnids under fire.

SSD and counter are in *Module R12*.

END THOLIAN SHIP SECTION

(R8.0) ORION CARTELS**ORION HEAVY BATTLE RAIDER**

(R8.56) HEAVY BATTLE RAIDER (HBR): The Orion Dragon/Capital Cartel built the first ship of this class, and eventually the other cartels followed suit (or bought one from another cartel). It is unclear why any were built at all, as the improvement in firepower was marginal and the small center warp engine (apparently a unique engine design) proved a maintenance nightmare.

If the center warp engine is damaged, or totally destroyed (this would include dropping the engine), the ship's breakdown rating is 5-6 and it loses and cannot regain its High Energy Turn bonuses until the engine is repaired (or replaced if it were dropped).

If the center warp engine is damaged during a campaign, by any means to include as a result of doubling, it can only be repaired at an Orion base (G17.133). The repair can only be done between scenarios; it cannot be done during a scenario by (G17.3). A dropped center engine (or any dropped engine) could only be repaired under (G17.134) strategic repairs.

Known names: *Starsmasher*, *Novaslasher*, *Cometchaser*.

Federation Code Name: *Assassin-B*.

Cost of OAKDISC: 15.

Cargo Boxes: 25 spaces.

Landing (P2.43): Gravity, aerodynamic, powered; bonus.

SSD and counters are in *Module R12*.

ORION WAR RAIDER

(R8.57) WAR RAIDER (WR): The War Raider was first built by the Cluster Cartel. It was an attempt to update the Light Raider design in preparation for the looming Fifth Lyran-Kzinti war. While essentially a good design, its engines proved to be extremely difficult to build. The problem was the design tolerances needed to maintain the stealth abilities of the basic Light-Raider hull while the engines were in normal operations. These same engine tolerance problems would later make it impossible to upgrade the engines to advanced technology.

The engine problem was inherent to the small size of the Light Raider hull, and did not affect the larger Raider Cruiser when it was upgraded in a similar fashion to become the Medium Raider. The war destroyer, built from the keel up to use a new larger engine, was also unaffected as the problem was accounted for in its design.

There was a constant demand for the ships; many a newly minted Orion captain wanted one for his first ship (and some of these managed to buy a "slightly used" one from another captain moving to a larger ship). But it would prove impossible to build them in any numbers, especially because of the need to replace worn out or damaged engines.

While many more War Raiders were constructed than Battle Raiders, It is estimated that in all of the Alpha Octant, no more than ten ships of this class were in active service at any one time.

Proposed by *Jeremy Gray*.

Known names: *Waverider*, *Wildorado*, *Windchaser*, *Westwind*, *Wildebeast*.

Federation Code Name: *Privateer-W*.

Cost of OAKDISC: 10.

Cargo Boxes: 25 spaces.

Landing (P2.43): Gravity, aerodynamic, powered; bonus.

SSD and counters are in *Module R12*.

ORION FAST PATROL BOATS

(R1.PF8) SURVEY FAST PATROL SHIP (BUC-Q): Not all Orion pirates make a constant living through piracy. Some engage in salvage and mining operations (if the goods are relatively easy to acquire). Some make a little extra on the side by finding places where the resources needed by an empire are available, but would take too much effort for an "honest pirate" to extract. The Buccaneer-Q existed because sometimes an Orion would accept a contract to survey a system (freeing the local empire's survey assets to move on in search of more). It was probably the rarest of all Orion Buccaneer types in operation, but it also was probably the most survivable.

Crew accommodations were extremely limited.

Survey fast patrol ships operated by civilian agencies will downgrade any phaser-1s to phaser-2s, reduce the BPV of the fast patrol ship by one point for each phaser-1. Buccaneer-Qs operated by non-Orion pirates cannot double any engines or warp booster packs and do not have suicide bombs, but retain the stealth modifier. Explosion value is eight. The option mount can only hold a phaser-2, phaser-3, six-shot anti-drone rack, or a type-A drone rack.

SSD and counter are in *Module R12*.

(R1.PF9) RECOVERY FAST PATROL SHIP (BUC-R): The Orion Buccaneer-R was a painful necessity. While most Orion bases would avoid any contact with the local empire they could (failing to do so would have the local empire arriving in force to remove the base), sometimes there were "meetings" and "discussions" with the neighboring cartel, or with a local franchise holder. These sometimes resulted in the need to assist in the return of the Buccaneers to base.

SSD and counter are in *Module R12*.

END ORION SHIP SECTION

(R9.0) HYDRAN STAR KINGDOM**HEAVY MEDIUM CRUISERS**

(R9.123) TARTAR-H HEAVY MEDIUM CRUISER (HTA): The Tartar-H was a partial step from the Tartar medium cruiser to the Iroquois new heavy cruiser, incorporating the fourth hellbore of the Iroquois on a strengthened hull. A small experimental warp engine was added to the top of the rear hull. (There are rumors that the engine was copied from one found in a captured Klingon penal cruiser boom.) In practice, the new engine proved balky and difficult to operate and only a few ships of the class were built.

Known names: *Hashton, Horeg, Halica, Hidah, Henev*.

There are two shuttle bays; no (J1.59) transfers between bays are possible.

SSD and counters are in *Module R12*.

(R9.124) MONGOL-H HEAVY MEDIUM CRUISER (HMO): The Mongol-H was a partial step from the Mongol medium cruiser to the Mohawk new heavy cruiser incorporating the fourth fusion beam of the Mohawk on a strengthened hull. The same small experimental warp engine added to the top of the rear hull of the Tartar-H was also added to the top rear hull of the Mongol-H. As with the Tartar-H, the engine proved balky and unreliable, and only a few ships of the class were built.

Known names: *Hexas, Houisia, Harkans, Hokhoma, Hissipi, Halama*.

There are two shuttle bays; no (J1.59) transfers between bays are possible.

SSD and counters are in *Module R12*.

PEGASUS CLASS SHIPS

The Pegasus-class is a branch of Hydran history that is often misunderstood. The first references to these found in the analysis of the archives were to fast patrol ship tenders, and for many years as the archives were mined for data, any reference to a Pegasus-class ship was quickly labeled as a fast patrol ship tender and set aside for later review.

Later research into a quasi-related subject (how the Hydrans had survived in the face of Klingon and Lyrans' electronic-warfare superiority for the first few years of the General War) found several references to Pegasus-class ships. These were, at first, simply thought to be errors, but there were simply too many references to the earlier use of Pegasus-class ships to ignore, and we began to suspect that there must have been more of them, and they must have been in use much earlier. Finally, in a breakthrough by researcher Peter DiMitri, we discovered a cross-reference to nonmilitary ships pressed into service with the Hydran Royal Navy, and there we found the complete service history of the Pegasus class.

Four of these ships were built about Y160-Y166 by the guilds and were operated by the police. These had special sensors but were not intended for survey or combat support, but for wide area traffic control! The various guilds were so jealous of each other's trade rights that only by carefully tracking all ships could the various guilds be assured that no other guild was "violating their contracts". These ships were relatively large (since the civilian guild officials on board expected comfort in their accommodations) and had some cargo capacity for use in improving their endurance and in dealing with high-speed transports (the Hydran equivalent of

the Federation Express) which used the Pegasus ships as transfer points and way stations.

As Coalition forces pressed into Hydran space, the inability of the Hunter scouts to support fleets in large battles led the Hydrans to commission construction of larger scout ships. The lead-time needed for production was too great, and the Hydrans resorted to desperate measures, recalling a survey ship and pressing the four traffic-control ships (referred to as Pegasus scouts) into service. Further they requested the guilds to produce more such ships. None of it was in time to save the capital.

With the great emergency past (after the completion of the retreat into the Old Colonies), the fleet set about producing its own scout ships (regarding the Pegasus scouts as not economical to operate). The guilds, however, used their shipyard to build a few additional ships seeking contracts from the Kingdom to build more hulls. None of the other Pegasus class ships were particularly successful.

(R9.125) PEGASUS LIGHT CRUISER (PGC): A failed experiment intended to produce a capable warship on the available Pegasus hulls. Only one was built and it was destroyed in its first battle with the Lyrans in Y173.

Name: *Royal Majesty*.

There are five shuttle bays; no (J1.59) transfers between bays are possible.

SSD and counter are in *Module R12*.

(R9.126) PEGASUS COMMANDO-SCOUT (PGG): This design was intended to provide a fleet with an adequate scout while also bringing along the ground troops needed for raids, base assaults, and planetary invasions. It carried a two-battalion Marine brigade of 60 Boarding Parties. Note, six of the 66 Boarding Parties are the ship's security element.

Data: The 60 BPs include 6 HWS, 4 Commando; 3 GCVs.

Known names: *Arduous Victory, Arduous Campaign*.

There are five shuttle bays; no (J1.59) transfers between bays are possible.

Special sensors are destroyed on "torpedo" damage points.

SSD and counter are in *Module R12*.

(R9.127) PEGASUS FLAGSHIP CRUISER (PGF): Seeking to curry favor with the new King, the guilds produced the *Royal Ark* as a command platform that would provide both scout and flagship functions, although it would not be much use in a battle in its own right. Desperate times, however, called for desperate measures and the ship did function as a flagship. The ship actually functioned in its intended role during the offensive to liberate the Kingdom, providing the King himself a luxurious facility from which to issue orders to the various fleets.

Known names: *Royal Ark*.

There are five shuttle bays; no (J1.59) transfers between bays are possible.

Special sensors are destroyed on "torpedo" damage points.

SSD and counter are in *Module R12*.

(R9.128) HYDRAN PEGASUS SCOUT (PGS): Most players are aware of the unusual Pegasus-class fast patrol ship tenders, but not its origins. The Pegasus fast patrol ship tender was in fact a conversion of existing Pegasus scout ships built before the General War. Four of these ships were built for use by the Hydran police in traffic control, area surveillance, and customs enforcement. They were large, lightly armed, and not intended for combat. The ships were unusual in that no other Hydran ship seen in service used

engines of the design mounted on this class, which made them unique. The ships had considerable cargo volume not so much to carry cargo as to hold it; they functioned as a "switchboard" ship controlling the police ships and commercial traffic in broad areas. The shuttle bays included heavy transport shuttles to facilitate cross loading of cargo. It is known that at least one was destroyed by Orion Pirates operating under the auspices of the Daven Cartel in Y150, but it was later replaced. The specific reason for its being targeted by the Orions remains unknown.

When the Coalition invasion began and the Hydrans found themselves seriously outclassed in electronic-warfare support, (something that had not happened during the Four Powers War) they brought three of these ships into the combat area to back up the fleet in the desperate battles. Records are unclear if more of these ships were built (perhaps due to difficulties with the engine design?), but only one survived with the fleet that fled into the Old Colonies area. That ship (and the fourth Pegasus scout, which had never been sent into combat) reverted to their original duties and were later converted into fast patrol ship tenders.

Designed by *Steven P. Petrick*.

Known names: *Continuity*.

There are five shuttle bays; no (J1.59) transfers between bays are possible.

Special sensors are destroyed on "torpedo" damage points.

SSD and counter are in *Module R12*.

WAR DESTROYER

(R9.129) BOAR HUNTER COMMANDO WAR DESTROYER (DWG): A variant of the Buffalo Hunter war destroyer used for commando operations, only two were built due to the high demand for these hulls. They were used against isolated outposts; when one was sent along with a fleet attacking a Klingon starbase it did not survive.

Data: The 30 BPs include 3 HWS, 2 Commando; 3 GCVs.

Known names: *Hiowa*.

SSD and counter are in *Module R12*.

HYDRAN FAST PATROL BOATS

(R1.PF8) SURVEY FAST PATROL SHIP (HAR-Q): The Hydran Harrier-Q was a capable survey fast patrol ship, and arguably the best armed, at least at close range where the phaser-G becomes extremely effective.

Survey fast patrol ships operated by civilian agencies will downgrade any phaser-Gs to phaser-2s, reduce the BPV of the fast patrol ship by one point for each phaser-G.

SSD and counter are in *Module R12*.

(R1.PF9) RECOVERY FAST PATROL SHIP (HAR-R): This, like all other recovery fast patrol ships, was a modification of the standard fast patrol ship design, i.e., a Harrier, deleting combat systems in favor of repair and rescue systems and mech-links to assist damaged fast patrol ships in reaching a base. There was nothing truly exceptional about the Harrier-R. It was mission capable, but somewhat underpowered compared to the recovery fast patrol ships of other empires.

SSD and counter are in *Module R12*.

END OF HYDRAN SHIP SECTION

(R11.0) LYRAN STAR EMPIRE**LYRAN JAGUAR-H HEAVY WAR CRUISER**

(R11.103) JAGUAR-H HEAVY WAR CRUISER (HCW): The Jaguar-H was a standard conversion of a destroyer (or new build) that used two frigate engines in a “V” mounting above the rear hull in place of hot warp destroyer engine. The Lyran heavy war cruiser was perhaps the most successful of the heavy war-cruiser designs. It benefited from the small size of the destroyer hull, which was its progenitor. Some believe that the double engine mounting atop the center hull was actually done as an experiment to see if it would be possible to calibrate larger warp engines in such close proximity to create a battleship. The problem was that the demand for war cruisers remained high, and the design, while having more firepower than a standard war cruiser, did not rise to the level of the contemporary new heavy cruiser. The Lyrans, with their economy already becoming shaky by years of war, simply could not expand war cruiser production enough to totally supplant war destroyers.

The Lyrans produced several ships of this type, about one per year. They did not work well in a squadron with other Jaguars and were often selected for lone patrols. The power pack was incorporated in the original design, but is shown as a refit to allow players to experiment with the ship without it.

Known names: *Asfar, Red Claw Hunter, Battle Cat, Battle Leopard, Battle Fang, Battle Claw, Blood Drainer, Rhotiska*.

UIM: Available for purchase.

Refits: The ship had all refits except the mech-link refit when it entered service. The dates on the SSD reflect when the refits would be added to the ship had it been built earlier. The mech-link refit was installed in Y178.

SSD and counters are in *Module R12*.

LYRAN DREADNOUGHT VARIANT

(R11.104) SIBERIAN LION-P SPACE PATROL SHIP (SPS): The Lyrans converted one space control ship to this design in Y183. While in theory it would provide more firepower, in practice it proved impractical during the General War. While the Lyran Admirals were not, even that late in the General War, enamored of fighters and their drones, the ability of fighters to help counter the masses of drones the Kzintis could launch was more effective than the defensive firepower of the fast patrol ships. The result was that the ship was usually assigned secondary missions and the added fast patrol ship flotilla was often composed of “mission support”, most often ground-assault, PFs rather than combat PFs.

The ship came into its own, however, during the Andromedan War when its ability to concentrate two flotillas in a small space made it ideal for backing up scouts hunting for Andromedan Rapid Transit Network nodes.

The ship always operated as part of a task force, although never with formal escorts. The ship was considered for participation in Operation Unity, but ultimately it was determined that its restricted repair capabilities (only two fast patrol ships could be repaired at one time) would prove too much of a handicap operating far from a friendly support network.

The ship continued in service until Y206 when it was retired.

The ability of space patrol ships to operate two flotillas of fast patrol ships is an exception to the limits in (K2.13) specific to themselves. It does not allow other units, such as tugs with fast patrol ship pods, to violate the normal limit of

only a single flotilla being able to operate from a given fast patrol ship tender in (K2.13).

Proposed by *John Wyszynski*.

Known name: *Heartseeker*.

UIM: Two standard.

Refits: The ship included the plus, phaser, ESG capacitor, power pack, and mech-link refits in its design.

SSD and counter are in *Module R12*.

WAR DESTROYER VARIANTS

(R11.105) COMMANDO WAR DESTROYER (DWG): While the Lyrans preferred to use the larger destroyer and war cruiser hull for the commando mission, at least two war destroyers were converted into commando ships at various times.

Data: The 28 BPs include 3 HWS, 2 Commando; 3 GCVs.

Known names: *Black Claw Thunder, Pelthunter Vengeance*.

UIM: Not available.

Refits: The ship included the ESG capacitor refit in its design. It received the Plus refit in Y174 and the mech-link refit in Y178. It never received the power pack refit.

SSD and counter are in *Module R12*.

(R11.106) ABYSSINIAN-H HEAVY POLICE FLAGSHIP (WPF): Lyran police flagships, code-named Abyssinians by the Federation, were built on the hulls of frigates, the Manx police ship hull being just too small for the mission requirements. One police flagship, however, was given the war destroyer upgrade resulting in the Abyssinian-H. This ship was unique in the Lyran Star Empire. Only one was built, and was the police flagship of the Lyran emperor's home county. (The Lyran emperor is, simultaneously, the Count of the Empire's 21st county, the Duke of a Duchy comprised of only of that one county, albeit it is the wealthiest county in the empire, and Emperor of the Empire, as well as Protector of the Race and a number of other titles.) As a matter of prestige, the police flagship of the Emperor was upgraded to this design in Y169. Technically, the ship should never have left the emperor's county, but at various times during the General War it was deployed to counties of different duchies to help in stifling the operations of Orion Pirates. It was during one of these deployments inside Enemy's Blood Duchy in Y193 that an Andromedan task force destroyed the ship. While a new police flagship was built to replace it, it was a standard Abyssinian, making the Abyssinian-H a truly unique ship.

Known name: *High Constable*.

UIM: Not available.

Refits: The ship included the ESG capacitor refit in its design. It received the Plus refit in Y170, the phaser refit in Y172, the power pack refit in Y174, and the mech-link refit in Y178.

Special sensor is destroyed on “torpedo” damage points.

This ship is considered to be a police flagship for all purposes, e.g., it is purchased at its combat BPV and not its economic BPV even if other ships are present.

SSD and counter are in *Module R12*.

HEAVY SHIPS

During the Four Powers War, some Lyran admirals and other leaders felt that the destroyer and frigate classes were limited in combat because they only had one ESG and could not “cycle” a pair of them to keep protection against Kzinti drones and Hydran fighters and hellbores. Other Lyrans pointed out that these small ships did not normally operate alone, and that even a ship with two ESGs could not keep them constantly operating because enemy action would knock them down. Debate raged on the need and practicality of such designs. Apparently, two frigates and two destroyers were converted to “heavy” designs by using a larger center section (to hold the second ESG) and the engines of the next larger hull to power the increased mass. These ships were a disappointment and no more were built. The concept was considered to have been made obsolete by the later trimaran designs.

Suggested by *Jeffrey Noel Cochran*.

(R11.107) HEAVY DESTROYER (HDD): The first ship was converted at the primary shipyard in Y161; a second was converted in Y162. The design added power, a second ESG, shuttles, and the larger engines from the light-cruiser class. The higher mass meant that the movement cost increased to 0.67.

Known names: *Clawbreaker*, *Tailsnapper*.

UIM: Available for purchase in Y166.

Refits: The ship received the ESG capacitor refit in Y167, the phaser refit in Y168, and the mech-link refit in Y178.

SSD and counters are in *Module R12*.

(R11.108) HEAVY FRIGATE (HFF): This design added power, a second ESG, shuttles, and the larger engines of the destroyer class. The higher mass meant that the move cost increased to 0.5, but the larger engines maintained adequate speed. The first ship was converted in Y160, at a starbase, which had a frigate production dock. A second ship was converted in Y161. Further conversions, or even new production, might have followed if the Four Powers War had continued, but production stopped after the second ship and no more were produced.

Known names: *Cometkiller*, *Novarager*.

UIM: Not available.

Refits: The ship received the ESG capacitor refit in Y167, the phaser refit in Y168, and the mech-link refit in Y178.

SSD and counters are in *Module R12*.

LYRAN DESTROYER VARIANT

(R11.109) LEOPARD-V DESTROYER CARRIER (DDV): This ship was only recently discovered in the archives. It was apparently the first carrier the Lyrans ever built, and operated initially as a test platform, and then as a training carrier at the premier Lyran fighter academy. The majority of the carrier pilots in Lyran service at the start of the General War performed their first landings on an underway carrier on this ship. Records indicate that about Y175 the ship was transferred to active status and operated as a convoy escort, mostly escorting convoys from the Far Stars Duchy to the major factories in the Capital complex. During this period the ship was involved in several actions against Orion Pirates, and may have been involved in suppressing a few revolts. In Y181 the ship was assigned to bolster the Enemy’s Blood Duchy against possible Hydran incursions. It seems to have been involved in some skirmishes at this time (the records are unclear) and it may have simply launched its fighters in support of other operations.

After the conclusion of the General War, the ship returned to its original duties as a training ship, but was replaced in that duty by an AxCVL in Y190 and again assigned to active service against the increasing Andromedan threat as a convoy escort.

The ship was lost in Y192 due to unknown circumstances in the Far Stars Duchy.

One of the continuing mysteries is why this ship was never converted to a CVL, but no explanation for why this was not done has been found in the records.

Year	Escorts	Fighters
Y169-174	None	12xZ-2
Y175-177	FFA	12xZ-V
Y178-178	FFA	12xZ-V or 6xZ-K
Y179-181	DWA or FFA	12xZ-Y or 6xZ-KB
Y182-186	DWA or FFA	12xZ-YB or 6xZ-KB
Y186+	DWA or FFA	12xZ-YC or 6xZ-KB

While called a “light” carrier, this ship carried a full squadron of twelve fighters and could be considered a “medium” carrier. This ship is a “true carrier” and often was provided with an MRS shuttle, although it had a lower priority for such shuttles than virtually every other carrier operated by the Lyran Star Empire.

This ship has two shuttle bays; no transfers are possible.

Name: *Meteor Storm*.

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

UIM: Not available.

Refits: The ship included the ESG capacitor refit in its design. It received the Plus refit in Y170 and the mech-link refit in Y178.

SSD and counter are in *Module R12*.

LYRAN FAST PATROL BOATS

(R1.PF8) SURVEY FAST PATROL SHIP (BOB-Q): The Bobcat-Q survey fast patrol ship was average for its type, and indeed might be regarded as setting the standard. It was well capable of performing the mission to the specifications and was actually a little roomier than most survey fast patrol ships.

Note, the Lyran Democratic Republic operated at least a few survey fast patrol ships of this design.

SSD and counter are in *Module R12*.

(R1.PF9) RECOVERY FAST PATROL SHIP (BOB-R): The Bobcat-R recovery fast patrol ship gave more than satisfactory performance.

Note, the Lyran Democratic Republic operated recovery fast patrol ships of this design.

SSD and counter are in *Module R12*.

END OF LYRAN SHIP SECTION

(R12.0) WYN STAR CLUSTER**WYN ORCA-H HEAVY WAR CRUISER**

(R12.53) ORCA-H HEAVY WAR CRUISER (HCW): There are reports that the Usurper completed one ship to this standard just before he took his fleet out of the Cluster on his quest to become Patriarch. The design is typical of the breed, right down to the unusual small warp engine mounted over the back of the rear hull.

For reasons that remain unclear, the Usurper did not take this ship with him when he left the Cluster, and the Cluster did not build any more of them afterwards. The sole copy remained with the Cluster defense forces, participating in the battles to repel the incursion by the Inter-Stellar Concordium and in the campaign to destroy the one Andromedan Dominator that tried to establish a Rapid Transit Network link within Cluster space.

Name: *Green Demon*.

Landing (P2.43): Aerodynamic, powered; bonus.

Cargo Boxes: 25 spaces.

SSD and counter are in *Module R12*.

WYN MAKO DESTROYER VARIANT

(R12.54) MAKO-P LIGHT FAST PATROL SHIP TENDER (DDP): It is believed that this ship was actually the first Mako destroyer hull to enter service. In design and function it was typical of the first, fledgling efforts of most empires to feel out the use of fast patrol ships. The ship's operations were badly hampered by the various fast patrol ships of the different empires it was trying to use. This had been less of a problem for the small auxiliary fast patrol ship tender as it had been designed from the start to use external repair bays. It had been believed that collapsible bays would interfere with the operations of a fast moving ship (as even then consideration was given for the planned War of Return). Eventually, it was realized that the reverse was actually the case and that collapsible bays were the most efficient means of turning a fast patrol ship around quickly.

The lone DDP conducted several "security operations" within WYN Cluster space, helping to turn back incursions by the neighboring empires, and enforcing the Usurper's will on visiting Orion ships prior to Y186. From that point, things become very murky. Some reports indicate the ship was converted to a standard destroyer and participated in the War of Return, and that another destroyer hull was later converted to this design within the WYN Cluster for reasons that are not clear. Other reports say the ship never left the Cluster, and remained in service as a "special projects" ship.

Name: *Blue Destiny*.

Landing (P2.43): Aerodynamic, powered; bonus.

Special sensor is destroyed on "torpedo" damage points.

SSD and counter are in *Module R12*.

WYN FAST PATROL BOATS

(R1.PF8) SURVEY FAST PATROL SHIP (PFQ): The WYN Star Cluster Freedom Fighter survey fast patrol ship was unusual in that it was not designed for survey work (although that was its announced reason for production). It was intended from the start to be used in espionage missions within Hegemony space as the Usurper continued to develop his plans to gain (or regain?) the Patriarchal throne. After the War of Return ended, production continued with copies being

exported all through the Alpha Octant for use by corporations in actual survey operations.

Survey fast patrol ships operated by civilian agencies will downgrade any phaser-1s to phaser-2s, reduce the BPV of the fast patrol ship by one point for each phaser-1.

SSD and counter are in *Module R12*.

(R1.PF9) RECOVERY FAST PATROL SHIP (PFR): The WYN Star Cluster Freedom Fighter-R was unique among recovery fast patrol ships in that its mech-links were heavily modified to be able to extend and link with the docking points on a Klingon, Kzinti, Orion, Lyran, or WYN fast patrol ship. It was also the shortest ranged recovery fast patrol ship (trading fuel space for the ability to extend its mech-links), but this was not a problem for it given the short radius of its operational area (inside the WYN Star Cluster).

During the waning days of the General War, the WYN lost (as a percentage of the number produced) more recovery fast patrol ships than any other empire. This was because, while not intended for combat, it was WYN doctrine to commit anything that had a weapon against any incursion as quickly as possible. Freedom Fighter-Rs simply had the speed to arrive in the combat zone before many other units (like freighters), and would stand in the line of battle with other fast patrol ships where they did not really belong. It was, however, consistent with the Cluster Navy's motto: "If you save the Cluster, it's a good day to die".

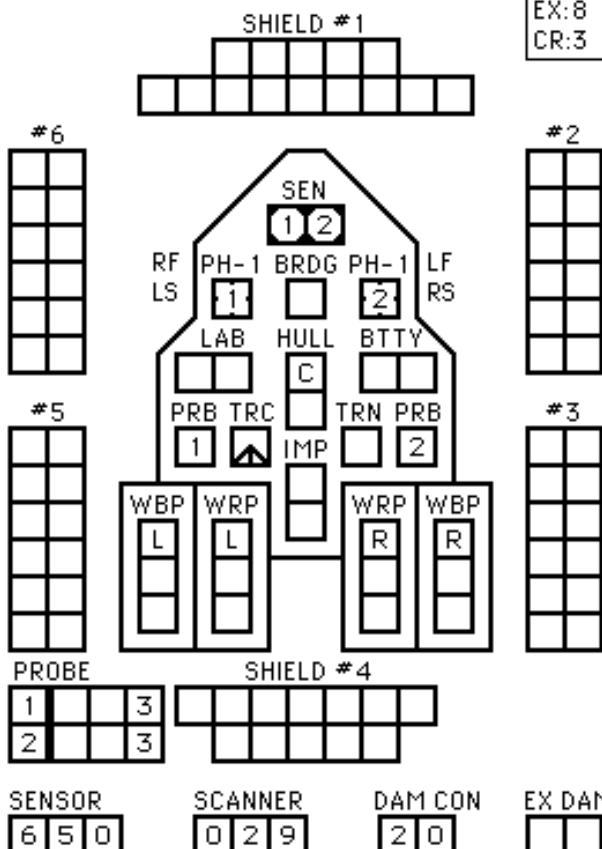
SSD and counter are in *Module R12*.

END OF WYN SHIP SECTION

WYN FREEDOM FIGHTER-9

R1 PFR

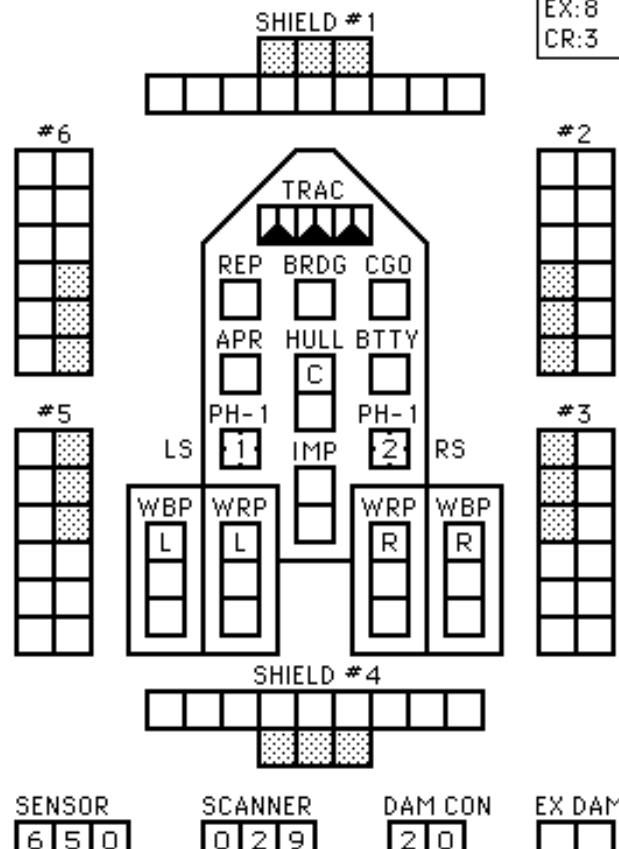
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WYN PFR RECOVERY PF

R1.PF9

YS:183
DK:1
EX:8
CR:3



(R13.0) INTER-STELLAR CONCORDIUM

INTER-STELLAR CONCORDIUM HEAVY WAR CRUISER

(R13.95) HEAVY WAR CRUISER (HCW): Historically the Inter-Stellar Concordium did not build a “war cruiser” during the General War or during their pacification campaign immediately afterwards. They did design one based on their observations of the combat operations of the “insane empires” in Y170. However they did not begin construction of such ships, as they had no need (although the design drafts were kept on file in case the insane empires invaded). Being at peace, and thus only sustaining an occasional loss to pirates (almost entirely small ships) and monsters, the Inter-Stellar Concordium was able to build a large fleet for self-defense. Later the idea of pacification took hold, but the Inter-Stellar Concordium still saw no need of war cruisers to support its large fleets against the depleted force of the insane empires.

Once the pacification program was under way, the Inter-Stellar Concordium’s admirals became somewhat concerned about the losses their fleets were suffering at the hands of those to whom they were simply trying to bring peace. The losses were not severe, and were in fact well within what the Inter-Stellar Concordium could afford, but they were continuous. As a result, late in Y186, the admirals brushed the dust off the files of the war cruiser and ordered a prototype built. This was seen as merely a backup plan, the construction of the prototype would prepare a shipyard to have the necessary tools and systems to begin mass production if it was later deemed necessary.

The ship was completed and entered service in Y187, but no more ships were ordered because the losses to the insane empires could not justify its production.

Things changed dramatically in Y188 when the Andromedan assault kicked into high gear. It was a response to the losses and the large numbers of their ships cut off in isolated cantonments that led the Inter-Stellar Concordium to begin building war cruisers in Y189.

The original war cruiser design had not envisioned the kind of assault the Andromedans were conducting, and in Y190 the Inter-Stellar Concordium began producing this improved war cruiser design, dubbed the heavy war cruiser. Like many other earlier heavy war cruisers, additional power was provided by mounting two frigate engines above the rear hull of the ship. The mounts of these engines blocked the rearward firing arcs of the 360° phaser-1s, restricting them to an FX arc and emphasizing the role of the ship to attack.

The Inter-Stellar Concordium probably produced more heavy war cruisers than any other empire, but like every empire the heavy war cruiser never totally supplanted production of war cruisers. It is believed one heavy war cruiser was produced for every five war cruiser hulls.

Known names: *Megabolt, Megablast, Megalance, Megafire, Megaflash, Megasword*

SSD and counters are in *Module R12*.

INTER-STELLAR CONCORDIUM FAST PATROL BOATS

(R1.PF8) SURVEY FAST PATROL SHIP (PFQ): An adequate survey fast patrol ship if a trifle under-powered. The Inter-Stellar Concordium built numbers of these before it began its Pacification Campaign. More than a few accompanied the advancing peacekeeping squadrons to look for ready sources of materials to enable onsite supplies to be created. Without the efforts of these small boats while the larger ships were trying to enforce peace it is probable that there would have been no system of cantonments for the peacekeepers to fall back on when the Andromedans struck. Or at least the cantonments would have been in more dire straits.

Both during the build up to the Pacification campaign and in the aftermath of the Andromedan assault, some survey fast patrol ships were provided to civilian agencies in an effort to grow the Inter-Stellar Concordium’s economy faster.

Survey fast patrol ships operated by civilian agencies will downgrade any phaser-1s to phaser-2s, reduce the BPV of the fast patrol ship by one point for each phaser-1.

SSD and counter are in *Module R12*.

(R1.PF9) RECOVERY FAST PATROL SHIP (PFR): The Inter-Stellar Concordium’s recovery fast patrol ship was nearly unarmed, having only two phaser-3s. This was because the admirals envisioned the ship as never being involved in combat, and always being escorted by other fast patrol ships, or larger ships. They were mostly right . . . mostly. Enemy raiders destroyed more than a few recovery fast patrol ships while they were trying to do their jobs. Analysis has, however, tended to indicate that additional weapons would not have really made any difference in those cases.

SSD and counter are in *Module R12*.

END OF INTER-STELLAR CONCORDIUM SHIP SECTION

(P16.0) COMETS

Comets are masses of rock, dirt, and ice that travel in extended orbit around many stars. Comets are sublight and do not move within game terms. Comets will be used in Star Fleet Battles only if specified by the scenario rules or if the players have agreed to use this terrain type.

(P16.1) COMET NUCLEUS

A comet consists of a nucleus and a tail of particles extending directly out from the nucleus in a straight line. Scenario rules will specify a hex of placement for the nucleus and a direction from the nucleus for the tail.

(P16.11) NUCLEUS: The nucleus is a single large asteroid within a hex of standard asteroids (P3.0). The nucleus is moving, but its movement is too slow to move even a single hex during the course of a scenario.

(P16.111) Units moving through the hex of the nucleus roll for asteroid damage as if it was a normal hex of asteroids (P3.2).

(P16.112) The nucleus of a comet cannot be displaced (G18.0), tractored (G7.0), or used as a web anchor point [(G10.0) and (E12.0)].

(P16.113) Units may dock (C13.0) to a nucleus. Note that a unit may use (D20.0) Hidden Initial Placement in a Nucleus hex, and while nominally moving under impulse power, it will actually be coasting along with the core of the comet if not docked to one of its component elements.

(P16.12) DESTRUCTION: A comet may be destroyed by weapons fire or seeking weapon damage (P2.312). This may be a defined objective in a scenario where the comet might be on a collision course with a planet. As a default value, assume 400 points of damage is needed to destroy a large comet.

In game terms, the destruction of the nucleus would have no immediate effect (the comet would dissipate over time), but small ground bases on some of the nucleus asteroids might be eliminated.

(P16.2) COMET TAIL

Once the nucleus of the comet is placed, a row of hexes extending directly from it in one direction are "tail" hexes. In actual terms, the tail could be at any relation to the direction that the comet itself is moving (since the tail must point away from the star the comet is orbiting), but as the nucleus is not moving and the star is many thousands of maps away, the direction for the tail can be selected more or less randomly.

(P16.21) LENGTH OF TAIL: The length of the tail varies with the distance to the star, but will always start in the nucleus hex and point away from the star (roll a die for direction if not specified). In deep space the length is equal to the total of three dice plus ten.

(P16.211) If at a distance from a G-class star approximately that of the orbit of a habitable planet, the tail would be several hundred hexes long, effectively infinite. Nearer the star, it could be up to 2,000 hexes long and could include the hexes adjacent to the nucleus hex in all directions.

(P16.212) Length can be specified by the scenario.

(P16.22) WIDTH OF TAIL: The tail is one hex wide (unless a special scenario rule provides for a wider tail).

(P16.3) EFFECT OF COMET

The tail (including the nucleus hex) is treated as a Dust Cloud (P13.0).

(P16.31) DAMAGE: Any unit which enters one or more tail hexes during a turn resolves damage under (P13.1) as if it entered a dust cloud hex.

(P16.311) One die roll for damage is resolved during the Damage During Movement Stage (6A3) of every Impulse of the turn in which the ship enters a tail hex.

(P16.312) If the only hex of tail that a seeking weapon enters is the hex that its target is in, the normal Impulse Procedure takes precedence and the seeking weapon will strike its target and no die roll for dust damage to the weapon will be made.

(P16.313) Cloaked units that move in a tail hex are exposed and may be locked onto.

(P16.32) ELECTRONIC WARFARE: Any fire directed at a unit in a tail hex, or any fire that passes through any tail hex, is penalized by one point of natural ECM (P6.3143). This is the maximum ECM shift and is not increased if there is more than one tail hex intervening. The firing ship is penalized by one point of ECM if it is in a tail hex, even if its fire does not go through any intervening tail hexes and its target is not in a tail hex.

(P16.33) OTHER: Various other options might be used with a comet:

(P16.331) Scenario rules may specify that the tail is denser than usual. In this case, simply double the damage under (P16.31) and the ECM under (P16.32).

(P16.332) Some scenarios may specify that the tail is denser nearer the nucleus and more dispersed behind it. This might provide that the first five (or more) hexes of tail behind the nucleus are treated as denser than usual, while the remainder are treated as normal density.

(P16.333) The comet might be combined with other terrain types, sharing a map with a Pulsar (P5.0) (the direction away from the pulsar will define the direction for the tail) or a Black hole (P4.0) (in this case the tail will be towards the black hole). Other combinations are possible, such as having a comet moving through an asteroid field (although it won't actually move in game terms).

END (P16.0) COMETS

(R15.0) SELTORIAN TRIBUNAL

The Seltorian Tribunal force based on the Hive Ship *Burning Torch of Vengeance* was the only direct example of the capabilities of Seltorian engineers and shipwrights to be had in the Alpha Octant. Most of what is known of their capabilities is what information the Tholian Holdfast and Klingon Empire provided (both sources are suspect and perhaps self-serving). Some additional data was provided by the Inter-Stellar Concordium (based on their research after destroying the *Vengeance*) and from Orion Pirates from the Pharoah Cartel (who had some contacts with the Seltorians, but are yet another unreliable source). Finally there was a handful of Seltorian survivors that fell into Federation hands, most of whom died naturally within four years.

The result is a great deal of conflicting data. We think we know what the construction rate of the *Vengeance* was, but this assumes construction techniques and safety precautions that do not seem to have necessarily applied to the Seltorians. While the data seems to suggest the Seltorians had an almost complete inability to innovate on their own, there are indications that they were able to learn and adapt based on what they saw around them.

After the *Vengeance* was destroyed, many Seltorian commanders chose to seek a final Gotterdamerung with the Tholans and made a last suicidal assault into the Holdfast rather than await their fate at the hands of the Inter-Stellar Concordium or their former Klingon allies. The result is that a final accounting of just how many ships the *Vengeance* actually built between its arrival outside Holdfast space and its destruction may never be made.

NEW SELTORIAN CRUISERS

(R15.41) HEAVY LIGHT CRUISER (HCL): There are indications that in addition to working on advanced technology designs the Seltorians were also using what they observed of Klingon ship designs to try to find a way to upgrade their own ships. This design was spoken of by a Seltorian Sage who had managed to reach Federation space in a badly damaged fast patrol ship. The Sage indicated that it was seen as a means of increasing the overall firepower of their ships because the *Vengeance* (and perhaps all Hive Ships) could build more destroyer/frigate engines than it could cruiser engines. While it would be preferable to build more heavy cruisers, by diverting an additional cruiser engine to building light dreadnoughts, the actual effect was to reduce the overall number of cruisers that were being built. By building this heavily modified boom, using two frigate/destroyer engines, for use by standard cruiser hulls, the *Vengeance* would be able to build one light dreadnought and one heavy light cruiser simultaneously, optimizing its production of cruiser engines. It is not clear if any ships of this class were actually completed (the Sage was the commander of a fast patrol ship flotilla that was not based on the *Vengeance* and did not have access to the ship construction logs). The placement of the frigate/destroyer engines on the boom did not allow for two booms to be mounted side by side, so the design could not be used to create a better heavy cruiser. Reduction in systems needed in the boom to manage the larger engine allowed additional reactors to be installed.

Known names: *Ridge of Conquest*, *Ridge of Green Flowers*, *Ridge of Ram's Ascent*, *Ridge of Destiny*, *Ridge of Blowing Snow*.

SSD and counters are in *Module R12*.

(R15.42) FAST LIGHT CRUISER (CLF): The Seltorians are known to have built at least one fast cruiser. Analysis shows it would have been possible to build a fast light cruiser by simply using one centerline boom.

There are some indications that the ship was built, at least according to Tholian records. The indication is simply that the record of targets in the Holdfast that were supposedly hit by a fast raider beginning in Y185 is more than can be accounted for by just one such raider. It is possible, even likely, that many reports of a fast ship performing a raid may actually have been a raid by a normal Seltorian ship.

There are also reports from the Pharoah Cartel that a "fast Seltorian cruiser" pursued some of its raiders after they attacked a Seltorian convoy or installation, but again this might simply have been a normal Seltorian cruiser.

The production of fast engines must have been difficult for the Seltorians, at least given how difficult they were to produce for the other Alpha Octant empires. Given the low production of cruiser engines to start with, producing enough for two raiders is, at least according to Federation analysts, impossible.

As of this time the existence of this ship cannot be verified. It is possible the ship, if it did exist, was destroyed by the Inter-Stellar Concordium or by the Klingon Empire in the aftermath of the destruction of the *Vengeance*.

Known names: *Unknown*.

SSD and counters are in *Module R12*.

(R15.43) NEW LIGHT CRUISER (NCL): This design should not have been a surprise after the light dreadnought appeared. It appeared during the same year and was an obvious follow-on to the larger ship. It is currently believed that half of the destroyer/frigate hulls that were completed after Y184 were built to this design. The design might have been considered a war cruiser, but was considered too power deficient (compared to the war cruisers used in the Alpha Octant). Firepower was, ultimately, only increased modestly, but still enough to allow the new light cruiser to replace light cruiser in battle. It was, however, a capable addition to the forces available to the Seltorian Tribunal. The chief advantage of the ship was that it could be built in the docking bays that normally constructed the frigates and destroyers.

Known names: *Hills of Darkness*, *Hills of Lava*, *Hills of Flowering Trees*, *Hills of Despair*, *Hills of Virtue*, *Hills of Wilderness*.

SSD and counters are in *Module R12*.

HIVE SHIP VARIANT

(R15.44) BATTLEWAGON (BW): This is not a new ship, but an alternate use of the gigantic Hive Ship (R15.13). The Seltorian Tribunal never used the *Burning Torch of Vengeance* in this manner, but it is believed they could have. It is only by studying records found in an abandoned Tholian freighter left behind by the 312th Battle Squadron that this use of the Hive Ship has come to light. During the revolt which overthrew the Tholian Will, the Seltorians used Hive Ships with side-firing web breakers mounted in their construction bays to break the web systems that held Tholian Dyson spheres together, destroying the sphere and everything . . . and everyone . . . that was in it, or on it. It is not at this time known how many spheres were destroyed (or indeed how many spheres the Tholian Will had built), but the level of destruction and toll of lives shocked even the Klingons. It can be reasonably assumed that had the Seltorians managed to create the conditions necessary to advance the *Vengeance* on Tholia, they would have done so.

(R15.44A) Each of the construction bays able to build a size class 3 is fitted with three web breakers and six APRs. Four

of the construction bays able to build a size class 4 (two on each side of the Hive Ship) are fitted with two web breakers and four APRs. Being built within the bays creates a very restricted firing arc; the weapons are limited to 60°, i.e., those on the left side of the ship can only fire into the L bearing, those on the right only into the R bearing.

The bays fitted with the weapons and reactors cannot be used to build, repair, or even carry ships, to include fast patrol ships.

For reasons that remain unknown, the two rearmost bays are not converted, and operate normally under the rules in (R15.13).

(R15.44B) The movement cost of 2 is increased by adding the movement cost of any ships (size class 4) docked internally in the two rear bays. This is adjusted whenever a ship docks or undocks. The amount of warp power applied to movement cannot be increased by more than six points during any given period of 32 consecutive impulses. The Battlewagon (just as the Hive Ship) cannot rotate (C3.7), cannot do Erratic Maneuvers (C10.0), and cannot do High Energy Turns (C6.0).

(R15.44C) After the Seltorian development of fast patrol ships, the Klingons helped the Seltorians design two large assemblies (installed in the rearmost pair of bays of the Hive Ship) each of which comprised twelve tractor beams with mech-links. The two bays could not dock ships thereafter. Historically these were used to hold new fast patrol ships whose crews were being trained as well as fast patrol ships returning from patrols in the Neutral Zone. These could obviously have been used to support the Battlewagon in an assault on Tholia. The Hive Ship is granted a special exception to (S8.32) and is allowed to operate four fast patrol ship flotillas in a scenario, and this exception applies to the Battlewagon; any fast patrol ships or fighters operated by other friendly units in the scenario would count against this limit. Due to their position, the tractor beams in the bays cannot be used for any purpose except docking fast patrol ships.

Special sensors are destroyed on “torpedo” damage points.

Note: There are two counters for this unit in *Module R12* for use in scenarios where opposing Seltorian forces meet, and for large scale attacks on Tholian Will positions in the Tholian Home Galaxy.

Known names: *Burning Torch of Vengeance*, obviously other names were used by other Hive Ships that served as Battlewagons.

SSD and counters are in *Module R12*.

SELTORIAN FAST PATROL BOATS

(R1.PF8) SURVEY FAST PATROL SHIP (PFQ): The records are unclear if the Seltorians actually produced fast patrol ships of this type. It is known that they were looking for additional resources beyond what the Klingon Empire had specifically made available to them, and survey fast patrol ships would certainly have helped (being small and less likely to be noticed). There is also the possibility that such fast patrol ships, had they existed, might have been used for reconnaissance missions into Holdfast space.

There would never have been a civilian version of this fast patrol ship.

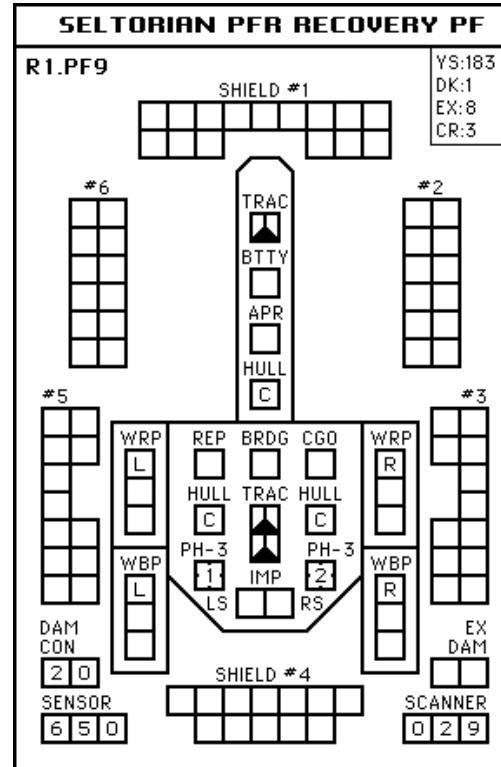
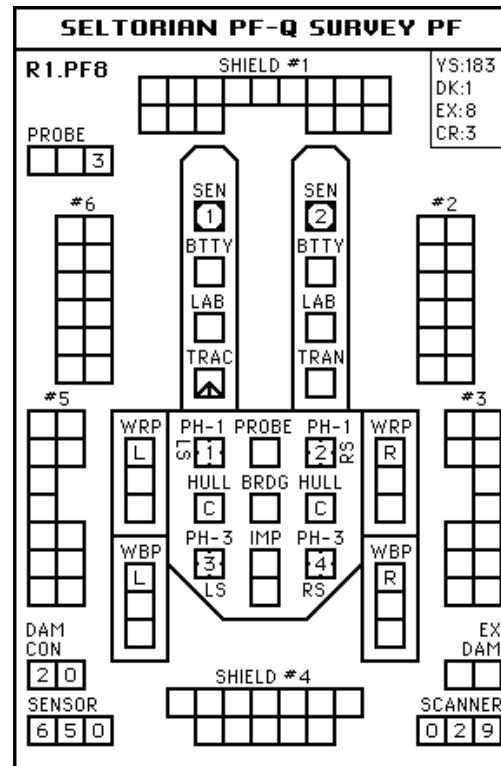
SSD and counter are in *Module R12*.

(R1.PF9) RECOVERY FAST PATROL SHIP (PFR): The Seltorians built very few of these, with perhaps no more than three in operation at any one time. They only had one real base of operations, and the recovery fast patrol ships operated from the planet at which the *Burning Torch of*

Vengeance made its operational home. None seem to have survived the fall of the *Vengeance* and its aftermath. The recovery fast patrol ships, were not heavily armed as it was believed unlikely the *Burning Torch of Vengeance* would come under attack.

SSD and counter are in *Module R12*.

END OF SELTORIAN SHIP SECTION



(R16.0) JINDARIAN CARAVANS

JINDARIAN MEDIUM STRIKE CRUISER

(R16.48) MEDIUM STRIKE CRUISER (MSC): At least one Jindarian caravan in Federation space (and possibly others) began using this ship in Y180. It was literally a half step between the heavy and light strike cruisers, but in one sense it was more heavily armed having three medium railguns in its forward centerline. There were design tradeoffs, as the hull of the light strike cruiser on which the ship was based was already very close to its limits. This is reflected partly in the fact that there was no increase in the storage of defensive mode ammunition.

Replacing the center warp engine with two smaller engines made the ship one of the liveliest of the heavy war cruiser class (where Federation analysts positioned the ship). The ship was a dangerous opponent.

Known names: *Hraith's Guardian*.

SSD and counters, one in each caravan color, are in *Module R12*.

JINDARIAN FAST PATROL BOATS

(R1.PF8) SURVEY FAST PATROL SHIP (PFQ): The Jindarians quickly copied the idea for survey fast patrol ships, and used theirs to reconnoiter surrounding star systems. They would, however, often do this with some ostentation. It was better to keep the non-Jindarian empires (and possibly other Jindarian caravans) guessing about whether or not a given caravan was about to move, and to where it would move. So having the survey fast patrol ships make their presence known in different systems would keep the other empires guessing about such matters. Where the caravan would actually move, if it was about to move at all, was something only the Jindavo of the Caravan would know.

The Jindarians were not above building survey fast patrol ships for profit, and almost every empire had some civilian corporations operating a few. They were, however, less than satisfactory ships for non-Jindarians. This was because they were designed with artificial gravity systems that operated at such a low threshold that non-Jindarians were never comfortable aboard them for long periods.

Survey fast patrol ships operated by civilian agencies will downgrade any phaser-1s to phaser-2s, reduce the BPV of the fast patrol ship by one point for each phaser-1.

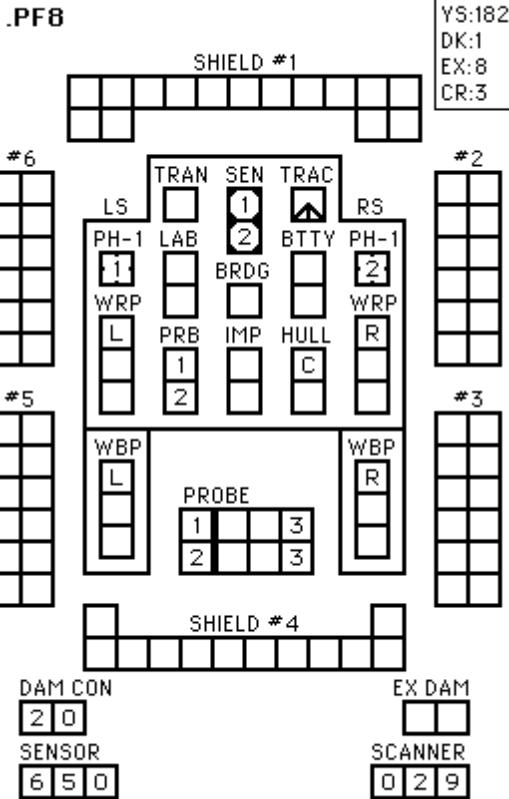
SSD and counter are in *Module R12*.

(R1.PF9) RECOVERY FAST PATROL SHIP (PFR): Every Jindarian caravan that built fast patrol ships built and maintained at least one fast patrol ship of this type. It was not unusual for a recovery fast patrol ship to accompany other fast patrol ships on a distant mission, waiting at a rendezvous point to assist damaged fast patrol ships on the way home. (This was operationally different from most empires, which would only send out their recovery fast patrol ships to meet returning fast patrol ships if a need was signaled.) The Jindarians operated this way because they were always surrounded by enemies, and a returning damaged fast patrol ship was more likely to be caught before it could make it to a rendezvous.

SSD and counter are in *Module R12*.

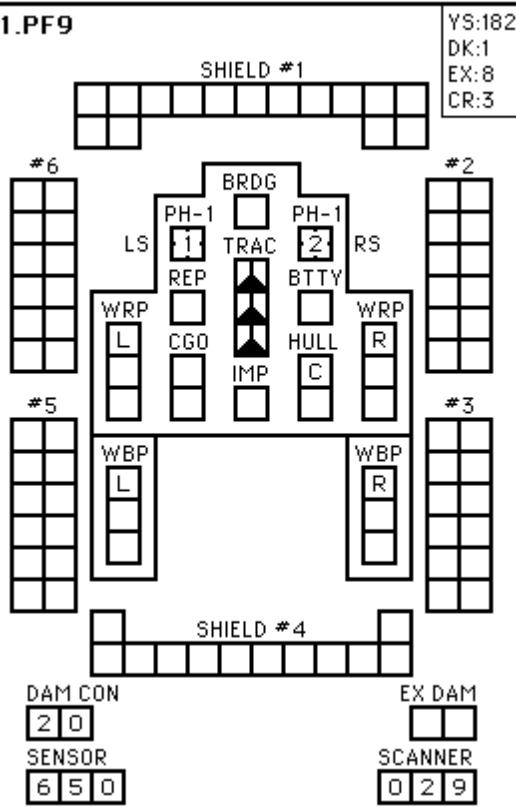
JINDARIAN PF-Q SURVEY PF

R1.PF8



JINDARIAN PFR RECOVERY PF

R1.PF9



END OF JINDARIAN SHIP SECTION

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(R17.0) VUDAR ENCLAVE**VUDAR HEAVY WAR CRUISER**

(R17.43) HEAVY WAR CRUISER (HCW): The Vudar observed the problems the Klingons and Hydrans were having with their heavy war cruisers, and opted to use two proven frigate engines in an effort to match the new class of ships. The result was not quite a success. While the ship was more powerful than a standard war cruiser, the stress on the hull proved too great, reflected by a degradation in the ship's breakdown rating. Still, the ship had adequate power for fleet operations and did represent an increase in firepower. The Vudar built a second ship before the end of the General War, and a third around Y192. The three ships were used as part of the Enclave's strategic reserve, only rarely being sent on independent patrols; this may have indicated that there were other problems with the design. The ships engaged in several battles with the Andromedans during the Andromedan War; and reportedly at least one had a clash with the Inter-Stellar Concordium before the Andromedan War, and was involved in several clashes with the Hydrans prior to the Inter-Stellar Concordium's arrival. It is assumed, but no reports have been found, that the ships might have been involved in some skirmishes with the Klingon Empire and Orion Pirates.

Known names: *Sword of the Leader, Axe of the Barbarian, Lance of the Paladin, Mace of the Bishop.*

SSD and counter are in *Module R12*.

VUDAR WAR CRUISER VARIANTS

(R17.44) FAST WAR CRUISER (CWF): This ship appeared rather late in Vudar service. It is not clear if it were a real ship or an amusing story. Supposedly, just before the Andromedan War rolled into full fury, the Vudar fielded this ship to get around the Inter-Stellar Concordium peacekeepers and raid into Hydran space to maintain contact with the provinces the peacekeepers were trying to force the Enclave to return to the Hydrans. (The Inter-Stellar Concordium believed peace would be established by restoring the original borders, something that the Vudar supposedly disagreed with and the Hydrans were only too willing to accept.) The ship supposedly made several runs through the Inter-Stellar Concordium's pickets, always managing to show them a "clean pair of heels". This was because the Inter-Stellar Concordium forces were at the most extreme end of their enforcement mission and suffering constant supply shortages. After the Andromedans began their invasion, the Vudar used this ship to maintain contact with some of the Inter-Stellar Concordium cantons. The ship was supposedly destroyed on a run to one of the cantons in Y192. No replacement for it was built as the Vudar had concluded that advanced technology ships were better for the missions the ship was intended for, even if they were more expensive to build.

Name: *Arrow of Virtue*.

SSD and counter are in *Module R12*.

(R17.45) COMMANDO WAR CRUISER (CWG): The commando war cruiser showed the influence of the Klingon Empire on the Vudar Enclave in two ways. It had the tug capabilities of a light tactical transport, just as the Klingon D5G did. It can carry one pod; this increases movement cost to one. It also carried an identical Marine landing force.

Designed for use in ground assaults, it became the workhorse of the Vudar Marines. It was able to deliver a full

battalion of Marines, and provide them additional support from a pod (whether a carrier pod with more assault shuttles or a mix of shuttles and fighters, or a troop pod with additional Marines).

The ship often operated in concert with a light tactical transport (so the story goes) to help quickly establish Vudar garrisons with ion storm generator bases on planets deemed critical to the Vudar Enclave's new domain.

Data: 34 BPs include 2 Commando, 3 HWS; 2 GCV.

Known names: *Rock of the Prophet*.

SSD and counter are in *Module R12*.

(R17.46) WAR CRUISER SCOUT (CWS): The Vudar Enclave built one ship of this class in Y178 for use in critical missions. Strangely, it did not participate directly in the fabled assault on Klingon battle station *K2* in Y179, assuming this ever happened. While many analysts have pointed to this fact as proof that the entire Vudar revolt is a Klingon deception, others point out that the fact that the ship was not involved may indicate that it was involved in its own deception operation. The Vudar may have used a less capable scout for the assault on *K2*, having their CWS operating ostentatiously elsewhere in order to keep the Klingons from knowing what was going on until it was too late. The Vudar may have built another ship of this class in Y188, but records are not clear. It is known that one Vudar CWS was destroyed in Y197 during an operation to eliminate Andromedan Rapid Transit Nodes in Enclave space.

Known names: *Eyes of the Prophet*.

SSD and counter are in *Module R12*.

VUDAR HEAVY WAR DESTROYER

(R17.47) HEAVY WAR DESTROYER (HDW): This design pushed the basic Vudar destroyer hull (already upgraded to war destroyer status) to the very edge of the breaking point. The hull had to be stretched to accommodate the added systems. The Vudar may have built one such ship (there is some confusion in the records) or may have built as many as three before the Andromedan War began in Y188, and another one or two afterwards.

The weapon option, NWO, and APR* boxes operate under the rules in (G33.0). Any option boxes (whether weapon, APR*, or NWO) that are converted to shuttle boxes become part of one contiguous bay with the ship's existing shuttle bay. The weapon options on this ship are centerline adjacent.

When operated as a carrier the ship would normally be assigned one escort. It would never operate alone if configured as a carrier, whether equipped with standard fighters or heavy fighters.

Year	Escorts	Fighters
Y180+	1 x DWE	Varies

Known names: *Book of the Prophet*.

SSD and counter are in *Module R12*.

VUDAR WAR FRIGATE VARIANT

(R17.48) FAST CARRIER RESUPPLY SHIP (FCR): While the Enclave's space was ultimately smaller than that of most empires, the Vudar discovered as the Lyran Democratic Republic did that an active carrier would lose its fighters to many causes. Records seem to indicate that at least three ships of this class were in operation at one time, but that might be more misinformation. The design was otherwise typical of its breed.

Known names: *Acolyte*.

SSD and counter are in *Module R12*.

VUDAR FAST PATROL BOATS

(R1.PF8) SURVEY FAST PATROL SHIP (PFQ): The Klingon empire had grown rapidly (as indeed did all of the empires in the Early Years period, see maps in *Module Y1*), and there was a great deal of space within the claimed confines of the empire that had not yet been visited by a ship. This was as true within the confines of what became the Vudar Enclave (including those parts of it that extended into the Hydran Star Kingdom). With ships needed to maintain its newly claimed frontiers, the Vudar Enclave was forced to turn to survey fast patrol ships, operating from small bases, to try to find resources quickly to maintain its tenuous grasp on freedom. (At least that is what the records say. The reality is more likely that the Vudar were working at the behest of the empire within regions that had too much radiation for the Klingons to exploit themselves.) There are indications that the Vudar built large numbers of this fast patrol ship. Many of them were sold to civilian corporations within the Enclave in the hopes that resources could be found and quickly developed to allow the Enclave to challenge the might of the Klingon Empire when it was no longer distracted by the General War. The Klingon Empire, however, would continue to be distracted (fortuitously for the Enclave) by the Andromedan War, at least until the early Y200s, giving the Enclave more time to prepare. There are indications that the Klingon Empire was preparing to crush the Enclave in Y188 (since the Empire could hardly let the revolt stand as a symbol for other subject peoples that the empire could be opposed), but the Andromedan assault curtailed those plans.

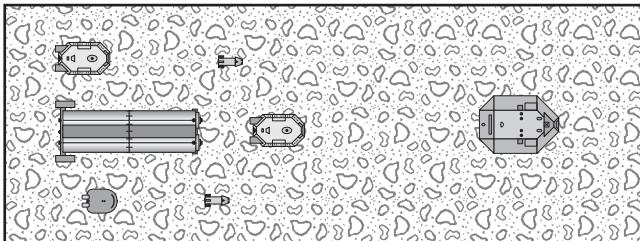
SSD is in *Module F2*, counter is in *Module R12*.

(R1.PF9) RECOVERY FAST PATROL SHIP (PFR): The Vudar deployed a fast patrol ship of this type at every base and significant colony planet when they could afford to do so. Based on the “front line with the empire” or the “front line with the Kingdom” had precedence. The boat was otherwise unremarkable.

SSD is in *Module F2*, counter is in *Module R12*.

END OF VUDAR SHIP SECTION

(SH258.0) A LITTLE DISRUPTION



(Y183)

by Adam Wirt, Georgia

In Y183 a Jindarian caravan in Hydran space launched a series of operations apparently designed to drive Hydran mining operations out of a particularly mineral-rich asteroid field. Such operations by Jindarian caravans were not unusual, and accounted for much of the animosity of the various empires towards the Jindarians.

The initial Jindarian operation had been directed at established mining facilities and local security forces, and had been interrupted by the unexpected arrival of the division control ship *Hydramax*, which had fortuitously (for the Hydrans) been passing nearby on its way to refit.

During the second day of the contest, while the *Hydramax* was engaged by the forces attacking the mining facilities, a Jindarian medium strike cruiser struck at the base ship that was searching for the next rich strike.

Unfortunately for the Jindarians, their earlier operations had alerted the Hydrans and the base ship had defenders.

(SH258.1) NUMBER OF PLAYERS: 2; the Hydran player and the Jindarian player.

(SH258.2) INITIAL SETUP

TERRAIN: The entire map is an asteroid field (P3.2).

HYDRAN: HAM *Rockpounder* with workboat ducktail in hex 2215.

CUT *Hacker* 20, CUT *Hacker* 24, PTC *Snapper* 266, set up within three hexes of the *Rockpounder*.

Two workboats in hex 2215.

All Hydran units are heading A, speed 4, WS-I.

JINDARIAN: MSC *Hraith's Guardian* enters the map anywhere along the 01xx map edge, heading B or C, speed max, WS-III.

(SH258.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged, or until the end of Turn #5.

(SH258.4) SPECIAL RULES

(SH258.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Hydran *Rockpounder* cannot disengage by any means; other Hydran units can disengage by leaving the map in any direction. The Jindarian units can only disengage from the 01xx map edge. Units exiting the map from any other map edge are considered to have been destroyed.

(SH258.42) SHUTTLES AND PFs: All Jindarian shuttles have warp booster packs, Hydran shuttles do not have warp booster packs. Mega-fighter packs are not available. All shuttles are advanced types.

(SH258.421) No ship in this scenario is qualified to carry an MRS shuttle, but in a variant of the scenario where that is possible, they may be purchased [up to the limits in (J8.5)] under (SH258.431).

(SH258.422) There are no fighters in the basic version of this scenario.

(SH258.423) The only PFs are the two workboats.

(SH258.43) COMMANDER'S OPTION ITEMS

(SH258.431) Allowed Commander's Option Item (e.g., T-bombs, extra Marines, etc.) purchases are as follows: The Jindarian ship can purchase additional or special equipment up to 20% of its Combat BPV. The Hydran cutters and corvette can purchase additional or special equipment up to 10% of their Combat BPV. The Hydran HAM can purchase additional or special equipment as Commander's Option Items up to 5% of its Combat BPV. The Hydran units cannot purchase T-bombs. See (S3.2) for details and exceptions.

(SH258.432) The empires that are involved in this scenario do not use drones. In a variation where a drone-armed empire is used, all drones are "fast," i.e., Speed 32. Each drone-armed ship can purchase special drones up to the historical percentages appropriate to that empire as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SH258.433) Prime Teams (G32.0) are not available.

(SH258.44) REFITS: The Hydran corvette has the fusion-holding refit.

(SH258.45) CIVILIAN: The Hydran cutters and corvette are civilian versions and cannot have T-bombs. They can only use phaser-3s and phaser-2s, no phaser-Gs.

(SH258.46) JINDARIAN DISENGAGEMENT: The Jindarians must disengage by exiting off the 01xx map edge by the end of Turn #5 or arriving Hydran reinforcements will destroy them. If the Jindarian ship is crippled (S2.4) before it can disengage, then it is destroyed.

(SH258.47) JINDARIAN OPTIONS: Historically, the option boxes on the Jindarian ship were cargo.

(SH258.5) VICTORY CONDITIONS: The Jindarian goal is to disrupt Hydran mining operations. This is accomplished by crippling (S2.4) or destroying the HAM.

If the HAM and one or more of the escorting ships (not including the workboats) is destroyed and the MSC successfully disengages by the end of Turn #5, the Jindarians win an astounding victory.

If the HAM is destroyed and the MSC successfully disengages by the end of Turn #5, the Jindarians win a decisive victory.

If the HAM is crippled and the MSC successfully disengages by the end of Turn #5, the Jindarians win a substantive victory.

If the HAM is destroyed and the MSC fails to disengage by the end of Turn #5, the scenario is a draw.

If the HAM is crippled and the MSC fails to disengage by the end of Turn #5, the Hydrans win a marginal victory.

If the HAM is not crippled and the MSC fails to disengage by the end of Turn #5, the Hydrans win a substantive victory.

If the Hydrans capture the MSC, adjust the victory two levels, e.g., a marginal victory would become a substantive victory.

(SH258.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH258.61) Replace the Hydrans with Romulans by using Romulan versions of the cutters and corvette.

(SH258.62) What would have happened if the Hydrans had not been alerted? Only set up the HAM at start at Speed Zero with its prospecting shuttles and workboats deployed. No shuttle or workboat can be closer than six hexes to, or farther than ten hexes from, the HAM, facing determined randomly, and no closer than seven hexes to any other shuttle or workboat; all are at Speed 1. One cutter arrives on Turn #2

anywhere along the 42xx map edge, heading E or F. The corvette arrives on Turn #3 from the 30xx map edge anywhere between hexes 2230 and 2830 inclusive, heading A, B, or F. The second cutter arrives on Turn #4 also from the 30xx map edge, arriving anywhere between hexes 1830 and 2230 inclusive. All arriving ships are at speed max, WS-III.

(SH258.63) For a smaller battle, replace the MSC with an FF. The Hydrans are a standard small freighter with a type-3 self-defense skid and a workboat ducktail, escorted by a cutter, two skiffs, and two workboats.

(SH258.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH258.71) Increase the number of turns available to the Jindarian to complete the mission.

(SH258.72) Replace one of the cutters with a corvette or delete one of the cutters.

(SH258.73) Delete one or both workboats.

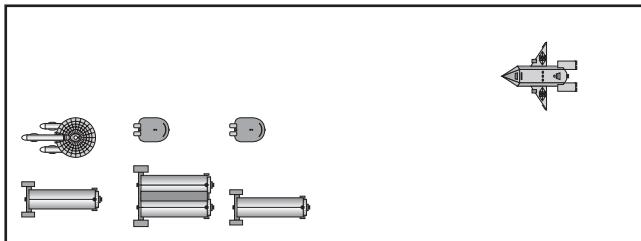
(SH258.8) TACTICS

JINDARIAN: You cannot waste any time as you will have at most time for three shots on Turns #2, #3, and #4, the last as you start to run for safety. Ignore the escorts as best you can; they only have meaning if you have accomplished your primary task, i.e., killing one of them will raise your victory level. You know they will want to stack to mass their fires, but they will also want to move away from you, making it hard to use the forward firing weapons or centerline their weapons against you. Take advantage of that. Be prepared to use an MRG in defensive mode to sweep up his shuttles so that they do not get many shots with their phaser-3s. You can probably move fast enough to minimize the effects of their prospecting charges. While it might seem unlikely, don't forget that a tractor and speed might give a good chance to shove the HAM into a few rocks if you can manage it.

HYDRAN: This will all be over real fast. You have to mass your fires. While launching all of the shuttles might seem a good idea, consider the value of a wild weasel added to the ECM you can generate and keeping a few hexes of asteroids between you and him. Remember: he does not have to kill the HAM to win, just cripple it. And he can get medium rail gun shots out of quite a few shields and they will hurt. Be aware that he can use a tractor link and his speed to try to shove things into rocks, and the HAM does not have a lot of reserve power to respond to such a situation.

HISTORICAL OUTCOME: The *Rockpounder* was badly damaged, but the *Hraith's Guardian* had to disengage with its own damage in the face of Hydran reinforcements.

(SH259.0) SOMEONE TALKED



(Y182)

by Jonathan Swet, Utah

To support offensive operations, it was often necessary to move the lifeblood of a fleet into dangerous areas. Whenever this became necessary, great precaution and strong escorts would be provided if at all possible, sometimes

a calculated risk would have to be taken. During the General War the existence of fast raiders able to strike deep increased the risks, but there were generally so many convoys traveling in the rear areas of a fleet that the chances of losing too many tankers were fairly low.

Sometimes, however, the logistics network would have to strain to provide more fuel than normal. In Y182 several Coalition preemptive strikes created a shortage of tankers just as Operation Cavalry was gearing up. Rather than delay the operation, the Federation dispatched a convoy including three tankers. As the convoy would be far behind the lines, and traveling in utmost secrecy, the escorts were less than should have been provided.

The Klingons found out about the convoy, and learned enough to be able to trace its route. They were unaware of why this convoy was going to Kzinti space, but it was obvious that something was up and destroying this convoy would hinder whatever that was. While it was beyond their resources to reach that deeply behind Alliance lines at that point in the General War, there was still enough money to hire an Orion Pirate for the job.

(SH259.1) NUMBER OF PLAYERS: 2; the Federation player and the Orion player.

(SH259.2) INITIAL SETUP

FEDERATION: FBT *Dangerous Passage* (cargo pod), FTQ *Justice*, FT *Starrider*, LAO *Vulcan Deuterium*, SAO *Ramilles II*, and SAO *Exon Pride*, all within two hexes of hex 2215, heading F, speed 4, WS-0.

ORION: WR *Windchaser* enters the map from any direction on Turn #1, heading at the player's option, speed max, WS-III.

(SH259.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged, or until the end of Turn #10.

(SH259.4) SPECIAL RULES

(SH259.41) MAP: Use a floating map. All units in this scenario can disengage in any direction. Note that the LAOs and SAOs can only disengage from the Orion by distance. Other than these ships, all other ships can disengage by distance or acceleration. Ships disengaging by sublight evasion are considered destroyed for victory condition purposes, even though they may have technically survived.

(SH259.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs. Mega-fighter packs are not available.

(SH259.421) No ship in this scenario is qualified to carry an MRS shuttle, but in a variant of the scenario where that is possible, they may be purchased [up to the limits in (J8.5)] under (SH259.431).

(SH259.422) There are no fighters in this scenario.

(SH259.423) There are no PFs in this scenario.

(SH259.43) COMMANDER'S OPTION ITEMS

(SH259.431) 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.

(SH259.432) All drones are "fast," i.e., Speed 32. Each drone-armed ship can purchase special drones up to the historical percentages appropriate to that empire as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SH259.433) Prime Teams (G32.0) are not available.

(SH259.44) REFITS: There are no refits available to any of the units involved in the basic version of this scenario.

(SH259.45) OPTIONS: Various ships have optional weapons; these historically were:

(SH259.451) The *Windchaser* had photon torpedoes in its nose and type-C drone racks in its wings.

(SH259.452) The *Justice* had a type-B drone rack.

(SH259.453) The *Starrider* had a twelve shot ADD rack.

(SH259.46) CONVOY RESTRICTIONS: The convoy operates under some restrictions.

(SH259.461) The LAO and SAOs must remain within two hexes of each other, and no closer, as long as they are able to move at a speed of six or greater. If a ship is no longer able to move at Speed 6 (after paying for life support and shields), it is released from this restriction.

(SH259.462) The LAO and SAOs can move faster than Speed 6 if all are able to do so.

(SH259.463) If the Orion tractors a ship and pulls it out of formation, the ship is released from these movement restrictions. Obviously if only one oiler survives, it is not under any movement restrictions.

(SH259.464) No Federation ship (as opposed to a shuttle), whether an oiler or an escort, is allowed to move within one hex or closer of an oiler. If this condition arises (to include by the Orion tracting a Federation ship and shoving it closer) score two damage points, determined randomly by the Damage Allocation Chart, on the oiler for each impulse the situation remains, i.e., until the ships are no longer adjacent or in the same hex. This is because of the explosive nature of the cargo of the ships.

(SH259.465) The FBT, FT, and FTQ are under no other movement restrictions, e.g., they can move as fast as they are able.

(SH259.47) CARGO POD: The cargo pod is full of supplies that are important to the execution of Operation Cavalry, but of less value than the tankers. The *Dangerous Passage* could drop the pod, and if it is not destroyed, recover it later. However the Orion might choose to destroy the pod.

(SH259.48) ORION DEVOTION: The Orion Pirate is not a Klingon, and is not in this for the glory of the Empire, but for cash. If his ship is crippled, he must immediately move to disengage at the start of the following turn. This applies even if he could repair enough damage to not be considered crippled. If the ship is barely crippled, and an ongoing repair (or repairs) will result in the ship not being crippled at the end of the turn, the ship will not be considered to have been crippled. Disengagement must be by acceleration if the ship is capable of it, otherwise by distance. Obviously if his ship is in danger of capture he will self-destruct as a good Orion would.

(SH259.5) VICTORY CONDITIONS: Orion victory is based on two things: survival and destruction of the tankers. In simple terms, if the Orion ship is destroyed, he has lost, no matter how much damage he has done. If the Orion has survived until the end of Turn #10, even if his ship was crippled during Turn #10 (or earlier and he had not managed to disengage by the end of the turn), his victory is judged as follows:

All three tankers destroyed Decisive
 Large and one small tanker destroyed Substantive
 Large or both small tankers destroyed Tactical
 One small tanker destroyed Marginal
 If no tankers are destroyed, it is a Crushing Defeat.

Raise the Orion victory level by one if his ship is not crippled at the end of the scenario.

Lower the Orion victory level by one if his ship is crippled at the end of the scenario.

Federation victory is based on the survival of the tankers:

All three tankers survive Decisive
 Large and one small tanker survive Substantive
 Large or both small tankers survive Tactical
 One small tanker survives Marginal

If no tankers survive, it is a Crushing Defeat.

The Federation victory is raised by one level if all three tankers survive and the cargo pod survives, or the Orion ship is destroyed or captured.

The Federation victory is lowered by one level if all three tankers are destroyed and the cargo pod is destroyed.

(SH259.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH259.61) Replace the Orion ship with a Klingon F6J. This ship has a poor crew and is, in effect, on a suicide mission. The F6J will not disengage until all three tankers are destroyed, and is itself considered to be destroyed at the end of Turn #10 (by arriving Federation reinforcements) if it has not disengaged.

(SH259.62) The information may have been false. Set up a cup with the three tankers and seven other counters. The Federation player then randomly draws one, looks at it, and places it where the Orion can look at it after the scenario. If the drawn counter is one of the tankers, that tanker is in fact a Q-ship. Use three normal freighter counters (one large and two small freighters) on the map until the deception (if any) is revealed. If one of the tankers is a Q-ship, the Orion wins only if he successfully disengages from the trap; and the Federation player wins only if the Orion ship is captured or destroyed. The Orion wins an astounding victory if he not only disengages from the trap, but also destroys at least one of the two actual tankers.

(SH259.63) For a smaller battle, replace the Orion WR with a Slaver with type-C drone racks. The convoy consists of a single small tanker escorted by the FTQ. The Orion wins if the tanker is destroyed; the Federation wins if it is not destroyed.

(SH259.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH259.71) Change the FBT to an FFT.

(SH259.72) Replace the FTQ with a second FT.

(SH259.73) Add a self-defense skid, or two, to the tankers.

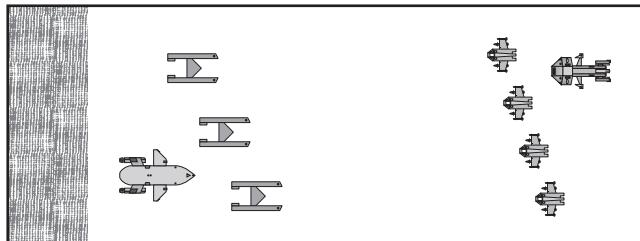
(SH259.8) TACTICS

ORION: The photons will hit hard, if they hit, but the Federation defenders have a lot of firepower and your shields are not that strong. This is going to be a series of passes, with pauses in between while you rearm the photons and shuffle the drone rack loads. Avoid shooting at the escorts as much as you can, as you do not have a lot of time to kill the tankers. Expect them to have wild weasels ready to go.

FEDERATION: Hard choices. If you run at top speed, it will be harder for the Orion to rearm the photons, but if you go slowly you can deploy wild weasels from the tankers, both to decoy drones and for the electronic-warfare benefits. Keep a T-bomb or two in reserve for use against scatter-packs.

HISTORICAL OUTCOME: Fortunately, only the two small tankers were lost, and the *Windchaser* disengaged with heavy damage. Much has been written about the failure of Operation Cavalry to destroy the Klingon Empire's northern starbase. The lack of sufficient tanker support, which restricted the ability of the operation's offensive spearhead to maneuver and led directly to its engaging the Klingon Red Fleet head-on, may have been the single most critical factor.

An investigation into this incident eventually traced the attack to a single crewman on the Free Trader *Starrider*, who talked in a bar about where his ship was going and the makeup of the convoy.

(SH260.0) RECON RECOVERY**(Y180)**

by Alan Swain, California

In Y180 the Usurper ordered a clandestine mission to ascertain what the Patriarch was doing to reestablish the Hegemony's presence on the WYN frontier (i.e., the edge of the WYN Radiation Zone occupied by Kzinti forces).

While the Usurper already had spies in Kzinti service, and was buying information from the Orion Cluster Cartel as its ships returned from their raids outside WYN space, there were always questions about the reliability of the information gained. There was a risk of misinformation being planted by the Patriarch's agents. It would be better to get the information from his trusted followers.

To this end, the Usurper had acquired three Bobcat-Qs from the Lyran Star Empire. These, together with the heavily modified hull of the first Mako-class destroyer, the *Blue Destiny*, were sent outside the radiation zone. The *Blue Destiny* would find concealment and launch the Bobcat-Qs to reconnoiter the activities of the Patriarch's forces. The information *Blue Destiny* brought back could then be compared to what the other agents were reporting, creating a better baseline for judging the reliability of the information. Knowing how accurate, and honest, an agent's reports were about the Patriarch's activities just outside the Cluster would help determine his value when reporting other activities.

The mission of the *Blue Destiny* went uneventfully at first, as the number of people who knew about the mission had been kept to an absolute minimum. Unfortunately, the efforts of the Hegemony to reestablish its watch on the Cluster, weak though they were due to the ongoing General War and the needs for units at the front, were not entirely ineffective.

The ADW *Blue Horizon* picked up scanning signals from the *Blue Destiny* and came to investigate. The approach of the *Blue Horizon* flushed the *Blue Destiny* from its cover, forcing it to race to the edge of the radiation zone, calling on its kittens to rendezvous with it. The *Blue Horizon* roared in pursuit, not expecting anything more than to see the intruder slip into the zone as so many pirates had done. The commander of the *Blue Horizon* was stunned to see the *Blue Destiny* suddenly turn at bay outside the zone, and the *Blue Horizon* accepted the offer of combat.

(SH260.1) NUMBER OF PLAYERS: 2; the WYN player and the Kzinti player.

(SH260.2) INITIAL SETUP

TERRAIN: The xx30 edge of the map is the WYN Radiation Zone (P7.0).

WYN: DDP *Blue Destiny* in hex 0525, heading B, speed max, WS-III. See (SH260.45) for PFs.

KZINTI: ADW *Blue Horizon* (4xLFS) in hex 3805, heading E, speed max, WS-III.

(SH260.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged, or until the end of Turn #10.

(SH260.4) SPECIAL RULES

(SH260.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The WYN units can only disengage by entering the Radiation Zone. WYN PFs not docked to the DDP when it disengages are destroyed. The Kzinti units can only disengage in directions A, B, and F. Units, which disengage in unauthorized directions or areas, are considered destroyed.

(SH260.42) SHUTTLES AND PFs: All PFs have warp booster packs; no shuttles or fighters have warp booster packs. Mega-fighter packs are not available. All shuttles are advanced types.

(SH260.421) Historically, the Kzinti ADW did not have an MRS, and the DDP is not qualified to operate one. If players agree, the Kzinti player may purchase an MRS shuttle under (SH260.431), but otherwise there are no MRS shuttles in the basic version of this scenario.

(SH260.422) If using electronic-warfare fighters, one of the LFS shuttles on the Kzinti ADW has the software to operate as an electronic-warfare fighter. If not using electronic-warfare fighters, it is a standard LFS.

(SH260.423) The three PFs are Bobcat-Q survey PFs.

(SH260.43) COMMANDER'S OPTION ITEMS

(SH260.431) 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.

(SH260.432) All drones are "fast," i.e., Speed 32. Each drone-armed ship can purchase special drones up to the historical percentages appropriate to that empire as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SH260.433) Prime Teams (G32.0) are not available.

(SH260.44) REFITS: No refits are applied to any of the units involved in this action.

(SH260.45) BOBCAT-Q ARRIVAL: The Bobcat-Qs are racing to rejoin the *Blue Destiny* before it disengages. At the start of each turn (including Turn #1) the WYN player will roll one die after Energy Allocation, but before Speed Determination. A result of 1 or 2 indicates a Bobcat-Q will arrive anywhere along the 01xx map edge. A result of 3 or 4 indicates a Bobcat-Q will arrive anywhere along the xx01 map edge. A result of 5 indicates a Bobcat-Q will arrive anywhere along the 42xx map edge, and a result of 6 indicates no Bobcat-Q will arrive that turn. Once the three Bobcat-Qs have arrived no more rolls will be made. Each arriving Bobcat-Q has a heading at the WYN player's option, speed max, WS-III.

(SH260.46) WYN OPTION MOUNTS: Historically the DDP had type-C drone racks in its option mounts.

(SH260.47) KZINTI ESCORT: Historically the *Blue Horizon* did not have an escort with it. Its escort had been detached for service with a larger and more important carrier while the *Blue Horizon* patrolled the edge of the radiation zone.

(SH260.48) REMOTE CONTROLS: The Kzinti heavy fighters are not remotely controlled.

(SH260.5) VICTORY CONDITIONS: WYN victory is based on recovering the Bobcat-Qs and disengaging. If the *Blue Destiny* fails to disengage safely [(P7.93) and (P7.94)] into the Radiation Zone by the end of Turn #10, it is destroyed. If it successfully disengages, this is a marginal victory. The victory is raised by one level for each Bobcat-Q or Bobcat-Q rescue pod that is docked to the *Blue Destiny* at the time it disengages. If the Kzinti ADW is destroyed, the WYN victory is raised by three levels if it successfully disengages.

The Kzintis win if the *Blue Destiny* is destroyed and the *Blue Horizon* is not destroyed. The Kzinti victory level is raised by two levels if the *Blue Destiny* is destroyed and the

Blue Horizon is not crippled, and by four levels if the *Blue Destiny* is captured even if the *Blue Horizon* is destroyed.

(SH260.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH260.61) Replace the Kzinti ADW and 4xLFS with a Federation ADW and 3xF-111s.

(SH260.62) Add a Kzinti Needle PF to both sides (carried on a mech-link by the Kzinti ADW, originally launched from the WYN DDP's internal bay). The WYN player must at least recover the crew of his Needle, if he cannot dock it and they are still alive, before he can disengage.

(SH260.63) For a larger scenario, add a carrier escort, Kzinti DWA, WYN DDE, to each side. Note the WYN DDE is historically not available but is allowed in this variation.

(SH260.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH260.71) Delete one or more of the Kzinti LFS shuttles.

(SH260.72) Replace one or more of the Bobcat-Qs with Bobcat-Ls or even Bobcat-Cs.

(SH260.73) Allow the Kzinti player to use mega-packs on one or more of his heavy fighters.

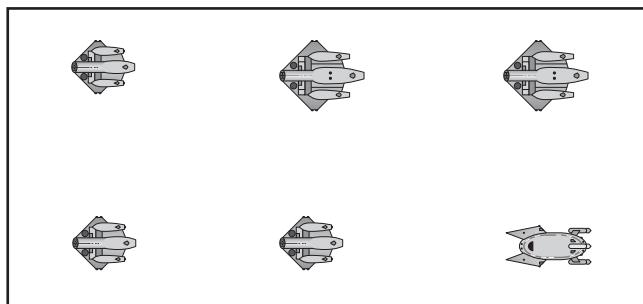
(SH260.8) TACTICS

WYN: You have an edge in combat power over the Kzinti ship, at least until he can get his fighters into operation. Try to avoid being pinned where they can add their disruptors to the carnage. Don't be a hero; pick up the Bobcats and leave.

KZINTI: The Bobcat-Qs are relatively easy to kill, and not as well armed as your fighters, but they are a lot faster than your fighters are. Hemming them in with walls of drones and smashing them would be easy, but that would allow the DDP to disengage. The hard job is to nail it, because if you nail it, you get the Bobcat-Qs gratis. Keep in mind that even PF special sensors can affect drones, so do not count on your drones to get hits, and be leery about using them for counter-drone work against the DDP's drones. It can be embarrassing to launch a counter-drone, only to have a special sensor turn it off or attract it off target when you have no other defense.

HISTORICAL OUTCOME: Despite the situation, the *Blue Destiny* managed to recover two of the Bobcat-Qs before escaping into the Radiation Zone with damage. The *Blue Horizon* lost two of its fighters, but otherwise escaped with only minor damage. Questioning of the survivors of the abandoned Bobcat-Q revealed that they were searching for information about the Hegemony's new security procedures, but the cover story that they were doing it to make it easier for Cluster Cartel ships to slip out fooled Hegemony intelligence. (The crew of the lost Bobcat-Q sold the story because they believed it, as it was what they had been told.)

(SH261.0) BREAKFREE



(Y188)

by Michael Hendrickson, New Jersey

In Y188 the Inter-Stellar Concordium had an opportunity to stop the Vudar fast war cruiser from breaking through their cordon on its return from the Enclave provinces in Hydran space. The route the ship would take had been learned by an individual who had decided his loyalties lay with the Hydran kingdom and not the Vudar (probably for financial reasons). The exact course and the exact day when the ship would pass could not be learned, but there was enough information to establish a fairly strong cordon. All that was needed was a little luck.

(SH261.1) NUMBER OF PLAYERS: 2; the Vudar player and the Inter-Stellar Concordium player.

(SH261.2) INITIAL SETUP

VUDAR: CWF *Arrow of Virtue*, 2xPF on mech-links, enters the first map anywhere along the 01xx map edge, heading B or C, speed max, WS-III.

INTER-STELLAR CONCORDIUM: Each ship sets up in hex 4201 of its map, heading E, speed max, WS-III.

Map #1: DDG *Zokar*.

Map #2: CS *Orakan*.

Map #3: CL *Larkan*.

Map #4: DD *Zovan*.

Map #5: DDL *Zoloff*.

See (SH261.45).

(SH261.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged, or the end of Turn #12.

(SH261.4) SPECIAL RULES

(SH261.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The map consists of six maps with the 42xx edge of map #1 abutting the 01xx edge of map #2; the 42xx edge of map #2 abutting the 01xx edge of map #3; the 42xx edge of map #3 abutting the 01xx edge of map #4; the 42xx edge of map #4 abutting the 01xx edge of map #5, and the 42xx edge of map #5 abutting the 01xx edge of map #6. The Vudar units can only disengage from the 42xx edge of map #6. The Inter-Stellar Concordium units can disengage from any xx01 or xx30 map edge. Units which disengage in unauthorized areas are considered destroyed.

(SH261.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs. Mega-fighter packs are not available. All shuttles are advanced types.

(SH261.421) No ship in this scenario is qualified to carry an MRS shuttle, but in a variant of the scenario where that is possible, they may be purchased [up to the limits in (J8.5)] under (SH261.431).

(SH261.422) There are no fighters in the basic version of this scenario.

(SH261.423) The two PFs carried by the *Arrow of Virtue* are standard combat variants.

(SH261.43) COMMANDER'S OPTION ITEMS

(SH261.431) 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.

(SH261.432) The empires that are involved in this scenario do not use drones. In a variation where a drone-armed empire is used, all drones are "fast," i.e., Speed 32. Each drone-armed ship can purchase special drones up to the historical percentages appropriate to that empire as part of the Commander's Option Items. Note

that (S3.2) allows drone ships extra points for this purpose.

(SH261.433) Prime Teams (G32.0) are not available.

(SH261.44) REFITS: The Vudar PFs have the shield refit and the Vudar CWF has the mech-link refit (R1.R1).

(SH261.45) INTER-STELLAR CONCORDIUM RESTRICTIONS: The Inter-Stellar Concordium ships are not actually present on each map (except Map #1) when the scenario begins, but are racing to make the intercept. Each subsequent ship arrives two turns after the one before it, thus the ship on Map #2 will begin moving on Turn #2 (as the ship on Map #1 arrived on Turn #0), the ship on Map #3 will start moving on Turn #4, and so on. The objective of each Inter-Stellar Concordium ship is to slow and damage the *Arrow of Virtue*, so that one of the later ships can finally slow it enough for the following ship to catch up and kill it before it escapes.

(SH261.46) VUDAR DISENGAGEMENT: Because of the nearness of the Inter-Stellar Concordium ships to its path, the *Arrow of Virtue* cannot disengage by acceleration until it has cleared the sixth map. It cannot change course because there are additional Inter-Stellar Concordium ships approaching from both sides. If it is no longer capable of disengaging by acceleration when it exits the final map, it is considered destroyed.

(SH261.5) VICTORY CONDITIONS: The Vudar player wins if he successfully disengages from the scenario off the 42xx edge of map #6 by the end of Turn #12 and is still capable of disengagement by acceleration. Any other result, other than having destroyed or captured all five Inter-Stellar Concordium ships is a defeat.

The Inter-Stellar Concordium player wins if the *Arrow of Virtue* is destroyed or captured. Any other result is a defeat. The fate of the Vudar PFs is irrelevant to the determination of victory or defeat.

(SH261.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH261.61) Replace the Vudar CWF with a Lyran or Klingon CWF.

(SH261.62) Run the scenario through an asteroid field (P3.2), but change the Inter-Stellar Concordium starting positions to hex 4215 on each map.

(SH261.63) For a smaller and faster battle, use just three maps with an FFG on the first, an FFL on the second, and an FF on the third. Replace the Vudar CWF with an FFW with one PF on a mech-link.

(SH261.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH261.71) Change the first Inter-Stellar Concordium destroyer to a light cruiser.

(SH261.72) Replace the Inter-Stellar Concordium CL with an Inter-Stellar Concordium CA.

(SH261.73) Add Inter-Stellar Concordium frigates co-located in the same hexes as the DDG on Map #1 and the CS on Map #2.

(SH261.8) TACTICS

VUDAR: The obvious choice is to bull through the plasma torpedoes and get ahead of the Inter-Stellar Concordium ships before they can be released. The problem is that the DDG can launch three plasma torpedoes, and down a shield the plasmatic pulsar devices of the CS can exploit. Also the Inter-Stellar Concordium ships are in a position to cut you off and drop a suicide shuttle, or perhaps lay a T-bomb where you will have to turn a down shield away.

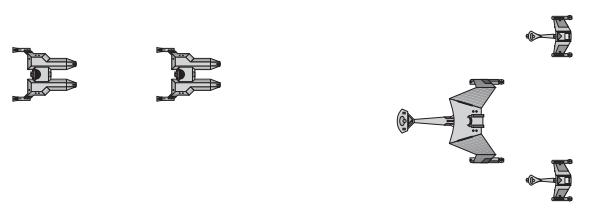
You cannot get across the second map before the CS will arrive, and he can hit you with a plasma-F, in addition to his plasmatic pulsar devices and his own T-bombs (and you should not be forgetting about their phasers). Still, the one thing you cannot do is stop and fight anywhere. You may have to do some fighting before it is over, so save the PFs as long as you can to cover your last dash.

INTER-STELLAR CONCORDIUM: Each has to get in his face and do as much damage as it can and inflict as much delay as it can. He may save the ion pulse generators for use against the plasmatic pulsar devices by providing him electronic counter-measures. So get as close as you can with each ship, take your lumps to deliver as many back as you can, and then follow him as closely as you can to be in on the kill. Tractor him if you can, the third ship may have to try enveloping torpedoes to slow him down.

(SH261.9) PLAYTESTERS COMMENTS: Good challenge for the Vudar player.

HISTORICAL OUTCOME: The *Arrow of Virtue* only barely broke into the clear, heavily damaged, but its pursuers were too short of fuel themselves to maintain the pursuit very long.

(SH262.0) EMISSARY OF CONFUSION



(Y157)

by Everett Lloyd, Iowa

In Y157 the Klingon Empire became involved in a brief clash with the Lyran Democratic Republic. A cease-fire was quickly arranged, and the Klingon Emperor dispatched a diplomatic team to reach a settlement of the incident.

While the lives lost in the conflict can be laid at the hands of the Daven Cartel, this event was simply tragedy. All Lyran counties had diplomatic offices simply to deal with each other, but the Republic's few long-service diplomats were mostly involved in treating with the Lyran Emperor's court. The Klingon embassy at the Republic's capital was, itself, the most junior such office in the Empire's service. When it was arranged for a diplomatic team, led by a senior Klingon minister plenipotentiary (representing the Klingon emperor himself) to negotiate the settlement, the Republic's diplomatic offices simply assumed the minister would arrive by a civilian transport. The Klingon embassy staff knew the minister would arrive on the *Emissary*, it never occurred to them that the Republic would be unaware that the *Emissary* was a battlecruiser. The D6N and D7N had been taking Klingon diplomatic teams to the Lyran Empire's capital (among others) for several decades before the Republic had revolted and broken away.

Add to the mix the Republic's losses in the brief conflict (two frigates, three police cutters, three large and six small armed freighters, accounting for nearly a quarter of all ships in the Republic's Navy), which left the remaining commanders feeling more than a little threatened. Another factor was the Republic's constant drive to expand its fleet, which resulted in numerous officers holding command positions for which they did not truly have the necessary experience. It was understandable that, not informed that the approaching ship

was expected, such commanders, like the one on the *People's Choice*, might react first and think later.

For the Klingons, things were even more unfortunate as the *Emissary*'s captain had served long on the ship, had made several trips to the Lyran capital, and made the, perhaps understandable error, that the Republic was expecting his ship. The *Emissary* was, after all, arriving at the Republic's border both precisely where, and precisely when, the Republic had been told it would arrive.

When the Republic's honor guard opened fire, the confusion on the *Emissary*'s bridge could only be imagined.

(SH262.1) NUMBER OF PLAYERS: 2; the Klingon player and the Lyran Democratic Republic player.

(SH262.2) INITIAL SETUP

KLINGON: D6N *Emissary* in 2215, heading F, Speed 5, WS-0. See (SH262.45).

REINFORCEMENTS: G2 *Chavel* sets up 25 hexes in direction B from the nearest ship before Energy Allocation on Turn #3, heading E, speed max, WS-III.

G2 *Pechov* sets up 25 hexes in direction C from the nearest ship before Energy Allocation on Turn #4, heading F, speed max, WS-III.

LYRAN DEMOCRATIC REPUBLIC: FF *People's Choice* sets up anywhere along the 01xx map edge, heading B or C, speed max, WS-I. See (SH262.46).

REINFORCEMENTS: POL *Swordbearer*, sets up 25 hexes in direction E from the nearest ship before Energy Allocation on Turn #4, heading B, speed max, WS-III.

(SH262.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged or until the end of Turn #6.

(SH262.4) SPECIAL RULES

(SH262.41) MAP: Use a floating map. The Klingon units can only disengage in directions B or C. The Lyran Democratic Republic units can only disengage in directions E or F. Units which disengage in unauthorized directions considered destroyed.

(SH262.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs. Mega-fighter packs are not available.

(SH262.421) If using the optional MRS shuttles, the *Emissary* has one MRS; the cost of this MRS is deducted from the points available to the ship under (SH262.43). No other ship in this scenario is qualified to carry an MRS shuttle, but in a variant of the scenario where that is possible, they may be purchased [up to the limits in (J8.5)] under (SH262.431).

(SH262.422) There are no fighters in this scenario.

(SH262.423) There are no PFs in this scenario.

(SH262.43) COMMANDER'S OPTION ITEMS

(SH262.431) 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.

(SH262.432) All drones are "slow," i.e., Speed 8. Type-II and type-V drones (Speed 12) are available for purchase. Each drone-armed ship can purchase special drones up to the historical percentages appropriate to that empire as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SH262.433) If players wish to use the optional rules for Prime Teams (G32.0), the *Emissary* will normally carry one such team. The Lyran Democratic Republic can be

given 25 additional Commander's Option Points to distribute among his forces as desired or to purchase additional units or upgrade a ship to the next larger one.

(SH262.44) REFITS: The D6N has the Y146 refit; no other refits had been installed on any of the ships involved in this action. Note specifically that in this time period the Republic's ships do not have phaser-Gs.

(SH262.45) EMISSARY CONFUSION: The *Emissary* is under several restrictions on Turn #1.

(SH262.451) During Turn #1 the *Emissary* must plot a speed of five and move directly ahead. It can only power life support, shields, and fire control. This accounts for nine points of power; all other power normally generated on the ship is regarded as not generated.

(SH262.452) The *Emissary*'s batteries are fully charged, but the power in them is not warp or impulse energy.

(SH262.453) The *Emissary* cannot take any action other than to move directly ahead on Turn #1 until the *People's Choice* is revealed to be attacking. Announcement of ESG activation, the firing of any weapon, the launching of any shuttle, the use of any transporter or tractor by the *People's Choice* frees the *Emissary* to react. Note that if the *People's Choice* has armed a disruptor, this will be revealed at tactical intelligence level L and will release the *Emissary* as noted above. The *Emissary*'s ability to react is limited by its available resources. It could turn and/or Emergency Decelerate. It could use its battery power to warm its phaser capacitors, fight a tractor or establish its own tractor link, reinforce a shield, or raise electronic counter-measures. It could launch shuttles or (assuming the MRS is used) begin arming shuttles with drones.

(SH262.454) If the *People's Choice* takes no action to attack the *Emissary* on Turn #1, the scenario is over and the Klingon player wins. If the *Emissary* disengages by any means, the Lyran Democratic Republic player wins.

(SH262.46) LYRAN DEMOCRATIC REPUBLIC RESTRICTIONS: The *People's Choice* cannot use electronic-countermeasures on Turn #1. The Lyran Democratic Republic ships are driven partly by a need for revenge over the losses their fleet suffered at the hands of the Klingons and rage at their perception of Klingon treachery. They will not disengage if the *Emissary* has been crippled, but must destroy the *Emissary* at any cost.

(SH262.5) VICTORY CONDITIONS: If the *Emissary* survives until the end of Turn #6, the Klingon player wins. If the *Emissary* is destroyed, the Lyran Democratic Republic player has won the scenario although he will be relieved of command, court-martialed, and probably executed.

(SH262.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH262.61) Move the action to the Tholian frontier by replacing the *People's Choice* with a Tholian destroyer and the *Swordbearer* with a Tholian police ship.

(SH262.62) For a really short scenario, assume the *Emissary*'s captain was more cautious, as he should have been. The *Emissary* begins the scenario with its phaser capacitors fully charged, the MRS shuttle fully armed (if there is no MRS shuttle, then one shuttle is prepared as a suicide shuttle), and one shuttle ready as a wild weasel. The batteries are charged with two points of warp power and one point of impulse power. Any power not used for life support, shields, fire control, moving Speed 5, and holding the wild weasel (and a suicide shuttle if there is no MRS) can be applied as reinforcement to any shield or shields of the Klingon player's choice.

(SH262.63) For a smaller battle, replace the *Emissary* with an F5C and the *People's Choice* with police cutter and delete the *Pechov*.

(SH262.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH262.71) Change the D6N to a D7N.

(SH262.72) Replace the D6N with a D6C or D7C.

(SH262.73) Allow each of the Klingon G2s to arrive one turn earlier.

(SH262.8) TACTICS

KLINGON: All you can do on Turn #1 is ride it out and try to parlay your limited options into a reduction in total damage. If possible, try to use a point of battery power to warm the phaser capacitors so that you can arm the phasers on Turn #2, but do not be fanatical about it. You can always arm disruptors if you need to take a shot on Turn #2, and you may need that precious point for one of your other options. Try to keep a good shield towards the enemy on Turn #2 and start moving away. Erratic Maneuvers may be a good idea on Turn #2, with a little electronic counter-measures to throw off his aim; he will not have an ESG available again until Turn #3, and the faster you can move, the more energy starved he will be. Your G2s may have to conduct suicide attacks to make their drones effective. Arming a scatter-pack might give you some terrain to run behind late in the battle.

Remember that all you really have to do is not blow up before the end of Turn #6.

LYRAN DEMOCRATIC REPUBLIC: Push the attack on Turn #1 as hard as you can; you are never going to have a better shot at taking out a cruiser with a frigate, and to pull it off you need to badly hurt the *Emissary*. After the first strike, try to get around to the down shield again, but expect to have to pound through a second shield, and this time you will not have an ESG to help. Worse, the *Emissary* will probably shoot back this time. The G2s will distract you and *Swordbearer* from your focus, but remember that it is the *Emissary* you want.

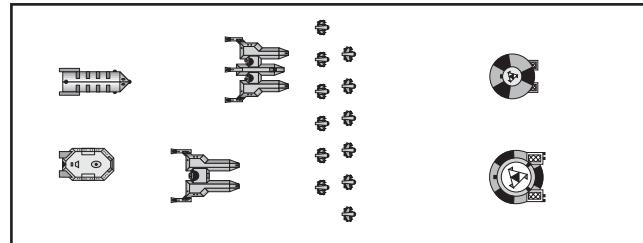
(SH262.9) PLAYTESTERS COMMENTS: This scenario is easy to set up and plays clean as there are few drones, no attrition units, and minimal energy allocation. This will be a tricky scenario for the LDR. Set-up is everything, but then, taking down a battlecruiser with a frigate should not be easy. An experienced player can win as the LDR; an inexperienced player will not.

HISTORICAL OUTCOME: The sudden attack by the *People's Choice* inflicted severe damage on the *Emissary*. The ship desperately strove to escape. The two G2s, which had escorted the *Emissary* to the crossing point, raced back to help defend the ship. Both G2s were destroyed in the snarl, while the *People's Choice* and *Swordbearer* were heavily damaged. Despite entreaties by the *Emissary* that it was present on a diplomatic mission and with the permission of the Republic's government, the two ships continued their assault until they were ordered to stop by the Chairman himself.

The captains of the three principal ships survived, but none retained their commands after this event; the three ship's first officers were also relieved. There was also a considerable shakeup in the Republic's diplomatic service, and in the Klingon embassy staff at Demorak.

The *Emissary* would require several months of repairs to make good the damage.

(SH263.0) JUST A LITTLE TIME



(Y191)

by Steven Barsek, Washington

Fast naval transports, because of the nature of their cargoes, were among the best-maintained support ships in any empire. What they carried usually just had to be delivered. Not everything, however, is perfect, and sometimes even the most superbly maintained systems will fail. In Y191 a Lyran fast naval transport suffered a "warp casualty", which caused its warp systems to completely shut down. The crew quickly discovered that the warp system was beyond their ability to repair. An Armed Recovery Transport was quickly dispatched to make the repair, and a nearby warship was diverted to protect the transport.

The warship was the DDV *Meteor Storm* and its escort. All seemed well, as the recovery transport was on site when an Andromedan ship was detected approaching. Given the importance of the transport's cargo, evacuating the crew and abandoning the ship was simply not an option. Consideration was given to dropping the transport's warp engines and evading by sublight, but the meltdown that had caused the failure was inside the hull itself, and was broadcasting its own signal making sublight evasion impossible.

With no alternative possible, the *Meteor Storm* moved to interpose itself between the approaching Andromedans and the recovery ship and transport.

The recovery ship's commander, having reviewed the damage reports from the transport assured the *Meteor Storm*'s captain that all he needed to make the repairs was "just a little time."

(SH263.1) NUMBER OF PLAYERS: 2; the Lyran player and the Andromedan player.

(SH263.2) INITIAL SETUP

LYRAN: DDV+m *Meteor Storm* (11xZ-YCM, 1xZ-YEM, 2xBobcat-F+), DWA+Bm *Guardian* (1xBobcat-F+, 1xBobcat-C+), set up on Map #2 anywhere within five hexes of the 01xx map edge, heading B or C, speed max, WS-III.

FNT Fast Naval Transport #37, set up in hex 2215 of Map #1, heading E or F, speed 1 (impulse), WS-III.

ART Armed Recovery Transport #114, set up in hex 0130 of Map #1, heading B, speed max, WS-III.

ANDROMEDAN: Conquistador *Carney*, Cobra *Trotman*, set up on Map #2 anywhere along the 42xx hex row, heading E or F, speed max, WS-III. The *Trotman* may begin the scenario already deployed or still in the hangar of the *Carney* at the Andromedan player's option.

(SH263.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH263.4) SPECIAL RULES

(SH263.41) MAP: Use a floating map. The map initially consists of two map sheets with the 42xx edge of Map #1 abutting the 01xx edge of Map #2. The Lyran units can only disengage from in directions E or F. The Andromedan units can only disengage in directions B or C. Units which disengage in unauthorized directions are considered destroyed.

(SH263.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs. Mega-fighter packs are available. All shuttles are advanced types.

(SH263.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH263.431). Historically, the *Meteor Storm* had an MRS at the time of this incident.

(SH263.422) If using electronic-warfare fighters, one of the Z-Ys on the *Meteor Storm* is a Z-YE (as listed). If not using electronic-warfare fighters, it is a standard Z-YCM.

(SH263.423) The Lyran PFs are as listed in (SH263.2).

(SH263.43) COMMANDER'S OPTION ITEMS

(SH263.431) 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.

(SH263.432) All drones are "fast," i.e., Speed 32. Each drone-armed ship can purchase special drones up to the historical percentages appropriate to that empire as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SH263.433) Prime Teams (G32.0) are not available.

(SH263.44) REFITS: Are as listed in (SH263.2) above.

(SH263.45) REPAIRS: The *Fast Naval Transport* #37 must be repaired or it cannot exceed a speed of one except by being towed. In order to repair the *Fast Naval Transport* #37, the *Armed Recovery Transport* #114 must dock (C13.9) to, and remain docked to, the *Fast Naval Transport* #37 for three consecutive turns while operating its repair systems (G17.2). At the end of the third turn, the *Fast Naval Transport* #37's warp systems are repaired (at least enough to get moving and keep moving for a while), and the two ships may undock and move normally.

(SH263.46) REMOTE CONTROL: All Lyran fighters are remotely controlled (J15.0). The *Guardian* is fitted out to help control the fighters (J15.334).

(SH263.5) VICTORY CONDITIONS: The Lyrans win a marginal victory if the *Fast Naval Transport* #37 successfully disengages by acceleration. The Lyran victory is increased by one level for each other Lyran ship (not fighter or PF) that also disengages by acceleration, and by one level for each Andromedan ship destroyed.

The Andromedans win a marginal victory if the fast naval transport is destroyed. The Andromedan level of victory is increased by one level for each other Lyran ship (not fighter or PF) that is destroyed. The Andromedan victory is reduced by one level if the *Cobra* is destroyed and by two levels if the *Conquistador* is destroyed.

(SH263.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH263.61) Move the action to the Federation by replacing the Lyran DDV group with a Federation DDV group of a DDV (9xF-18CM, 1xF18BEM), DWE, and FBE. The added escort replaces the PFs and fighters of the Lyran group.

(SH263.62) For a different dynamic, replace the Z-YCMs with Z-KBMs. In this variant, replace one of the Bobcat-Fs with a second Bobcat-C and replace the remaining Bobcat-Fs with Bobcat-As.

(SH263.63) For a smaller battle, use only an Andromedan Python against the Lyran DDV with 12xZ-YCs, no remote controls; the Z-YCs all have booster packs (not mega packs). The Python's objective is still to destroy the fast naval transport.

(SH263.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH263.71) Change one or more of the Lyran PFs to combat variants.

(SH263.72) Replace the *Cobra* with a *Viper*.

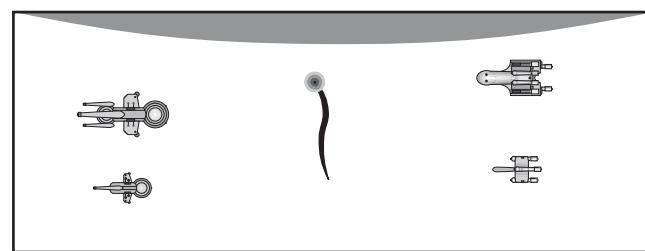
(SH263.73) Replace the Lyran DWA with a DDA or FFA.

(SH263.8) TACTICS

LYRAN: You need to keep just enough drone-launch ability to keep the Andromedans from pushing through, and just enough depth on that ability to keep the Andromedans from just displacing over your drones so that they can run down the fast naval transport. Note: do not ignore the supporting PFs. While they are not "combat variants" and have little intrinsic firepower, they are each able to control three seeking weapons (although unable to control remote-controlled fighters). You need them to help avoid outrunning your ability to control drones.

ANDROMEDAN: Either of your ships could destroy the fast naval transport, but to do it, they have to get through the wall of drones the *Meteor Storm* and its fighters can launch. Don't forget that the DWA has some drones, and it can launch a pair of scatter-packs. You would doubtless like to win this by drawing out the drones and exhausting the Lyran supply, but you do not have time for that. Splitting your force will split the Lyrans, but could again take time. You are going to have to rely on your T-bombs (you did purchase them, right?) to make a hole, and you may need to take some lumps through your panels. You are not, however, going to win this by playing safe.

HISTORICAL OUTCOME: The *Meteor Storm* and its consort succeeded in holding off the Andromedans until the *Fast Naval Transport* #37 could be repaired, then, abandoning the fighters, all the Lyran ships disengaged. The Andromedans were not able to break through the hedgehog of drones the Lyrans were able to place in their path, nor outmaneuver the mega-pack equipped fighters.

(SH264.0) I'LL SAVE YOU! NO, I WILL!

(Y183)

by Geoff Smith, Florida

The neutral zone between the Gorn Confederation and the Romulan Star Empire is not bereft of civilization, but most of the life-bearing planets were not worth what it would have taken in terms of combat to absorb them into the economy. The result was that both empires tacitly traded with these planets for what goods they could get, and occasionally tried to disrupt the others' trade (there was no "Organian" agreement in this region).

This situation changed, somewhat, during the early stages of the Confederation's involvement in the General War, but by Y185 much of the Gorn and Romulan front line was more or less stabilized along their original frontiers. While what the various neutral civilizations had to offer was still not very much, keeping it from the other side was only slightly less important than acquiring as much of it as you could for your own economy.

One of these worlds was in an otherwise nondescript system on the eastern end of the zone (closer to Inter-Stellar Concordium space than to either empire's capital). In this case, the planet had put out a distress call: a Sun Snake had been sighted heading for their sun, and they had no technology to stop it.

Both the Gorns and Romulans dispatched their nearest ships to save the civilization. It would be nice to believe they were acting from purely altruistic reasons, but the truth was that saving the planet would allow the flow of goods from it to continue, and perhaps the grateful civilization would give trade benefits to their benefactors.

Of course to accrue those benefits it would be necessary to be the ones that destroyed the Sun Snake, and that meant stopping the other side from doing so.

(SH264.1) NUMBER OF PLAYERS: 2; the Gorn player and the Romulan player; the monster moves by automatic rules; see (SM5.45).

(SH264.2) INITIAL SETUP

TERRAIN: The 01xx edge of Map #1 is the sun; if the Sun Snake exits the map through this map edge, a nova (P12.0) is initiated.

GORN: NHD *Starbreaker* and DCN *Wraithhunter* (1xPterodactyl+ on a mech-link) enter Map #1 anywhere along the xx01 map edge, heading C, D, or E, speed max, WS-III. See (SH264.47).

ROMULAN: GHA *Gryphon* and JH *Jammer* enter Map #1 anywhere along the xx30 map edge, heading A, B, or F, speed max, WS-III. See (SH264.47).

SUN SNAKE: The Sun Snake begins the scenario in hex 2215 of Map #2, and moves as a seeking weapon targeted on the sun at Speed 3 (SM5.45). The Gorn and Romulan players will alternate moving the Sun Snake each time it is called on to move; the Romulan player moves the Sun Snake first. See (SH264.46).

(SH264.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged, or until the effects of the nova on any surviving ships are concluded.

(SH264.4) SPECIAL RULES

(SH264.41) MAP: The map is fixed; it does not float. The map consists of two map sheets with the 42xx edge of map #1 abutting the 01xx edge of map #2. Any unit leaving the map has disengaged and cannot return. The Romulan units can only disengage in directions C, D, or E. The Gorn units can only disengage in directions A, B, or F. The Sun Snake can only disengage by exiting the 01xx edge of Map #1. Units which disengage in unauthorized directions are considered destroyed.

(SH264.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs. Mega-fighter packs are not available. All shuttles are advanced types.

(SH264.421) No ship in this scenario is qualified to carry an MRS shuttle, but in a variant of the scenario where that is possible, they may be purchased [up to the limits in (J8.5)] under (SH264.431).

(SH264.422) There are no fighters in this scenario.

(SH264.423) The Pterodactyl+ carried by the *Wraithhunter* is a standard Pterodactyl with the shield refit.

(SH264.43) COMMANDER'S OPTION ITEMS

(SH264.431) 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.

(SH264.432) The empires that are involved in this scenario do not use drones. In a variation where a drone-armed empire is used, all drones are "fast," i.e., Speed 32. Each drone-armed ship can purchase special drones up to the historical percentages appropriate to that empire as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SH264.433) 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.

(SH264.44) REFITS: All ships have the plasma sabot refit. The *Wraithhunter* has the mech-link refit (R1.R1); the Pterodactyl has the plasma sabot and shield refits.

(SH264.45) SUBLIGHT: Neither side can disengage by sublight as the ships are too close to the sun.

(SH264.46) SUN SNAKE RULES: This scenario uses all of the rules for Sun Snakes, but does not use all of the scenario elements. For example, there is no Class-M planet on the map and no research station personnel (SM5.453) to rescue. Note that both players will need to gather information on how to kill the monster (SM5.452) and are not forbidden from sharing information, but doing so may allow your enemy to make the kill. Note that probes (G5.2) and shuttles (J2.212) can also be used to gather lab information.

(SH264.47) ARRIVAL: Before actually setting their ships on the map, but after Turn #1 Energy Allocation, both players must record the initial hex and heading of each of his ships. The Gorn player must also record whether the Pterodactyl will begin the scenario docked to the *Wraithhunter*, or deployed, and if deployed its own individual entry hex and heading. Players are not required to have their ships enter on the same hex nor forbidden from doing so. All entry hexes must be recorded and the records are then revealed before any ships are placed adjacent to their entry hex.

(SH264.5) VICTORY CONDITIONS: To win the scenario a player must destroy the Sun Snake, and at least one of his ships (not a PF or shuttle) must survive and successfully disengage.

OR the Sun Snake must be destroyed and none of the opposing ships survive, e.g., the Romulan player destroys the Sun Snake, but the Gorn player destroys both of the Romulan ships.

If a player destroys the Sun Snake but all of his ships are destroyed, he loses, unless all of the opponent's ships are also destroyed, in which case the scenario is a draw.

If the Sun Snake enters the sun, it wins and everyone else (to include the civilization) loses.

(SH264.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH264.61) Replace the Gorn or Romulan force with an Inter-Stellar Concordium force of a light cruiser and a destroyer.

(SH264.62) Assume the sun is undergoing heavy sunspot activity (P11.0) with solar flares (P11.4).

(SH264.63) For a smaller battle, use only the *Starbreaker* and the *Gryphon*.

(SH264.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH264.71) Change the heavy war cruiser of one side to a standard war cruiser.

(SH264.72) Replace the Romulan JayHawk with a SkyHawk-A or a SeaHawk-A.

(SH264.73) Add an interceptor or PF carried on a mech-link to the weaker player.

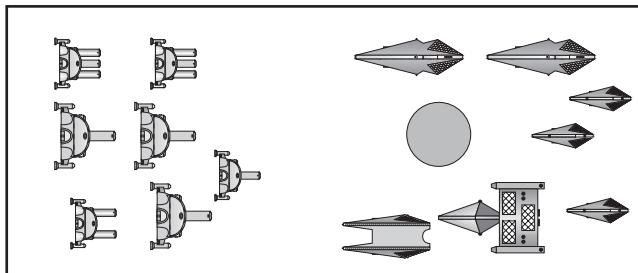
(SH264.8) TACTICS

GORN: You have a slight edge in gathering information, but it is risky to use it. That edge is the Pterodactyl, as its bridge functions as a lab, giving your force one more lab in total compared to the Romulans. You also have more shuttles as even GAS shuttles can conduct scientific missions (R1.F4C), but shuttles are very fragile and you may need wild weasels to survive. Keep your speed up to avoid plasma torpedoes while looking for an opportunity to hit the Romulans.

ROMULAN: You may need to kill that Pterodactyl quickly or the Gorn may figure out how to kill the Sun Snake before you. Remember, all he has to do is kill it and leave, he does not have to kill you (you do not have to kill him either, but only one of you can win). Do not cloak, it will only waste energy. Speed is going to matter far more than that. Look for every opportunity to hit the Gorns, but do not leave yourself unarmed and forced to disengage to avoid destruction.

HISTORICAL OUTCOME: In a victory for civilization, the Sun Snake was destroyed before it could enter the sun. It was not, however, a shining example of cooperation. The ships of both empires were heavily damaged, but no ships were lost (except the Gorn Pterodactyl was destroyed). The civilization was unimpressed with the squabbling and bloodshed, even though grateful that they had been saved, and invited the Inter-Stellar Concordium to occupy their system. Some believe it was this invitation that actually triggered the pacification campaign.

(SH265.0) THE LAST INFESTATION



(Y187)

by David Jensen, Missouri

The Seltorians in Alpha Octant were a military force, and like all military forces they had contingency plans. When the *Burning Torch of Vengeance* was destroyed by the Inter-Stellar Concordium's Echelon of Judgement, the first of those contingencies was activated and Seltorian ships sought shelter with their Klingon allies. When the Klingons attacked the Seltorian ships seeking shelter, a different contingency plan was activated.

The second contingency saw Seltorian ships that could reach it rallying at a nondescript moon in a nondescript system at the edge of the energy barrier in the former neutral zone between the Klingon Empire and the Tholian Holdfast.

Here the last ships of the *Vengeance* tribunal waited while the surviving sages considered the other contingency plans.

With the *Vengeance* destroyed, and betrayed by their Klingon allies, time was short. There was a stockpile of unhatched eggs on each ship, but no Queens to create new generations of workers. The ships could be kept running for a time, but if any were seen it would doubtless trigger a hunt for all of them. The only reason the few ships were so far safe was that no one in the Alpha Octant had really been aware of just how many ships the *Vengeance* had been able to build or had in fact arrived with it.

The sages, knowing that time would run out long before any other Seltorian ships would arrive, decided on the final contingency.

Within Holdfast space, also near the energy barrier, was a Tholian colony. The particular colony was unimportant. While the Tholians had set up operations on it, it had ultimately proved to be a poor choice, barely breaking even. The colonists had stayed, sheltering in their artificial habitats, simply because the location made it unlikely that war would ever come to them.

The colony presented the remaining Seltorians with the best chance they had of killing the maximum number of Tholians before they died themselves. The Seltorians had learned of the colony earlier, but had never attacked it because the resources it provided to the Holdfast were not militarily significant, and it would have been destroyed after Tholia itself was destroyed.

In January of Y187, the last Seltorian infestation in the Alpha Octant began its final operation against the Tholians. The Tholian sensor technicians at Battle Station K1 were stunned to detect a Seltorian squadron speeding by, and quickly summoned help while dispatching their own Spiders and Arachnids in pursuit.

(SH265.1) NUMBER OF PLAYERS: 2; the Tholian player and the Seltorian player.

(SH265.2) INITIAL SETUP

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

THOLIAN: Three ground-based phaser-4s, one each on hexsides 2215A, 2215C, and 2215E. Two medium fighter ground bases (each 12xSpider-III), one each on hexsides 2215A and 2215D. Two ground warning stations, one each on hexsides 2215A and 2215D. One ground military garrison in hex 2215A. The four bases in 2215A are linked in a power grid (R1.28P). The two bases in 2215D are linked in a power grid.

Three phaser defense satellites in a radius-1 orbit, initially in hexes 2214, 2316, and 2116.

All Tholian planetary defenses are at WS-III.

HCW *Ankerite* within five hexes of the planet, heading at the option of the Tholian player, speed max, WS-III.

REINFORCEMENTS: On Turn #6 twelve Spider-III fighters and six Arachnid PFs are set up 50 hexes in direction F from the planet, but no closer to than 25 hexes from any Seltorian unit. These units are all heading C, speed max, WS-III.

On Turn #8 CWL *Thorium* (2xArachnid PFs) and NCM *Sagacious* are set up 50 hexes in direction B from the planet, but no closer than 25 hexes from any Seltorian unit. These units are all heading E, speed max, WS-III.

On Turn #12 three POLs, *Anthracite*, *Birumite*, and *Lignite*, and CAP, *Averakk*, are set up 50 hexes in direction A from the planet, but no closer than 25 hexes from any Seltorian unit. These units are all heading D, speed max, WS-III.

SELTORIAN: 2xHCL, *Ridge of Destiny* and *Ridge of Blowing Snow*, 2xNCL, *Hills of Virtue* and *Hills of Lava*, CLF *Torrent*, DDS *Mountain of Distant Vision*, FF *Amber Meadow of Grain*, and five PFs set up 50 hexes in direction E from the planet, heading B, speed max, WS-III.

(SH265.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH265.4) SPECIAL RULES

(SH265.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. Note that additional mapsheets will have to be temporarily appended for each arriving force. Any arriving unit that has not entered the primary map by the end of its second turn has disengaged. The Seltorian units cannot disengage. Any Seltorian unit that leaves the map is destroyed. They have nowhere to go. The Tholian units can only disengage in directions A, B, or F. Units which disengage in unauthorized directions are considered destroyed.

(SH265.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs. Mega-fighter packs are not available. All shuttles are advanced types.

(SH265.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH265.431). Note that the Tholian CWL, NCM, and CAP are each qualified to operate one.

(SH265.422) If using electronic-warfare fighters, one of the Spider-III in the Turn #6 reinforcements is an electronic warfare fighter. If not using electronic warfare fighters, it is a standard Spider-III.

(SH265.423) The six Arachnids arriving on Turn #6 are a standard flotilla including one leader and one scout. The two Arachnids on the *Thorium* and the five PFs in the Seltorian force are all standard combat variants.

(SH265.43) COMMANDER'S OPTION ITEMS

(SH265.431) 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.

(SH265.432) The empires involved in this scenario do not use drones. In a variation where a drone-armed empire is used, all drones are "fast," i.e., Speed 32. Each drone-armed ship can purchase special drones up to the historical percentages appropriate to that empire as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SH265.433) If players wish to use the optional rules for Prime Teams (G32.0), each may assign one such team to one ship. The Tholians do not have to assign their team to the *Ankerite*, but may assign it to one of the reinforcing ships, but not an Arachnid or a POL.

(SH265.44) REFITS: All Tholian ships that are authorized a snare refit have it installed. The *Thorium* has the mech-link refit. All Seltorian ships have the mech-link refit.

(SH265.45) PLANETARY LAXITY: The colony has never been attacked previously, and has become something of a waste receptacle for the worst members of the Tholian defense forces. All of the defenses operate under the rules for poor crews (G21.1) (to include the DefSats as they have been poorly maintained), and all of the fighter pilots are considered to be green (J6.22).

(SH265.46) SELTORIAN FEROCITY: This is the last act for the Seltorians. There is nowhere to go, and they are simply trying to kill as many Tholians as they can. The Seltorians will conduct repairs normally, and will try to stave off their own destruction as long as they can, but they will not depart unless all Tholian habitation has been reduced to rubble.

(SH265.5) VICTORY CONDITIONS: The Seltorians win if they score 100 points of damage on each hexside of the planet. Their victory is raised one level for every additional 50 points scored on all six hexsides. Thus if all six hex sides have 100 points of damage the Seltorians win a marginal victory. If all six hexsides have 150 points of damage the Seltorians have won a tactical victory and so on.

The Tholians win if the Seltorians fail to score 100 points of damage per hexside, and their level of defeat is increased by one for every level of victory the Seltorians gain, e.g., if the Seltorians gain a substantive victory the Tholians have suffered a Brutal defeat.

If the Seltorians score 100 points of damage (or more) on only three hexsides, and less than 100 points of damage on the other three hexsides, the scenario is a draw.

(SH265.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH265.61) The Seltorians might have chosen to take revenge on the Klingons. Replace the Tholian colony with a Klingon colony with Z-1 fighters and an HD5 as the initial force. The Turn #6 reinforcements will be twelve Z-YBs and six G1s. The Turn #8 reinforcements will be a D5L and a D5W with two G1s. The Turn #12 reinforcements will be three G2s and a D7W.

(SH265.62) Replace the Seltorian HCLs, FF, and PFs with a Seltorian carrier group of a CVS (12xZ-YCM), CLE, and DDE.

(SH265.63) For a smaller and faster battle, use only the Seltorian NCLs and four of the PFs. Delete the Tholian planetary defenses and Turn #12 reinforcements. The Seltorians only need to score 50 points of damage on each hexside of the planet, and another twenty points on each hexside to raise their victory levels.

(SH265.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH265.71) Change one or both of the NCLs to CLs.

(SH265.72) Allow the reinforcements to arrive earlier.

(SH265.73) Remove the poor crew restrictions from the planetary defense forces.

(SH265.8) TACTICS

SELTORIAN: There is no tomorrow. Make the planet a parking lot. Plan your time carefully; kill the defenders before they can mass as best you can, but keep focused on the target. Avoid over-killing any hexsides until after you have achieved the victory level, then repeat for a better kill average. Use your Marines to board Tholian ships and take them out of the fight, convert the crew to militia to reinforce beachheads so that you pull out the Marines for then next boarding. In the words of the Berserker: "Kill, Kill, KILL!"

THOLIAN: Where the heck did they come from? You have no choice but to get in there and hug them to keep them from destroying the colony, and the closed map will mean that he can force each reinforcement group against a wall and destroy it or force it to disengage. So you need to do as much damage as you can with each element. Hopefully he will spend enough time killing the defenders and take enough damage against the early reinforcements that your late arrivals will be able to cripple his ships enough for the CAP to finish them off.

HISTORICAL OUTCOME: The colony was destroyed, but so were the Seltorian ships. The Seltorians had their last, although Pyrrhic, victory.

END SCENARIO SECTION

ANNEX #3 MASTER SHIP CHART

See Page #57.

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

TUG CLASS	0 PODS	1 POD	2 PODS	3 PODS
Fed FBT	0.50 C	0.75 D	1.00 D	N/A
Klingon F6T	0.67 A	1.00 D	1.33 D	N/A
Vudar CWG	0.67 C	1.00 D	1.33 E	N/A

ANNEX #3B MASTER PF CHART

These were included in the Master Ship Chart.

ANNEX #5: ABBREVIATIONS

At the request of players, we have combined the various sub-listings in Annex #5 into a single list. That way, if you are looking for the meaning of an unfamiliar term, you will not need to first determine if it is a ship, a class, or an item.

A

Abyssinian-H	Lyran heavy police flagship
ADW	Kzinti light attack carrier variant of war destroyer
Alleycat-G	Lyran commando war destroyer
AR-Q	Survey variant of Tholian arachnid fast patrol ship
AR-R	Recovery variant of Tholian arachnid fast patrol ship
ART	Armed recovery transport, variant of armed priority transport
Assassin-B	Orion heavy battle raider, war cruiser variant of battle raider

B

BFF	Kzinti battle frigate
BOB-Q	Survey variant of Lyran Bobcat fast patrol ship
BOB-R	Recovery variant of Lyran Bobcat fast patrol ship
BUC-Q	Survey variant of Orion Buccaneer fast patrol ship
BUC-R	Recovery variant of Orion Buccaneer fast patrol ship
BW	Battlewagon, alternative combat use of Seltorian Hive Ship

C

Carnosaurus-Allosaurus	Gorn destroyer-battlecruiser
Carnosaurus-Megalosaurus	Gorn destroyer-cruiser
CEN-Q	Survey variant of Romulan Centurion fast patrol ship
CEN-R	Recovery variant of Romulan Centurion fast patrol ship
CFS	Federation fast fleet scout variant of fast cruiser
Cheetah-H	Lyran heavy frigate variant of Cheetah frigate
CLF	Fast light cruiser, variant of Seltorian light cruiser
CM	Federation medium cruiser, heavy war cruiser variant

CWF.....Fast war cruiser, variant of Vudar war cruiser

D

D6C	Command cruiser variant of Klingon D6
D6L	Refitted Klingon D6C command cruiser
D6N	Diplomatic cruiser variant of Klingon D6
D7WD	Drone bombardment variant of Klingon D7W command cruiser
DBC	Destroyer-battlecruiser, a Gorn destroyer with an enlarged rear section producing a battlecruiser
DCN	Carronade destroyer, a Gorn destroyer optimized to use the carronade system
DDC	Destroyer-cruiser a Gorn destroyer with an enlarged rear section producing a cruiser
DDF	Federation fast variant of destroyer
DDP	WYN light fast patrol ship variant of Mako destroyer
DDS	Kzinti scout variant of destroyer
DDV	Federation carrier variant of destroyer
DDV	Lyran Leopard-V destroyer carrier
DNC	Dreadnought-cruiser, a Gorn battlecruiser with an enlarged rear section producing a dreadnought
DWG	Commando variant of Hydran buffalo hunter war destroyer

E

E7D	Drone variant of Klingon E7 cruiser
E7J	Penal variant of Klingon E7 cruiser
Epanterias-H	Heavy battlecruiser variant of Gorn medium cruiser

F

F6B	Drone variant of Klingon F6 battle frigate
F6E	Escort variant of Klingon F6 battle frigate
F6J	Penal variant of Klingon F6 battle frigate
F6S	Scout variant of Klingon F6 battle frigate
F6T	Strategic transport variant of Klingon F6 battle frigate
FBD	Federation drone variant of battle frigate
FBE	Federation escort variant of battle frigate
FBS	Federation scout variant of battle frigate
FBT	Federation strategic transport variant of battle frigate
FBV	Federation carrier variant of battle frigate
FKA	Full aegis variant of Kzinti killer escort frigate
FKE	Kzinti carrier escort variant of killer frigate
FNT	Fast naval transport
FTQ	Free Q-ship, Q-ship variant of free trader

G

G1Q	Survey variant of Klingon G1 fast patrol ship
G1R	Recovery variant of Klingon G1 fast patrol ship
GHA	Romulan Gryphonhawk-A heavy war cruiser
Gryphonhawk	Romulan heavy war cruiser

H

HAM	Civilian asteroid mining base ship, variant of large ore carrier
HAR-R	Recovery variant of Hydran harrier fast patrol ship
HAR-Q	Survey variant of Hydran harrier fast patrol ship

HBR	Orion heavy battleraider, heavy war cruiser variant of battleraider, not to be confused with the Orion BRH.
HCL	Seltorian heavy light cruiser, heavy war cruiser version of light cruiser
HCM	Kzinti heavy medium cruiser, heavy war cruiser variant of medium cruiser
HCW	Failed Tholian heavy war cruiser not to be confused with the CWH
HCW	Heavy war cruiser, an effort to squeeze more firepower into a war cruiser hull
HCW	Lyran heavy war cruiser variant of Jaguar war cruiser
HD5	Heavy variant of Klingon D5 war cruiser
HDD	Lyran Leopard-H heavy destroyer
HFF	Lyran Cheetah-H heavy frigate
HKR	Romulan conversion of Klingon HD5 heavy war cruiser
HMC	Gorn heavy medium cruiser, a heavy battlecruiser built on a medium cruiser
HMO	Mongol-H heavy medium cruiser, heavy war cruiser variant of Mongol medium cruiser
HTA	Tartar-H heavy medium cruiser, heavy war cruiser variant of Tartar medium cruiser

J

Jaguar-H	Lyran heavy war cruiser
Jayhawk	Romulan battle frigate
JH	Romulan Jayhawk battle frigate

K

K4F	Romulan conversion of Klingon E4R fast carrier resupply ship
KRU	Romulan conversion of Klingon D6U interdiction carrier

L

LAO	Large fleet oiler, variant of large freighter
Leopard-H	Lyran heavy destroyer variant of Leopard destroyer
Leopard-V	Lyran carrier on Leopard destroyer hull

M

Mako-P	WYN light fast patrol ship variant of Mako destroyer
Megalosaurus-Tyrannus	Gorn dreadnought-cruiser
Mongol-H	Heavy war cruiser variant of Mongol medium cruiser
MSC	Jindarian medium strike cruiser, heavy war cruiser variant of light strike cruiser

N

NCH	Neo-Tholian heavy cruiser with a collar and a flag command module
NCL	New light cruiser, three sponson variant of Seltorian destroyer
NCM	Neo-Tholian light cruiser with a collar
NDH	Neo-Tholian destroyer with a collar
NFH	Neo-Tholian Frigate with a collar
NHD	New heavy destroyer, Gorn heavy war cruiser variant of the heavy destroyer

O

Orca-H	WYN heavy war cruiser variant of Orca war cruiser
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P

PFQ	Survey variant of fast patrol ship
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PFR	Recovery variant of fast patrol ship
PGC	Light cruiser variant of Hydran Pegasus hull
PGF	Flagship cruiser variant of Hydran Pegasus hull
PGG	Commando scout variant of Hydran Pegasus hull
PGS	Scout variant of Hydran Pegasus hull
Privateer-W	Orion war raider variant of light raider
PTER-Q	Survey variant of Gorn pterodactyl fast patrol ship
PTER-R	Recovery variant of Gorn pterodactyl fast patrol ship

S

SAJ	Small prison transport, variant of small freighter
SAL	Small manufacturing freighter
SAO	Small fleet oiler, variant of small freighter
Siberian Lion-P	Lyran space patrol ship
SKR	Romulan fast carrier resupply ship variant of SkyHawk destroyer
SKRA	Full aegis variant of Romulan SkyHawk-R
SkyHawk-R	Romulan fast carrier resupply ship
Space Patrol ship	A space control ship with two PF flotillas and no fighters
SPS	Space patrol ship, a variant of a space control ship with a second flotilla of fast patrol ships in place of the fighter squadron
SRI	Improved variant of Kzinti survey cruiser
SRIV	Improved Kzinti survey cruiser operating as a light carrier
SRL	Survey cruiser variant of Kzinti light cruiser
SRLV	Kzinti light survey cruiser operating as a light carrier
Stegosaurus-H	Heavy war cruiser variant of Gorn heavy destroyer
STF	Stellar fortress

T

Tartar-H	Heavy war cruiser variant of Tartar medium cruiser
Tyrannosaurus-SPS	Space patrol ship variant of Gorn space control ship

V

VHK	Romulan Viperhawk interdiction carrier variant of Firehawk heavy cruiser
Viperhawk	Romulan interdiction carrier

W

WPF	Lyran abyssinian-H heavy police flagship
WR	War raider, improved variant of light raider

ANNEX #7: DATA ON SHIPS

ANNEX #7B: SHIPS ABLE TO LAND ON PLANETS

Various ships in the game can land on planets by various systems. See (P2.43) for details and instructions. This annex will only list those units in *Module R12* able to land on planets.

GRAVITY (P2.432): Tholian: HDW; Orion: HBR, WR.
AERODYNAMIC (P2.433): Orion: HBR, WR: WYN HCW, DDP.

ENGINE (P2.434): General: FTQ; Orion: HBR, WR: WYN HCW, DDP.

BONUS (P2.4311): General: FTQ; Orion: HBR, WR: WYN HCW, DDP.

ANNEX #7F: NIMBLE UNITS

The following units in *Module R12* are considered to be nimble for the purposes of (C11.1):

All PFs, note that these units unlike other nimble units do not have a second high energy turn bonus (C11.22);

Orion war raider.

ANNEX #7G: CARRIER INFORMATION

Only carriers in *Module R12* are listed here.

CV	Ftrs	Admin	Bays	Store	DC
FEDERATION CARRIERS (R2.0)					
DDV	10	4	1	200	10
DDV (Y178)	12	2	1	200	12
FBV	6	3	1	100	6

CV	Ftrs	Admin	Bays	Store	DC
ROMULAN CARRIERS (R4.0)					
KRU	24	4	4	150¥	24
VHK	24	3	3	150¥	24

CV	Ftrs	Admin	Bays	Store	DC
KZINTI CARRIERS (R5.0)					
SRIV	4	2	1	225	4
SRLV	4	2	1	150	4

CV	Ftrs	Admin	Bays	Store	DC
THOLIAN CARRIERS (R7.0)					
HDW	2	2	1	rule	2
HDW-V	12	2	1	rule	12

CV	Ftrs	Admin	Bays	Store	DC
HYDRAN CARRIERS (R9.0)					
MON-H	6	2	2	0	6
PGC	6	2	5	0	6
PGF	4	2+1H	5	0	4
DWG	2	3+1H	1	0	2

CV	Ftrs	Admin	Bays	Store	DC
LYRAN CARRIERS (R11.0)					
DDV	12	4	2	150	12

CV	Ftrs	Admin	Bays	Store	DC
VUDAR CARRIERS (R17.0)					
HDW	2	2	1	rule	2
HDW-V	12	2	1	rule	12

This chart shows the numbers of fighters (Ftrs), administrative shuttles (Admin), shuttle bays (Bays), and deck crews (DC) that each of the listed ships has.

¥ These are type-D (two type-K torpedoes can replace one type-D) plasma torpedoes, not drones.

An H in the Ftrs column indicates Heavy Fighters. An H in the Admin column indicates HTS.

MRS shuttles are not shown or included.

For casual carriers, see (J4.62).

HDWs show 2-12 (2 minimum, 12 maximum, fighters).

ANNEX #7H: CLOAKING DEVICE ENERGY COST

The energy cost to operate the cloaking device of any given ship is shown on the SSD of that ship. This annex lists nominal operating costs for other units that might acquire a cloaking device (G13.2). This annex is a general guide; analysis of specific ships may require player adjustments. This energy cost is also used for any units that acquire a veiling device or a masking device. Note that such a unit could only use a veiling or masking device if it dropped its warp engines (YG13.22).

SHIP **ENERGY COST**

Stellar Fortress 52/30

Andromedan ships cannot operate cloaking devices.

The above costs apply to variants of those classes.

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

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

NOTES: Each module of a stellar fortress can dock 26 points of ships.

ANNEX #7N: DRONE RELOADS

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

Certain ships, however, have special reload provisions in addition to the normal drone rack reloads and are noted here. Except for the PFTs, the drones are stored in cargo boxes (where present) and subject to loss due to combat damage. Only units of this type in *Module R12* are listed here:

RULE **SHIP** **TYPE** **STORAGE**

R2.148.... Federation FBE FE 25

R3.163.... Klingon D7WD..... DB 200

R3.166.... Klingon E7D..... DB 150

R5.116A... Kzinti SRIV SR 225

R5.117A... Kzinti SRLV SR 150

R12.55.... WYN DDP P 150

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

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

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

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

NOTE: The storage is in addition to normal drone rack reloads and MRS reloads. The D7WD has a total of 308 drone spaces (200 in storage, 36 in the six B-racks, 72 in reloads for the racks).

ANNEX #7R: SHIPS ABLE TO PINWHEEL

CW CLASS (C14.212): CW, LTT, CWS, CWM, CWP, CT, PFW. CWL. Any refits and variants of these classes.

NOT ELIGIBLE (C14.213): HCW, HDW, LTT carrying a pod.

NEW UNITS added after the time of this printing will be noted in their unit description rule.

ANNEX #7S: SHIPS SUBJECT TO SHOCK

This data is used with rule (D23.0). Non-maulers often have special rules on firing certain weapons or combinations of weapons. In Module R12 this list includes:

RULE	SHIP	WEAPON	RATING
R3.167	Klingon F6J	Disruptors	21

ANNEX #8: WEAPONS DATA

ANNEX #8A DISRUPTOR RANGE TABLE

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

EMPIRE	SHIP	DISRUPTOR RANGE
All	Stellar Fortress (SFT)	40

ANNEX #10: TACTICAL INTELLIGENCE HULL TYPE CLASSIFICATIONS

GENERAL SHIPS AND UNITS

APT	APT, APS, CUT§, EPT, ART.
Bases	When in space, see note #4.
Ducktail	Presence of a ducktail on a freighter hull is detected at level D, type of ducktail is detected at level F.
Free Trader	Free Trader, Free Q-ship, Free Trooper, Free Tanker, Free Prospector, Prime Trader, FTZ, FTT, FEV, PTC§; Orion Free Traitor, OPT. (The Free Trader can be distinguished only by counting the weapon mounts.)
FNT‡	FNT.
Heavy Freighter	F-OL, F-OP, OAL§, HAM, Heavy Aux‡.
Large Freighter	F-L, Q-L, F-ML, F-TL, F-AL, F-EL, F-PL, F-RL, F-SL, OAS§, F-LL, LAO; Kzinti LAD‡; Large Aux‡.
Skids	presence of a skid, or skids, on a freighter hull is detected at level D, the type of skid, or skids, is detected at level F.
Small Auxiliary‡	AxCV, AxPFS, AxMS, S-AC§, F-HS, SAH, SAJ, SAS§, FNT‡; WYN Ax-S.
Small Freighter	F-S, Q-S, F-MS, F-TS, F-AS, F-ES, F-PS, F-RS, F-SS, TSS, F-LS, FSF§, SAL, SAO; Small Aux‡; Kzinti SAD‡; Tholian WT, AWT.

FEDERATION SHIPS

CA	CC, CA, YCA, YCC, CAD, CF§, CFS§, CX, CB§, CV‡, BC‡, GS‡, CAM§, GCA, GSR§.
CF-Scr	CF, CVF, CFS.
DD	DD, (DD variants), DD(M), DHD‡§, HDD‡§, YDD, SC, DDV, DN-Scr‡ (with warp engine), GDD, GDE§, FEM.
DW	DW (DW variants), DWX, ADW§, FFB‡§, FCF§.
FFB‡	FFB, FBD, FBE, FBV, FBS, FBT‡ with pod.
F-Scr	Any FF, DW§, FFB saucer without warp engines.
NCL	NCL, (NCL variants), NLF, NV‡, LTT with pod§, MCL§, CM§.

KLINGON SHIPS

D Boom.....D7 Boom, D6 Boom, D6J Boom§, Tug Boom.
 D‡.....D7, (D7 variants), DV‡, D7W, D7WD, FD7, DC7§, DX, DXD, D7AX, SD7§, D6, (D6 variants), D6DP, D6Y, D4 (D4 variants), LD4, LDV‡, D3 (D3 variants); Romulan KR, K7R, (KR and K7R variants), K7X, KD4; Orion OK6§; Hydran D7H§, D7HX§.
 D5 Boom.....D5 Boom, D5J Boom§, D5JX Boom§.
 D5.....D5, (D5 variants), DC5§, D5X, D5DX§, D5SX, D5JX, D5PX, FD5, DDV‡, MD5§, DT‡ with pod, HD5§, LD5; Romulan KDR (and variants other than KDV), KDS, HKR§; WYN PBK§.
 DV‡.....D7V, D6V, D7U, D6U, UD7, LDV§; Romulan KRV, KRU, K7V.
 E4.....E4, (E4 variants), EC‡, E4I, E4T‡ with pod, E4V§, E4R, G4; Romulan K4R (and variants); WYN KE4§.
 E7.....E7, E7D, E7J; Romulan KE7.
 F5 Boom.....F5 Boom, FX Boom, F6 Boom, E4J Boom§, F5J Boom§. (E5 boom is identical to F5 boom.)
 F6.....F6, F6B, F6E, F6J, F6S, F6T‡ with pod; Romulan KFR.

ROMULAN SHIPS

FH.....SUP, KH§, FH, FHX, FHF§, FHFX§, TH§, SUB§, NH, NHX, RH§, SUN, SUU§, FFH, RG§, NHB§, FHU, FHT, FHB§, FHE§, FHEX§, FHC, RGB§, RGE§, RGC, FHP§ FAB, FAK, VHK§, FHM.
 JH.....JH.
 SKH.....SK (all types), SKX, SKSX, SKB§, SKL§.
 GHA.....GHA.
 ModulesA or K can be distinguished at level G when the phasers can be counted.
 See Also.....Klingon DV‡, D5, E4. These ships may be distinguished indirectly by identifying their weapons.

KZINTI SHIPS

BFF.....BFF
 C.....CVH‡, CVL, SR, SRV, SRI, SRIV, CC, CCX, YCC, CS, YCS, YSR, BC, BCX, BF, CA, CD, CCH. CVD§, ACS§, BCM§, EBC, ABC, DCS, LCS, LCV, LCD, LPF.
 CL.....CL, CVE, CLG. CLE, CLA, CLD, CLC, CLM, CLX, SRL, SRLV, YCL, YCD, YCG.
 DDDD, PFT, DDV§, DDE, DEA, DDS.
 DW.....DW, DW variants, DWX, DWP§, DWT‡ with pod, DWV, SDW; WYN-ZDW§.
 FF.....FF, FFX, FEX, YFF, YDF, FH, SF, MS, FFG, FFK, FKA, FKE. FKA, FFT‡ with pod, AFF, EFF, DF‡, FDX‡, POL, PV, FCR, FLG§, LFF, LEF; WYN-ZFF§, WYN-ZYF§, WYN-FZX.
 HCM.....HCM.

GORN SHIPS

BH‡BCH, CCH, BCV, BCS, HMC§.
 CLCL, CLX, CLE, CLA, CV, LSC, SR, COM, YCL, YCC, LCL, LCV, LCS, YCG, YSR, YTG.
 CM‡CM, CMX, CS, MCC, CMF, MSR, MSRV (MSV), CMP, CMG, MDS, CMV, MSC, MCM, MSV, BH‡.
 DBCDBC.
 DDDD, (all DD variants), DCN, DDT‡ with pod, YDD, DDW§, LDD, LDE, LPF.
 DDCDDC.
 DNDN, DNH, DNE, DNG, DNT, CVA, SCS, SPS.
 DNCDNC.
 NHDNHD.
 Note: Presence of the F refit will be detected at level F.

THOLIAN SHIPS

ARCHAEO-THOLIANS
 CWCW, (CW variants), CWH, HCW§, CHP, PFW§, CWV§, CSV§, CWL.
 HDWHDW, HDWX.
 Podson LTT or CPC detected at level D§.
 Packson any Tholian ship detected at level D§.
 Web CasterRefits with this weapon are detected at level F.
 PinwheelsIdentify the component ships individually.
 Photon RefitsDetected at level G when the heavy weapons are identified.

NEO-THOLIANS

NCANCA, NCX, NCV, NTG, NSR, NCH§.
 NCLNCL, NCM§, NLX.
 NDDNDD, NDH§.
 NDD/NFF Collar.. NDD/NFF Collar.
 NFFNFF, NFH§.

Separated Rear Hulls identified at same level as the combined hull and command module.

ORION SHIPS

BRHBRH, BHV, BHP§, HBR§.
 CB‡BR, BRX, BRP§, BRS, BRC, CVS, CR‡, AR§, CVP, BRM; WYN OBR, OBX.
 LRLR, LX, YLR, LR variants, WR§; WYN OLR, WYN LX.

HYDRAN SHIPS

CM‡Mongol, Mongol-H§, Mongol-X, Mongol-SX, Tartar, Tartar-H§, Tartar-X, Comanche, Cossack, Apache, Sentinel, CMM§, Vagabond.
 CWHorsemanship, (Horsemanship variants), Mule, Traveler, CM‡.
 DWBuffalo Hunter-DWF, Rhino Hunter-DWH, Antelope Hunter-DWE, Buffalo Scout-DWS, Lion Hunter-DWL, Vampire Hunter-DWV, DWG, DWP§.
 PGPegasus-PFT, Pegasus-X, PGV§, PGC, PGG, PGR, PGF, PGS.

LYRAN SHIPS

DD DD, DDX, DDG, DDE, DEA, DDV§, PFT§, MS, SC, YDD, LDD, YDG, LPF§, HDD‡; WYN-LDD§.
 DN DN, CVA§ (CVA and SCS), Forest Lion, STL§, YDN, YDH§, SPS.
 DW‡ DW and variants, DWP§, DWT§ (with pod), WPF§, DWX, SCX; WYN-PBC§.
 HCW HCW.
 HDD‡ HDD.
 HFF‡ HFF.
 LDR ships Distinguished from Lyran ships at Level "I" when their phaser-Gs are discernable (assuming that they have phaser-Gs) or when other changes are noted.

WYN AUXILIARY SHIPS

CW CW, PFT, CVL, NAR§, CWG, CWE, CWF, CWX, CWPX, CWL, HCW§.
 DD DD, SC, DDG, DE, DDX, CDD, DWV, DDP§.

INTERSTELLAR CONCORDIUM SHIPS

HCW HCW.

SELTORIAN SHIPS

CL CL, CLE, CLS, CVP§, CSV, LTT, CLF§.
 HCL HCL
 HVS NVS, BW.
 NCL NCL.

JINDARIAN SHIPS

LCS LCS, MSC§, LCX.

VUDAR ENCLAVE SHIPS

CW CW, CWV§, CWE, CGW, LTT§, CWM, CWL, CWF§, CWS, CL§, CWX§.
 FF FFW, FFE, FFV§, CFF, FFL, FF§, FLG§, FCR.
 HCW HCW.
 HDW HDW.

TACTICAL INTELLIGENCE NOTES

1. Each classification includes all refits and any unlisted variants.
2. PFs within each empire/type are the same hull type. (Note that some empires have two types, e.g., Romulan StarHawk and Centurion. Also, WYN-foreign PFs are reported as a PF of the original empire-type.) Interceptors of that empire are distinguishable from PFs as §. (Romulan Decurion looks like Centurion§.)
3. Pods (each empire) are a single hull type; "heavy" pods are distinguishable as §. This includes base augmentation modules.
4. Each type of base is a separate hull type, with the exception that SAMS and ComPlats are of a ‡ group.
5. 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.)

† Ships of this ‡ group can only be distinguished from each other by their actions (e.g., how many fighters they launch), or by boarding them.

‡ Not a class, but a grouping of similar hull types distinguishable from the larger category at Level D.

§ Major outward differences distinguishable at Level D.

SHUTTLE DECKS ON BASES

(R1.1G5) SHUTTLE DECK (OPTIONAL): Bases have a large shuttle deck that is not shown on the SSD.

BASE

Stellar Fortress (Six decks): each deck: one MSS, one MLS, one HTS, two empty slots.

The costs of the above shuttles are added to the cost of the base.

SHUTTLES**BASE ROTATION CHANGE COSTS**

(R1.1G6) ROTATION: Bases can change their rotation rate, and even reverse their rotation direction.

BASE	COST
Stellar Fortress	30

END OF ANNEXES, MODULE R12

Ship Type	G9.0 Crew Units	D7.0 Brdg Party	S2.1 BPV	C6.5 Break down Cost	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Class	C3.3 Turn Mode	Product Where Published	Year In Srv	C13.3 Dock Pts	D5.2 Expl Str	F&E CMD Rating	War Ship Status	Notes
(R1.0) GENERAL UNITS USED BY MANY EMPIRES															
GENERAL AUXILIARIES															
HAM	28	6	135/59	1-6	1.00	1+2P	3	E	R12	96	155	6	9	3	RPW
LAO	18	4	120/24	1-6	0.50	—	4	D	R12	92	120	6	19	0	RPW
SAU	6+30	6G	100/14	1-6	0.33	—	4	C	R12	93	125	3	2	0	RPW
SAL	13	2	50/13	1-6	0.33	—	4	C	R12	94	125	3	3	0	RPW
SAC	10	2	90/15	1-6	0.33	—	4	C	R12	91	120	3	10	0	RPW
Prison Barge: A freighter designed for the transport of convicts or prisoners of war, the boarding parties (6G) are prison guards, the passengers (+30) are prisoners.															
GENERAL SMALL TRANSPORTS															
ART	5	2	80/18	4-6	0.20	—	4	C	R12	90	160	1	4	1	RPW
FNT	14	4	80/40	1-6	0.33	—	4	C	R12	95	175	4	7	0	LPW
FTQ	6	4	46	5-6	0.50	1	4	C	R12	88	160	3	8	3	LPW
GENERAL BASES															
STF	250	50	900	—	■	6	1	—	R12	89	179	—	69+	10	LPW
Note: Federation starfortresses include a fighter bay in one of the docking modules, which increases their BPV by 20 points.															
Note: None of the base BPVs includes a cloaking device. See the Romulan STF tables sheet in Module R12.															
NOTES ON GENERAL UNITS															
A "P" designation in the spare shuttles column means the indicated spare shuttles are prospecting shuttles.															
END GENERAL UNITS															
(R2.0) UNITED FEDERATION OF PLANETS STAR FLEET															
FEDERATION SHIPS															
CFS	43	10	180/145	5-6	1.00	3	3	D	R12	145	176	8	19	8	UNQ F, Y1, ♦
CM	40	10	135	4-6	0.75	2	3	C	R12	143	177	7	18	6	LPW
DDF	20	6	105	3-6	0.50	1	4	C	R12	146	167	6	12	5	RPU F, Y1
DDV	24	6	105/77	3-6	0.50	1+2	4	C	R12	144	172	6	9	6	RPU V, Y1
FEDERATION BATTLE FRIGATE VARIANTS															
FBV	18	6	95/65	4-6	0.50	1+2	4	C	R12	149	177	5	10	6	LPW Y2, V
FBS	18	6	100/80	4-6	0.50	1	4	C	R12	150	176	5	10	5	LPW Y2, ♦
FBE	18	6	100	4-6	0.50	1+1	4	C	R12	148	176	5	11	5	LPW Y2, E, A, N1
FBD	18	6	90	4-6	0.50	1	4	C	R12	147	176	5	11	5	LPW Y2
FBT	14	4	87/65	4-6	0.50+	1	4	C/D	R12	151	177	5+2	10	5	LPW Y2, TG
FEDERATION SEPARATED SAUCERS (by base hull type)															
CFS Scr	20	5	80/10	—	Δ	—	4°	—	R12	145	176	5	4	3	UNQ LB, ♦
NCL Scr	§	§	§	—	Δ	—	4°	—	AM	18	170	4	5	3	RPW LB
DD Scr	§	§	§	—	Δ	—	4°	—	BS	6	130	4	5	3	RPW LB
FF Scr	§	§	§	—	Δ	—	4°	—	AM	25	127	3	3	1	RPW LB
Note: The above saucers are, under the rules, just "ships which dropped their warp engines".															
NOTES ON FEDERATION SHIPS															
N1: Federation escort with extra drone/fighter storage; see (R2.R5). Some Federation Carriers also use this rule, see SSD or ship description.															
§ Saucer will have entire crew of original ship. Economic value unchanged; combat value 15% of original.															

Ship Type	G9.0 Crew Units	D7.0 Brdg Party	S2.1 BPV	C6.5 Break down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Product Where Published	Rule Nbr	Year In Srv	C13.3 Dock Pts	D5.2 Expl Str	F&E CMD Rating	War Ship Status	Notes
FEDERATION FAST PATROL SHIPS																
END: FEDERATION SHIPS																
PFQ	4	2	110/20	6	0.20	—	5	AA	R12	R1.PF8	181	1	8	3	CNJ	◆, AL, PL, LB
PFR	3	1	20	6	0.20	—	5	AA	R12	R1.PF9	181	1	8	3	CNJ	AL, PL, LB

(R3.0) KLINGON EMPIRE DEEP SPACE FLEET and INTERNAL SECURITY FORCES

KLINGON SHIPS

D7WD	50	10	166/142	5-6	1.00	2	3	B	R12	163	178	8	21	8	RPU	Y1, DB, ♦
E7D	45	6	117	5-6	1.00	1	3	B	R12	166	176	7	19	8	RPL	DB, ♦
E7J	45	14	135/110	5-6	1.00	1	3	B	R12	167	176	7	20	7	RPU	Penal
D6C	46	16	120	5-6	1.00	2	3	B	R12	164	135	7	18	9	RPW	Y1
D6L	46	16	131	5-6	1.00	2	3	B	R12	164A	146	7	18	9	UNV	R
D6N	44	12	141/106	5-6	1.00	1	3	B	R12	165	126	7	17	8	LPW	Y1
HD5	42	10	128	5-6	0.75	1	3	B	R12	162	177	7	18	6	LPW	Y1, N4
KLINGON F6 BATTLE FRIGATE VARIANTS																
F6B	26	12	100	4-6	0.67	1	4	A	R12	168	177	5	15	5	LPW	Y2
F6E	26	12	120	4-6	0.67	1	4	A	R12	169	177	5	15	5	LPW	Y2, E, A
F6J	26	12	110/90	4-6	0.67	1	4	A	R12	170	177	5	15	4	LPW	Y2, S, Penal
F6S	26	12	120/90	4-6	0.67	1	4	A	R12	171	178	5	13	5	LPW	Y2, ♦
F6T	20	8	112/84	4-6	0.67†	1	4	A/D	R12	172	178	5+2	12	5	LPW	Y2, TG
KLINGON SEPARATED BOOM SECTIONS																
D67-Bm	9	4	58/30	—	—	Δ	—	4°	—	BS/D3	—	122	3	2	4	RPW
Note: All D6s (except D6J) and D7s (except D7A), including the D6C, D7C, and D7W, use the same boom.																
D5-Bm	8	4	55/26	—	Δ	—	4°	—	AM/D3	—	168	3	2	3	RPW	
Note: All D5 and D5W booms are identical, except for the D5A and D5WA stasis ships. The D5I and ED5W booms use phaser-2s. The D5X-D5XD is different.																
F5-Bm	6	3	35/20	—	Δ	—	4°	—	BS/D3	—	135	2	1	3	RPW	
F6-Bm	8	4	40/25	—	Δ	—	4°	—	R3/D3	—	176	2	1	3	LPW	Y1
Note: All F5-E7 booms are identical, except for the F5J, E7J, F6J, and F6. The F6 boom has an ADD.																
F6J-Bm	6	3	45/30	2-6	0.125	—	4°	A	R12	38	136	2	1	3	LPW	Y1, Penal
F6J-BmS	6	3	37/28	—	Δ	—	4°	—	R12	38	136	2	1	3	LPW	Y1, Penal
Note: The F6J penal ship has a different boom from other F6s.																
F5J-Bm	6	3	40/25	2-6	0.125	—	4°	A	R3/D3	38	136	2	1	3	LPW	Penal
F5J-BmS	6	3	36/23	—	Δ	—	4°	—	R3/D3	38	136	2	1	3	LPW	Penal
Note: The F5J penal ship has a different boom from other F5s, this boom is also used by the E7J.																
NOTES ON KLINGON SHIPS																
N4: This ship has a special form of Limited Aegis controlling its phaser-3s and ADDs (if it has ADDs). See ship descriptions and (D13.4).																
KLINGON FAST PATROL SHIPS																
G1Q	4	2	110/20	6	0.20	—	5	AA	R12	R1.PF8	181	1	8	3	LPW	◆, AL, PL, LB
G1R	3	1	20	6	0.20	—	5	AA	R12	R1.PF9	181	1	8	3	RPW	AL, PL, LB
END: KLINGON SHIPS																

Ship Type	G9.0 Crew Units	D7.0 Brdg Party's	S2.1 BPV	C6.5 Break down Cost	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Class	C3.3 Turn Mode	Product Where Published	Year In Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E CMD Rating	War Ship Status	Notes
(R4.0) ROMULAN STAR EMPIRE IMPERIAL FLEET															
HAWK SERIES SHIPS BUILT IN THE GENERAL WAR															
VHK	36	10	182/110	5-6	1.00	1+4	3	C	R12	136	175†	8	16	8	RPW V, OS
GHA	39	10	143	5-6	0.75	1	3	B	R12	135	176	7	18	6	LPW
SKR	20+6	8	105/90	6	0.50	—	4	A	R12	137	174	4	11	5	LPW LA, E
SKRA	20+6	8	113/96	6	0.50	—	4	A	R12	137A	175	4	11	5	RPW A, E, R
JH	19	6	95	5-6	0.50	—	4	A	R12	138	176	5	11	4	RPW
ROMULAN KESTREL SERIES SHIPS PURCHASED FROM THE KLINGONS															
KRU	40	6	140/95	5-6	1.00	2+4	3	B	R12	140	175†	7	15	8	RPW V, OS, PUR
HKR	40	8	150	5-6	0.75	1	3	B	R12	139	177	7	17	6	LPW Y1, CNJ, PUR
K4F	9+6	2	68/50	4-6	0.33	—	4	A	R12	141	176	3	7	3	LPW LA, E, PUR
NOTES ON ROMULAN SHIPS															
Note: Romulan ships include a masking device (in Y88 through Y118), veiling device (Y119 through Y139), or cloaking device (Y140 or later) unless a special scenario rule notes otherwise. This applies to all Romulan ships in the early years except the sublight freighter which does not have any such devices. Romulan small ground bases do not have masking, veiling, or cloaking devices. Romulan bases that have such devices will be noted as such on their SSDs, and in such cases the device is included in the base's BPV. Romulan Early Civilian Base Stations do not include any of these devices.															
If a device (whether masking, veiling, or cloaking as available by the year) is added to a base it will add 15% to the BPV of the base to pay for it. The presence or absence of a masking, veiling, or cloaking device on any given base is known before the scenario begins (and before the attacking player selects or deploys his forces).															
Most, but not all, Romulan carriers operated both superiority and assault (plasma-F armed) fighters. On such carriers the spare fighters are divided evenly between the two types, e.g., if the ship has four spare fighters, two will be superiority fighters and two will be assault fighters.															
ROMULAN FAST PATROL SHIPS															
CEN-Q	4	2	110/20	6	0.20	—	5	AA	R12	R1.PF8	182	1	8	3	LPW ◆, AL, PL, LB
CEN-R	3	1	20	6	0.20	—	5	AA	R12	R1.PF9	182	1	8	3	RPW AL, PL, LB
END: ROMULAN SHIPS															

NOTES ON FAST PATROL SHIPS

All FFs are Nimble, but are not marked "N" in the notes column. They do not have the double HET bonus.

AL: Can land on planets by the aerodynamic landing method (P2.433).

PL: Can land on planets by the powered landing method (P2.434).

LB: Has the crash landing bonus of (P2.4311).

◆ = A PF fitted with special sensors.

The presence or absence of warp booster packs has no effect on the explosion strength.

If a PF enters a scenario without warp booster packs, its BPV is reduced by five points (K1.61).

Ship Type	G9.0 Crew Units	D7.0 Brdg Party	S2.1 BPV	C6.5 Break down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Class	C3.3 Turn Mode	Product Where Published	Year In Srv	C13.3 Dock Pts	D5.2 Expl Str	F&E CMD Rating	War Ship Status	Notes
(R5.0) KZINTI HEGEMONY FLEET															
KZINTI CRUISERS															
SRI	40	8	120/100	5-6	1.00	2	3	C	R12	116	170	7	16	8	LPW Y1, ♦
SRIV	40	8	120/100	5-6	1.00	1+1	3	C	R12	116A	170	7	16	8	LPW V, Y1, ♦
SRL	30	8	88/68	5-6	0.67	2	3	B	R12	117	132	5	11	6	LPW Y1, ♦
SRLV	30	8	92/72	5-6	0.67	1+1	3	B	R12	117A	168	5	11	6	LPW CNJ, V, Y1, ♦
HCM	37	14	123	5-6	0.75	1	3	B	R12	114	173	6	18	6	RPU
KZINTI DESTROYERS															
DDS	26	8	105/75	5-6	0.50	1	4	B	R12	120	171	4	12	4	LPW ♦
ADW	28	8	94/74	5-6	0.50	1+1H	4	B	R12	115	175	5	11	4	LPW VH, ♦
KZINTI FRIGATES															
BFF	24	6	88	5-6	0.50	1	4	A	R12	119	175	4	11	4	RPW
FKA	20	6	84	5-6	0.33	1	4	A	R12	118A	175	4	9	3	RPW E, A
FKE	20	6	76	5-6	0.33	1	4	A	R12	118	168	4	9	3	RPW E, LA
NOTES ON KZINTI SHIPS															
All Kzinti ships have increased drone percentages specified by (FD10.6) and (S3.223). Spare shuttles labeled "H" under the spare shuttles column are two-space heavy fighters.															
KZINTI FAST PATROL SHIPS															
PFQ	4	2	110/20	6	0.20	—	5	AA	R12	R1.PF8	181	1	8	3	LPW ♦, AL, PL, LB
PFR	3	1	20	6	0.20	—	5	AA	R12	R1.PF9	181	1	8	3	RPW AL, PL, LB
END: KZINTI SHIPS															
(R6.0) CONFEDERATION OF THE GORN															
GORN DREADNOUGHTS															
SPS	70	24	268	4-6	1.50	2	2	E	R12	102	183	12	27	10	LPW P
DNC	61	28	200	3-6	1.50	4	2	E	R12	104	174	13	27	10	LPW
GORN SHIPS															
DBC	48	16	145	5-6	1.00	1	3	D	R12	105	178	8	19	8	LPU
DDC	32	8	116	4-6	0.67	1	3	D	R12	106	178	7	15	6	LPW
HCM	50	20	196	5-6	1.00	2	3	D	R12	103	182	8	22	10	LPU Y1
NHD	36	12	128	4-6	0.75	1	3	C	R12	101	173	7	16	6	LPU
DCN	20	6	88	4-6	0.50	1	4	C	R12	107	174	4	10	4	LPW
NOTES ON GORN SHIPS															
Before a campaign begins, Gorn ships with more than one spare admin shuttle may designate the same or all of the additional spare shuttles as GAS shuttles.															
GORN FAST PATROL SHIPS															
Pter-Q	4	2	110/20	6	0.20	—	5	AA	R12	R1.PF8	182	1	8	3	LPW ♦, AL, PL, LB
Pter-R	3	1	20	6	0.20	—	5	AA	R12	R1.PF9	182	1	8	3	RPW AL, PL, LB
END: GORN SHIPS															

Ship Type	G9.0 Crew Units	D7.0 Brdg Party	S2.1 BPV	C6.5 Break down	C2.12 Move Cost	J1.42 Spate Shttl	R0.6 Class	C3.3 Turn Mode	Product Where Published	Year In Srv	C13.3 Dock Pts	D5.2 Expl Str	F&E CMD Rating	War Ship Status	Notes	
(R7.0) THOLIAN HOLDFAST DEFENSE FORCES																
HCW	34	10	139	3-6	0.75	1	3	C	R12	80	182	7	17	8	RPL Y1	
CWL	30	10	134	5-6	0.67	1	3	B	R12	81	180	6	17	7	RPW GL	
HDW	34	12	105	5-6	0.67	1	4	A	R12	86	187	5	15	6	RPU GL	
Note: Construction of HCWs is contingent on availability of Neo-Tholian technology. See ship description.																
Note: Construction of CWs and variants is contingent on availability of Neo-Tholian technology. See ship description.																
NEO-THOLIAN SHIPS																
NCH	49	15	185	5-6	1.00	2	3	B	R12	82	180	6+1+2	16+2+4	8+1	NFP Y1	
NCM	40	12	151	5-6	0.67	2	3	B	R12	83	180	4+1+2	13+2+4	6	NFP Y1	
NDH	29	9	110	5-6	0.50	1	4	A	R12	84	180	4+1+1	8+1+3	5	CNJ Y1	
NFH	20	6	85	6	0.33	1	5	A	R12	85	180	3+1+1	6+1+3	3	CNJ Y1	
NEO-THOLIAN COLLARS (ADD TO COMMAND MODULE AS APPLICABLE)																
NCA/CL	4	0	15	—	—	■	—	—	R12	82-83	180	1	2	+0	NFP Y1	
NDIFF	2	0	10	—	—	■	—	4°	—	R12	84-85	180	1	1	+0	CNJ Y1
NOTES ON NEO-THOLIAN SHIPS																
Command ratings assume the normal assignment of command modules. (Ratings of ships and command modules are not additive.)																
NCA or NCL with FCoM add one.																
Ship without command module, subtract 3. Absence of a Light Command Module from the NDD or NFF reduced the commanding rating by 2.																
Docking points: First number is rear hull, second number is the collar, third number is the command module, use the total unless one or more elements are missing.																
Explosion strengths show the rear hull (first), collar (second) and command module separately, combine all three values if these elements fail to escape.																
NOTE: The Neo-Tholian ships were in service (in the Tholian Home Galaxy) long before the dates shown.																
NOTES ON ALL THOLIAN SHIPS																
See (S8.223) for command ratings of Tholian ships in Tholian space.																
Most, but not all, Tholian carriers operated both superiority and assault (disruptor armed) fighters. On such carriers the spare fighters are divided evenly between the two types, e.g., if the ship has four spare fighters, two will be superiority fighters and two will be assault fighters.																
THOLIAN FAST PATROL SHIPS																
Ar-Q	4	2	110/20	6	0.20	—	5	AA	R12	R1.PF8	181	1	8	3	CNJ ♦, AL, PL, LB	
Ar-R	3	1	20	6	0.20	—	5	AA	R12	R1.PF9	181	1	8	3	RPW AL, PL, LB	
END: THOLIAN SHIPS																

Ship Type	G9.0 Crew Units	D7.0 Brdg Party	S2.1 BPV	C6.5 Break down Cost	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Class	C3.3 Turn Mode	Product Where Published	Rule Nbr	Year In Srv	C13.3 Dock Pts	D5.2 Expl Str	F&E CMD Rating	War Ship Status	Notes
(R8.0) ORION RAIDERS																
HBR	29	16	153	6	0.75	2	3	A	R12	56	179	7	25	6	LPW	Y1, GL, AL, PL, LB, Cloak
HBR	29	16	128	6	0.75	2	3	A	R12	56	179	7	25	6	LPW	Y1, GL, AL, PL, LB, No Cloak
WR	12	8	98	6	0.33	1	4	AA	R12	57	168	3	18	3	LPW	Y1, N, GL, AL, PL, LB, Cloak
WR	12	8	82	6	0.33	1	4	AA	R12	57	168	3	18	3	LPW	Y1, N, GL, AL, PL, LB, No Cloak
NOTES ON ORION SHIPS																
Note: See (C6.521) for double HET bonuses. This does not apply to freighters in Orion service.																
Cloak: The BPV includes the cost of a cloaking device.																
No Cloak: This is the same ship as as one that includes a cloaking device but does not include the cloaking device in its BPV.																
For Carrier Escort variants, see (R8.R7) in Module J and/or Module R2.																
ORION FAST PATROL SHIPS																
BUC-Q	4	2	110/20	6	0.20	—	5	AA	R12	R1.PF8	180	1	13	3	LPW	◆, AL, PL, LB
BUC-R	3	1	20	6	0.20	—	5	AA	R12	R1.PF9	180	1	13	3	RPW	AL, PL, LB
END: ORION SHIPS																

(R9.0) HYDRAN KINGDOM ROYAL NAVY

HYDRAN SHIPS	HMO	HTA	DWG	HYDRAN PEGASUS-CLASS LIGHT CRUISER AND VARIANTS	PGC	PGF	PGG	PGS	HYDRAN FAST PATROL SHIPS	HAR-Q	HAR-R	END: HYDRAN SHIPS	Notes	
	38	12	95/75	3-6 0.67 1+2	D	D	D	D	R12	125	173	8	15	6 UNQ Y1
	38	12	138	5-6 0.75 1	3	3	1	3	R12	127	172	8	18	10 LPU Y1, ♦
	30	30	75/40	5-6 0.50 1+1	4	4	1	3	R12	126	178	8	10	6 LPW T, Y1, ♦
									R12	129	173	5	10	5 RPL T, V, Y1

Ship Type	G9.0 Crew Units	D7.0 Brdg Party's	S2.1 BPV	C6.5 Break down Cost	C2.12 Move Cost	J1.42 Spate Shttl	R0.6 Class	C3.3 Turn Mode	Product Where Published	Year In Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E CMD Rating	War Ship Status	Notes
(R11.0) LYRAN STAR EMPIRE FLEET															
LYRAN SHIPS															
SPS	64	20	245	3-6	1.50	2+4	2	D	R12	104	183	14	30	10	LPW P
HCW	38	10	125	5-6	0.75	1	3	B	R12	103	173	7	20	6	LPW
DWG	27	28	100/85	6	0.50	1	4	A	R12	105	172	5	10	5	RPL Y1, T
WPF	28	14	95/65	6	0.50	1	4	A	R12	106	169	5	12	6	RPU ♦, T, MS, Y1
HDD	30	6	95	6	0.67	1	4	B	R12	107	161	4	14	4	RP2 Y1
DDV	26	6	79	6	0.50	2+4	4	B	R12	109	120	4	10	5	RPU V, Y1
HFF	26	4	74	6	0.50	1	4	A	R12	108	160	4	11	3	RP2 Y1
NOTES ON LYRAN SHIPS															
NOTE: The listed BPVs of Lyran ships, excepting PFTs, the BB, BCS, BCH, SCS, and others listed in the rules, do not include mech-links.															
LYRAN FAST PATROL SHIPS															
Bob-Q	4	2	110/20	6	0.20	—	5	AA	R12	R1.PF8	178	1	8	3	LPW ♦, AL, PL, LB
Bob-R	3	1	20	6	0.20	—	5	AA	R12	R1.PF9	181	1	8	3	RPW AL, PL, LB
END: LYRAN SHIPS															

NOTE: The listed BPVs of Lyran ships, excepting PFTs, the BB, BCS, BCH, SCS, and others listed in the rules, do not include mech-links.

LYRAN FAST PATROL SHIPS

Bob-Q	4	2	110/20	6	0.20	—	5	AA	R12	R1.PF8	178	1	8	3	LPW ♦, AL, PL, LB
Bob-R	3	1	20	6	0.20	—	5	AA	R12	R1.PF9	181	1	8	3	RPW AL, PL, LB

END: LYRAN SHIPS

(R12.0) WYN NEW CONSTRUCTION SHIPS

WYN	36	12	138	5-6	0.75	2	3	C	R12	53	186	8	17	6	RPL Y1, AL, PL, LB
DDP	22	8	110/90	6	0.50	—	4	B	R12	54	180	5	11	4	RPU Y1, AL, PL, LB
NOTES ON WYN SHIPS															
See (S8.222) for data on WYN command ratings.															
WYN FAST PATROL SHIPS															
PFQ	4	2	110/20	6	0.20	—	5	AA	R12	R1.PF8	183	1	8	3	UNV ♦, AL, PL, LB
PFR	3	1	20	6	0.20	—	5	AA	R12	R1.PF9	183	1	8	3	LPW AL, PL, LB
The WYNs use Interceptors and some PFs from other races. The above listings are the Freedom Fighter PF and its variants.															
END: WYN SHIPS															

(R13.0) INTER-STELLAR CONCORDIUM PEACEKEEPING FORCES

INTER-STELLAR CONCORDIUM HEAVY WAR CRUISER	12	163	4-6	0.75	2	3	C	R12	95	190	8	21	6	RPL	UNV:Y175‡, Y1
INTER-STELLAR CONCORDIUM FAST PATF	4	2	110/20	6	0.20	—	5	AA	R12	R1.PF8	183	1	8	3	LPW ♦, AL, PL, LB
END: INTER-STELLAR CONCORDIUM SHIPS															
END: INTER-STELLAR CONCORDIUM PEACEKEEPING FORCES															

Ship Type	G9.0 Crew Units	D7.0 Brdg Party	S2.1 BPV	C6.5 Break down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Class	C3.3 Turn Mode	Product Where Published	Year In Srv	C13.3 Dock Pts	D5.2 Expl Str	F&E CMD Rating	War Ship Status	Notes
(R15.0) SELTORIAN TRIBUNAL PROSECUTION FORCES															
SELTORIAN SHIPS															
BW	150	40	600/500	0-6	2.00+	4	1	H	R12	44	182	N/A	60+	10	UNQ
HCL	47	20	135	4-6	0.75	1+1G	3	D	R12	41	186	8	8	RPU	P, ♦
CLF	43	20	139	4-6	0.67	1+1G	3	D	R12	42	185	7	17	RPL	(HG: IMP)
NCL	30	10	116	4-6	0.67	1+1G	3	D	R12	43	184	5	15	6	RPW
NOTES ON SELTORIAN SHIPS															
Y182 is the date of Selctorian arrival. Selctorian ships were in service in their home galaxy long before the dates given here.															
Spare shuttles marked with a "G" in the spare shuttles column are Ground Assault Shuttles.															
SELTORIAN FAST PATROL SHIPS															
PFQ	4	2	110/20	6	0.20	—	5	AA	R12	R1.PF8	183	1	8	3	CNJ ♦, AL, PL, LB
PFR	3	1	20	6	0.20	—	5	AA	R12	R1.PF9	183	1	8	3	RPW AL, PL, LB
END: SELTORIAN SHIPS															

Ship Type	G9.0 Crew Units	D7.0 Brdg Party	S2.1 BPV	C6.5 Break down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Class	C3.3 Turn Mode	Product Where Published	Year In Srv	C13.3 Dock Pts	D5.2 Expl Str	F&E CMD Rating	War Ship Status	Notes
(R16.0) JINDARIAN CARAVANS															
JINDARIAN MEDIUM STRIKE CRUISER (non-asteroid)															
MSC	36	14	144	5-6	0.75	1	3	C	R12	48	180	8	17	6	LPW Y1
JINDARIAN FAST PATROL SHIPS															
PFQ	4	2	110/20	6	0.20	—	5	AA	R12	R1.PF8	182	1	8	3	LPW ♦, AL, PL, LB
PFR	3	1	20	6	0.20	—	5	AA	R12	R1.PF9	182	1	8	3	RPW AL, PL, LB
END: JINDARIAN SHIPS															
(R17.0) VUDAR ENCLAVE DEFENSE FORCES															
VUDAR SHIPS															
HCW	42	12	135	4-6	0.75	1	3	C	R12	43	179	8	18	6	LPW Y1
CWF	38	10	143	5-6	0.67	1	3	C	R12	44	187	7	19	6	LPU Y1, F
CWG	38	10	125	5-6	†	1	3	C†	R12	45	178	7	15	6	LPW Y1, T, TG
CWS	38	10	135/115	5-6	0.67	1	3	C	R12	46	178	7	15	6	RPL Y1, ♦
HDW	27	8	113	5-6	0.67	1	4	B	R12	47	180	6	16	5	LPU Y1
FCR	18+6	2	67/50	6	0.33	—	4	A	R12	48	175	3	7	3	LPW E, LA
VUDAR FAST PATROL SHIPS															
PFQ	4	2	110/20	6	0.20	—	5	AA	R12	R1.PF8	181	1	8	3	LPW ♦, AL, PL, LB
PFR	3	1	20	6	0.20	—	5	AA	R12	R1.PF9	181	1	8	3	RPW AL, PL, LB
END OF VUDAR SHIPS															