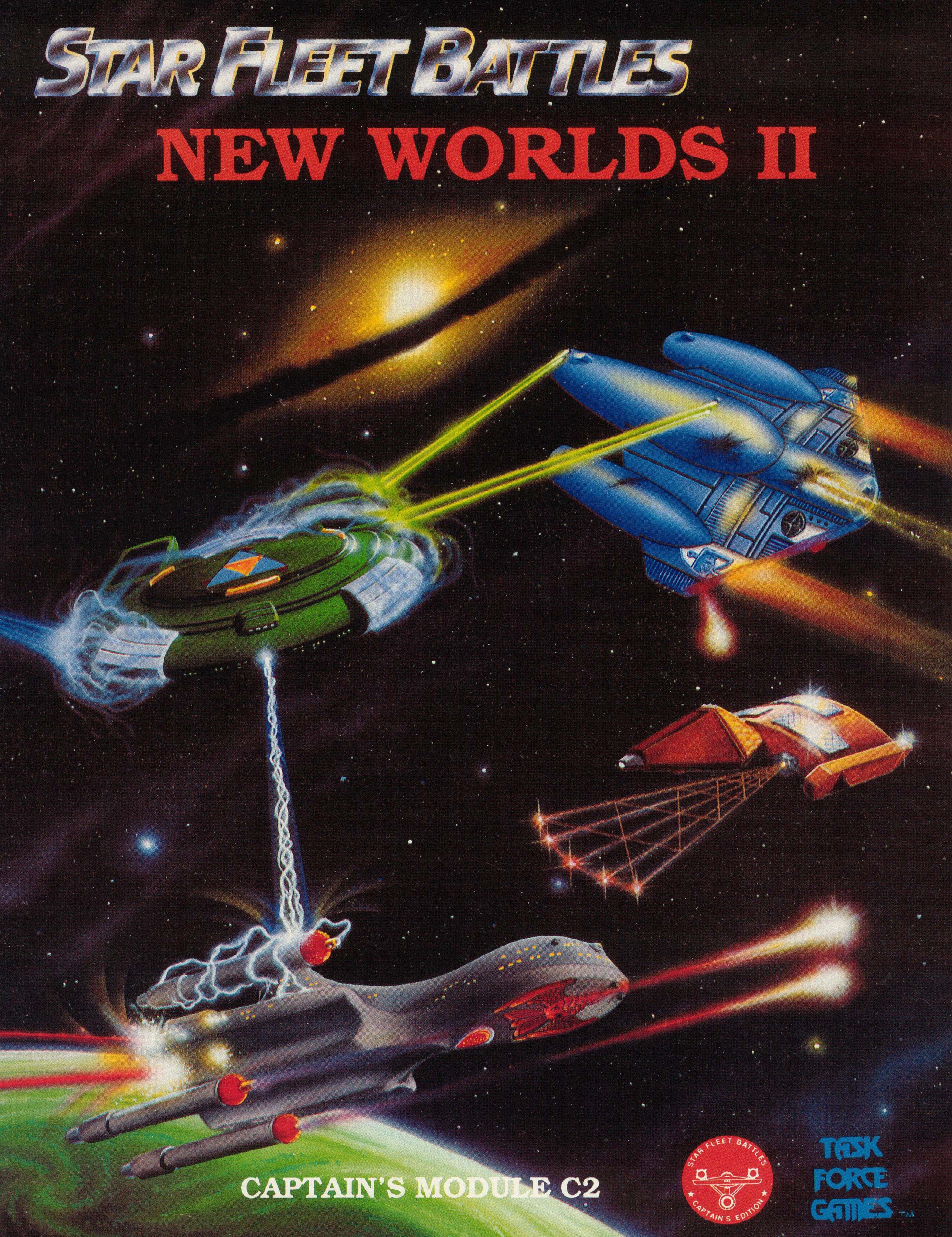
STAR FLEET BATTLES

NEW WORLDS II

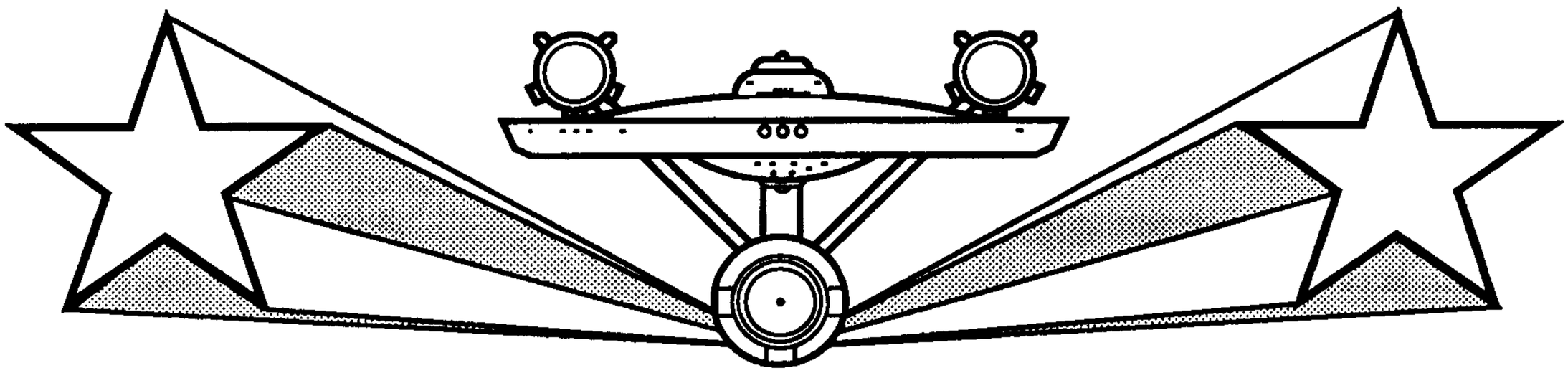


CAPTAIN'S MODULE C2

STAR FLEET BATTLES
CAPTAIN'S EDITION

TASK FORCE GAMES™

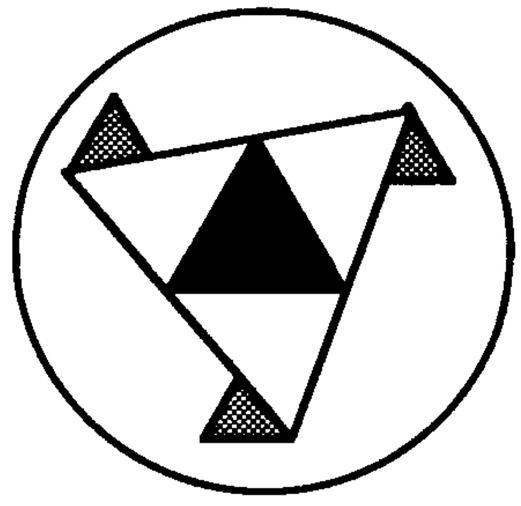
STAR FLEET BATTLES



CAPTAIN'S MODULE C2 — NEW WORLDS II

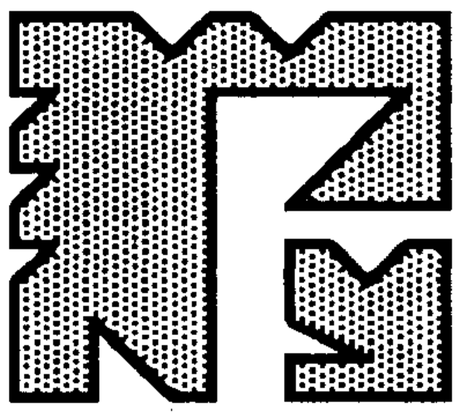
THE ANDROMEDAN INVADERS

D10	POWER ABSORBERS
E9	TRACTOR REPULSOR BEAMS
G18	DISPLACEMENT DEVICE
G19	SATELLITE SHIP OPERATIONS
G20	ENERGY MODULES
R10	BACKGROUND AND SHIPS



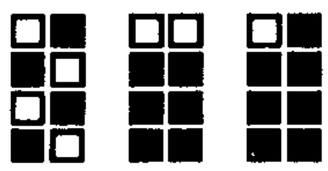
THE NEO-THOLIAN SQUADRON

E12	WEB CASTER
E13	WEB SNARE
E14	WEB FIST
R7.60	BACKGROUND AND SHIPS



THE INTERSTELLAR CONCORDIUM

E11	PLASMATIC PULSAR DEVICE
R13	BACKGROUND AND SHIPS



SCENARIOS, CAMPAIGNS, DATA FILES

SG10	VISITOR FROM ANDROMEDA
SG25	ECHELON TACTICS
SG26	BASE BUSTERS
SH43	WEBBED ESTABLISHMENT
SH44	FIRST AND FUTURE SHOCK
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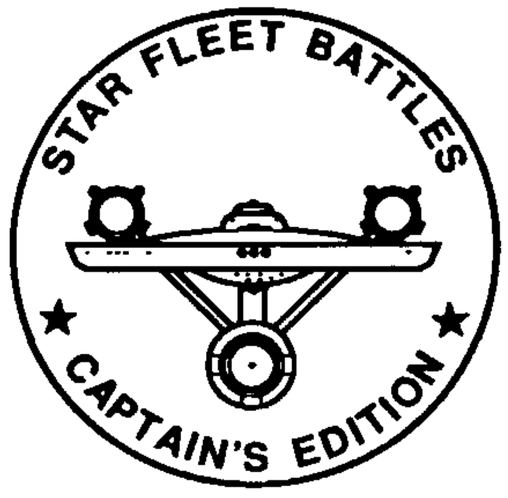
SH46	THREE AGAINST *CORTEZ*
T7	THE RUN FOR HOME
U6	OPERATION UNITY
Z11	DESIGNER'S NOTES
	ANNEXES AND MASTER SHIP CHART



(E9.35) HEAVY TR DAMAGE TABLE

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

(E9.36) LIGHT TR DAMAGE TABLE

DIE ROLL	RANGE 0–3	4–5	6–8	9–12	13–18	19–25
1	10	10	9	6	4	2
2	10	10	7	4	3	1
3	10	9	6	3	2	0
4	10	7	4	2	1	0
5	9	6	3	1	0	0
6	7	4	2	0	0	0

(E11.32) PPD COMBAT CHART

Range	0-3	4-10	11-15	16-20	21-25	26-30	31-40
Hit #	-	9	8	7	6	5	4
Damage	0	6	5	4	3	2	1
Splash	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0
Alt	0	3+3	3+2	2+2	2+1	1+1	1+0

(E12.44) WEB CASTER STRENGTH TABLE

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

† = As no more than 5 points of energy can be used, it is not possible to achieve these strengths at these ranges.

* = As the maximum strength of a web hex is 35, this factor is limited to that maximum.

(E14.22) WEB FIST PROBABILITY OF HIT

RANGE	1-10	11-20	21-30
HIT	1–4	1–3	1–2
MISS	5–6	4–6	3–6

The probability of a hit is based on effective range (D1.4).

(E14.31) WEB FIST DAMAGE CAUSED CHART

RANGE	1-10	11-20	21-30
ENERGY USED			
1	2	0	0
2	4	2	0
3	6	4	2
4	8	6	4
5	10	8	6

Damage scored is based on true range (D1.4).

(G18.33) DISPLACEMENT DEVICE SUCCESS TABLE

RANGE	0	1-2	3-15	16-22	23-31	32-50
Success	–	1-5	1-4	1-3	1-2	1
Failure	1-6	6	5-6	4-6	3-6	2-6

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(D10.0) POWER ABSORBERS

The Andromedans do not use shields. Instead, they use power absorber (PA) panels. These absorb the energy of enemy weapons (up to a limit) and prevent it from damaging the ship. This stored energy can then be channeled into the ship's batteries.

A given ship cannot have both shields and PA panels; the two systems are mutually exclusive and cannot work together.

(D10.1) DEFINITION

(D10.11) SSD: Each PA box on the SSD represents one power absorption panel. PA boxes are divided into "forward" and "aft" (or "rear") groups, known as "panel banks" or simply "banks". All of the PA boxes of a given bank are resolved as a single entity with the capacity equal to the sum of the capacities of the individual boxes (D10.32). See (D10.51) for damage to PA panels.

(D10.12) POSITION: The forward panel bank absorbs power from damage that would have hit shields #6, #1, or #2 on a ship with shields. For artistic purposes, the forward PA panels on some Andromedan ships are divided into two or three groups, but all are considered to be "forward," and they operate as a single panel bank (unless the rules for a specific unit say otherwise). The aft panel bank absorbs power from damage that would have hit shields #3, #4, or #5 on a ship with shields. The larger Andromedan bases have six panel banks, one corresponding to each shield arc. See (E11.354) PPDs.

Note that each panel bank, whether a given unit has two or six or some other number, counts as one "shield" for purposes of volley definitions (D4.22). Example: If direct-fire weapons damage from three different Galactic ships struck the forward panel bank of an Andromedan intruder on a single impulse from three different directions (through the #1, #2, and #6 "shield arcs") this would all be counted as a single volley for all purposes, including phaser damage (D4.34), leaks (D10.331), and disruptor leaks (D10.332).

(D10.13) HELLBORES: When an enveloping hellbore strikes an Andromedan unit, divide the total damage by the number of PA panel banks (two on most ships, six on the starbase) and drop any fractions (for purposes of the calculation). Apply this amount of damage to each bank of panels (distributed among panel boxes of that bank at the choice of the Andromedan player). The Andromedan player then distributes any remaining points (i.e. the fractions dropped earlier) from the original weapon strength to the banks of his choice, no more than one point per group.

EXAMPLE: A Hydran Knight-class destroyer fires its two hellbores at an Andromedan Cobra at a range of 7. The die rolls of 7 and 5 are adjusted by a +2 die roll shift from electronic warfare, changing them to a 7 and a 9, resulting in one hit for 13 points. The Andromedan player notes that the Cobra has two PA panel banks and scores 6 points (13 ÷ 2 = 6.5 = 6) on each bank, then scores the remaining (13th) point on the rear bank.

(D10.14) ENVELOPING PLASMA: If an enveloping plasma torpedo strikes a ship equipped with power absorbers, divide the warhead strength by the number of panel banks and drop any fractions (for purposes of the calculation). Score this number of points on each bank (distributed among panel boxes of that bank at the choice of the Andromedan player), then distribute any remaining points (i.e. the fractions dropped earlier) to banks of the Andromedan player's choice but no more than one point per bank. See (FP5.33).

(D10.15) PHASER DIRECTIONAL DAMAGE: Damage which penetrates or leaks through a given panel bank must be scored on a phaser capable of firing in the direction the damage was received from. See (D4.321).

(D10.151) In the case of direct-fire weapons, the phaser must be capable of firing at the unit which scored the damage.

(D10.152) In the case of seeking weapons, the phaser must be capable of firing through the same (60°) shield arc struck by the weapon.

(D10.153) In the case of hellebores (E10.43) and enveloping plasma torpedoes (FP5.32), the phaser must be capable of firing through the panel bank(s) which leaked damage.

(D10.154) In the case of a single volley containing damage from more than one source, resolve the damage as per (D4.34).

(D10.2) OPERATIONS

To operate, PA panels must be charged. They can be charged to standard level or to reinforced level. It costs more energy to charge the panels to reinforced level, but they can then absorb more damage (10 points per panel instead of 6). See (D10.3) for details.

(D10.21) POWER: The power required to operate the ship's PA panels varies with the class of the ship, as follows:

PA PANEL COST OF OPERATION

SHIP TYPE	STANDARD	REINFORCED
Desecrator (starbase)	18	36
Dominator	10	18
Intruder, Infestor	6	10
Conquistador	5	8
Large Satellite Ship: Mamba, Python	5	8
Medium Satellite Ship: Satellite Base Cobra, Eel, Terminator, King Snake, Diamondback	4	6
Small Satellite Ship: Viper, Courier, Bull Snake, Rattler.	3	4

The above chart includes all Andromedan ships in Module C2, as well as some ships in other products. Other modules may include more Andromedan ships and a chart showing their PA panel costs. Also, each Andromedan SSD lists the energy cost for operating its own panels.

(D10.22) LEVEL: To charge all of the panels to standard level or reinforced level, the designated power must be allocated. This power is sufficient to operate all of the panels on the ship; it is not rated as "per panel bank" or "per panel box." All banks of panels on a given unit must be operated at the same level (standard or reinforced); some could be dropped (D10.25).

The current level of PA panel operations (dropped, standard, reinforced) and any changes are detectable; see (D3.541). If using tactical intelligence (D17.0), this is detected at Level B.

In addition, the total amount of power in each panel is also detectable in some cases; see (D10.56) and Tactical Intelligence Level I.

(D10.23) SOURCE: The power to operate PA panels can come from any source. Power must be allocated every turn. If no power is provided, the panels are not charged and cannot absorb damage (and will release any points they are holding). See (D10.422) and (D10.423).

(D10.24) RESERVE POWER: Reserve power could be used to activate PA panels (H7.2) although not after damage has struck the ship (H7.346). Reserve power can be used to raise the panels to reinforced level even after damage strikes the ship; see (H7.346).

(D10.25) DROPPING PA PANELS: One bank of PA panels (D10.12) could be deactivated as in (D3.5) for a period of 1/4 turn or longer. (As with shields, an Andromedan ship can deactivate any or all of its banks; each bank is deactivated and reactivated independently of the others.) This can be detected under (D3.541). When deactivated, any and all energy in that bank is released as in (D10.424). Also note, starbases (and others with more than two panel banks) could drop one or more of their panel banks. If a panel bank is dropped during a turn and later during that same turn restored, additional power is not required (and cannot be expended) for the panels; the original allocation is adequate for the entire turn even if the panels are down during part of it.

(D10.26) CHANGING LEVELS: A unit operating its panels at reinforced level could reduce them to standard levels during the Drop Shields Step of any impulse. Any power released is treated as per (D10.424).

A unit operating its panels at standard level could increase them to reinforced level during the Raise Shields Step of any impulse or during the Direct Fire-Weapons Stage using reserve power (H7.346).

This change in level may be detectable as per (D3.541) and must be announced if detected.

(D10.261) If panels are changed in this manner, they must stay at the lower level for a minimum period of 1/4 turn (8 impulses).

(D10.262) This time requirement is separate and distinct from the panel dropping interval in (D10.25). For example, an Andromedan ship could reinforce its panels on impulse #8, then reduce them to standard level on impulse #16 (not before), then drop them altogether on impulse #18, then (while they are dropped) restore them to reinforced levels on impulse #24 (they would still hold no energy until they were raised), then raise them again (now at reinforced levels) on impulse #26.

(D10.263) If panels are reduced during a turn and later during that turn restored to reinforced level, additional operating power is not required (and cannot be expended) for the panels; the original allocation is adequate for the entire turn even if the panels are at standard levels during part of it.

(D10.3) EFFECT OF PA PANELS

(D10.31) ABSORPTION: The panels can absorb damage points from any type of weapon (including mines, etc.) or natural hazard (asteroids, novas, nebulas, pulsars, etc.). Any damage which cannot be absorbed by the PA panels (in excess of their capacity) is resolved as internal damage. The panels must absorb energy if they can.

See (D10.6) for a complete example of PA operations.

(D10.32) CAPACITY: Each PA panel box has 6 "capacity points" when operated at standard levels and 10 when at reinforced levels. Each panel bank has a total capacity equal to the sum of the capacity points of the boxes in that panel bank. PA panels gradually lose these capacity points (and their ability to absorb damage) during combat. Energy in a PA panel bank is not allocated to specific SSD boxes; the bank is considered to be a single large absorber.

(D10.321) When any volley of damage is received, 20% of this damage (round fractions of 0.500 and more up, 0.499 and less down) is resolved as "permanent" damage, reducing the capacity of the panel bank, and the remainder is stored in the panels (or exceeds their capacity) as per (D10.31) above. The reduction in panel capacity is calculated and applied before storing the points.

(D10.3211) This degradation is not applied when the panel picks up power from another destroyed panel box or from a panel bank which was voluntarily deactivated or reduced in level, but is applied to power from enemy (or friendly) weapons, asteroid damage, etc.

(D10.3212) Damage from some types of terrain causes degradation, while damage from other types does not.

The following types of terrain-induced damage DO NOT cause degradation: Nebulae (P6.31), heat zones (P10.6).

All other types of terrain-induced damage do cause degradation, including asteroids (P3.2), rings (P2.223), pulsars (P5.2), the WYN radiation zone (P7.7), gravity waves (P10.6), dust clouds (P13.2), radiation zones (P15.7), and any other types which do not specifically say that they do not. Novae (P12.5) and ion storms (P14.0) are a combination of other terrain effects, all of which are judged separately.

(D10.322) The reduction in capacity is distributed as evenly as possible among the boxes of a given panel bank, with any odd points distributed at the Andromedan player's option.

(D10.3221) The reduction is applied to the number of capacity points a given panel box has at the current operating level, so a three-point reduction would leave a box with 3 points at standard levels and 7 at reinforced levels.

(D10.3222) Repairs, which are on a per box basis, could result in the boxes of a given bank being of radically different strengths. Damage must be applied in such a way that all of the boxes of a given bank are as nearly equal as possible, so a newly repaired box (which would be several capacity points stronger than the others in the bank) would take all of the degradation for the bank until it was reduced to the strength of the other panels.

(D10.323) If a panel box is destroyed, its remaining capacity points are destroyed with it.

(D10.324) If the degradation as a result of damage causes the capacity of the panel to be less than the number of energy points it is holding (and assuming that it is already at reinforced levels or cannot be raised to those levels for some reason), the excess power is released (D10.42). The released power is resolved (D10.424) after the internal damage (if any) from the volley that caused the degradation.

(D10.33) DAMAGE PENETRATION: PA panels were designed to resist the amount of damage expected in combat with the Galactic powers. A reinforced level was provided for emergency use, but this level had a drawback of not being a perfect barrier to damage. The result of the drawback is a tendency to "leak" internal damage into the ship whenever a large volley is scored. All damage from a given volley, whether caused by a leak or by exceeding the capacity of the panels, is resolved as a single volley. Damage caused as a result of "leaks" does not count for purposes of victory (S2.21) unless the ship is crippled. Such damage does count for crew casualties (G9.2).

(D10.331) Whenever a single volley scores a total number of damage points on a given panel bank equal to three points per box AND the panels must be reinforced to hold the last point of that volley (even if they are already at that level), that last point is scored as internal damage, i.e. as a "leak" point. The leak point is not absorbed into the panels and does not produce degradation under (D10.32). This leak can occur only once per volley, regardless of how many damage points have been scored.

Obviously, if the panels are not reinforced for some reason, the excess points would penetrate as normal damage and there would be no "leak" point. If the panels can hold the damage at standard levels (even if they happen to be reinforced), there is never a leak, except by (D10.332).

EXAMPLE: A Viper has four panels in its forward bank. A Federation DD scores 3 photon hits (24 points) and 3 points of phaser damage in a single volley. This 27 points is more than 3 points per box (12) and also requires the use of reinforced panels (since the bank could only hold 24 points at standard levels). This volley produces one point of "leak" damage which is scored as internal damage. If, for whatever reason, the Viper did not reinforce its panel bank, three points would exceed the capacity of the panels and be scored as internal damage, but there would not be a "leak" point.

(D10.332) For reasons that were never fully understood, PA panels are particularly vulnerable to damage from disruptors, even when at standard levels. Whenever a volley (striking the panels, before it is resolved) contains damage from disruptors equal to two points per box of that panel bank, the last point of disruptor damage is scored as internal damage. It is not absorbed into the panels and does not produce degradation under (D10.32). This leak can occur only once per volley, regardless of how many damage points have been scored.

This "disruptor leak" point is instead of, not in addition to, any "reinforce level leak" from (D10.331). The remainder of the volley, including disruptor and other damage, is then resolved normally, including degradation.

EXAMPLE #1: A Klingon F5 fires on a Viper (from the front), scoring one hit with an overloaded disruptor from range 4. This causes 8 points of damage, and as that is equal to 2 points per panel, there is one point of "leak" damage.

EXAMPLE #2: A Klingon D8 fires six disruptors and six phasers at an Andromedan Python, scoring 32 damage points with disruptors and 23 damage points with phasers. As the 32 points exceeds the 2x6 threshold, one point is scored as a disruptor-induced leak. The remaining 54 damage points cause 11 points of degradation. The remaining 43 points are absorbed by the panels, which must be at reinforced levels to do so. However, as there has already been one point of disruptor-induced leak, there is not a second point of leak due to the reinforced level.

(D10.333) All leak points (unless the volley also includes internal damage, in which case this rule is ignored) are scored as "hull" hits (not non-hull hits listed on Annex #7E) if there are undestroyed hull boxes on the ship. If there are no remaining hull boxes, use the DAC normally (and combine the leak point with other internal damage from the same volley, if any, into a single volley).

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(D10.4) ENERGY RESOLUTION

(D10.40) GENERAL

(D10.401) Each damage point absorbed by PA panels becomes, in effect, one unit of energy. Once in the panel, it can be dissipated into space (D10.412), transferred to the batteries (D10.411), or released (D10.42). If released (either because the panel box was destroyed or because it was not powered), each point of power then reverts to one damage point (D10.424). The amount of energy in each bank of panels is recorded separately.

(D10.402) As each PA panel box will only hold a specific amount of power, the Andromedan unit must pay careful attention to how much power his panels are holding. If his panels are full (from damage previously received) and cannot be emptied (by one means or another), any damage scored on them will be excess to their capacity and will be scored as internal hits (i.e. this would not be a good time to charge that Federation DN over yonder).

(D10.403) Note that power released from destroyed panel boxes or unpowered panel banks can be absorbed by other panels (D10.424), while damage scored on panel banks already at their capacity cannot be transferred and is treated as internal damage.

(D10.404) Any energy in a PA panel bank which is not transferred, dissipated, or released remains in the panels and carries over from turn to turn.

(D10.405) Andromedan ships must always use fractional accounting (B3.2) to keep more accurate records and to minimize power used for "legitimate purposes" as required by various rules.

(D10.41) REMOVING ENERGY FROM PA PANELS: Energy held in PA panels may be removed by one of several methods. Power from the PA panels can only be transferred by the rules in this section or to an energy module (G20.0). It cannot be used directly to power weapons or other equipment. Exception: Mauler; see (D10.414), (E8.5), or (R10.6).

(D10.411) At the end of each turn, the Andromedan player may transfer energy held in the PA panels to the batteries on the same ship. [Remember that Andromedan batteries have a higher capacity; see (D10.55).] Ten percent (10%) of the power (current contents, not capacity; round fractions of 0.5 or more up, others down) in the panels can be transferred out by this method. Note that power in excess of the capacity of the batteries cannot be transferred to them. This power can be used on the next turn. The 10% (or less at owner's option) transfer to the batteries is resolved before (D10.412). Power is transferred from each panel bank separately (10% from each bank, not 10% of the total from all banks). If there are four or fewer points of power in the bank, the 10% proviso is ignored and one point can be transferred to batteries.

(D10.412) At the end of each turn, each PA panel bank can "dissipate" to space one point of power for each PA box in the bank. A PA bank cannot dissipate more power than it has, nor can it dissipate power held in another bank. This power is simply lost. It is removed from the panels and can never be used for anything else.

(D10.4121) The player is not required to dissipate all of (or any of) the power held in his panels. Only PA panels that have energy in them can dissipate power to space. See (D7.552) in the case of a captured Andromedan ship.

(D10.4122) Dissipation of power can be detected as per (D3.54), and the amount dissipated must be announced if detected. If using tactical intelligence, see Level E.

(D10.4123) PA panels can dissipate two units of energy per turn if they spend the entire turn in an atmosphere hex.

(D10.4124) PA panels cannot dissipate power in a heat zone (P10.6), a radiation zone (P15.7), or while penetrating the WYN radiation zone (P7.7).

(D10.4125) PA panels of ships docked internally (in a base, FRD, mothership, etc.) cannot dissipate energy to space.

(D10.413) Energy from the PA panels cannot be used directly to power the panels themselves. Power from the PA panels that was transferred to the batteries by (D10.411) or (D10.424) could be used for this purpose (and various others).

(D10.414) Andromedan maulers can draw power directly from their panels. See (E8.5). Since there is no particular restriction against firing the mauler weapon (with the maximum allowed power) at an innocuous piece of space debris (that is not even shown on the map), these ships have a dramatic advantage in clearing their PA panels. (Any weapon can be fired to use up power, but maulers can draw directly from the panels and use up far more power.) Note: The "20 point limit" in previous editions applies to the Terminator (R10.6) and was moved to that rule to facilitate the later publication of other Andromedan mauler classes.

(D10.415) Power from the batteries must be used for legitimate purposes, but the absolute minimum amount of power must be used. For example, tractor beams could grab a meaningless rock (D10.711), but could not use power for a meaningless "tractor auction" (and could not have such an auction with another Andromedan ship or a ship "allied" with the Andromedans). Fractional accounting must be used (B3.2) to minimize power spent (D10.405).

(D10.42) RELEASING ENERGY FROM PA PANELS: Energy held in PA panels can be involuntarily released by two methods.

(D10.421) If a PA panel box is destroyed, any power held in it is involuntarily released (D10.424).

(D10.422) If the owning player reduces the energy level of a power absorber bank (from reinforced to standard or from standard to unpowered), any excess energy is treated as energy released from a destroyed PA panel box (D10.424).

(D10.423) An Andromedan ship cannot voluntarily release power from PA panels by (D10.422) unless that power will not cause internal damage (D10.424). Releasing energy which can cause internal damage by voluntarily reducing PA panel levels or dropping them can only be done during Energy Allocation and only if the ship is eligible for self-destruction or if there is not enough energy to power the panels (which have priority over any other power needs except life support). A player cannot be forced to drop PA panels by (D22.0).

(D10.424) Released energy from PA panels must be picked up by other power systems on the ship (within their capacity to hold power), strictly in the following order of priority:

1. Other PA panel boxes of that same panel bank.
2. An energy module (G20.41) in the hangar.
3. Other PA panels of the ship.
4. The batteries of the ship OR the panels of a satellite ship in the hangar (G19.25).

This is a strict order of priority. Energy cannot go to a lower item on the list unless all higher priority items are full or unavailable. For example, energy cannot go to an energy module (#2) if there is capacity available in the same panel bank (#1).

Any released energy which cannot be picked up by one of the above systems is applied to the ship as internal hits (resolved as a separate volley with no phaser directional restrictions).

(D10.5) OTHER CONDITIONS AND RESTRICTIONS

(D10.51) DESTRUCTION: PA panel boxes are destroyed on "drone" hits. They count as internal damage for victory purposes. A damage point which penetrates or leaks through a PA panel bank and scores a hit on a PA panel must be scored on a panel box of that specific bank.

(D10.52) TRANSPORTERS: Due to their nature, transporters can be used to transport out of, but not into, a ship equipped with PA panels, i.e. a transporter behind a PA panel operates normally, while one outside a PA panel will not. Exception: see (D10.525) and (D10.524).
(D10.521) Enemy boarding parties trying to board an Andromedan ship would find themselves reduced to energy and stored unless the panels covering their line of transport were not operating. (These marines, or any transported object, could not later be restored.) See (D10.523).
(D10.522) After all of the power absorber boxes in a given bank have been destroyed, or if no power has been allocated to charge them, or if that bank has been dropped (D10.25), transporters may be used to board the ship through the arc covered by that bank.
(D10.523) The power involved in transported objects (even a thousand of them) is negligible compared to weapons, and even a power absorber charged to capacity could absorb an infinite number of transported objects (e.g. boarding parties); that amount of power would then be too small to be drawn and used by the ship.
(D10.524) Transporters can be used between two Andromedan ships, even if one or both have PA panels operating, as long as both ships power and operate one transporter for each individual transporter operation. (Obviously, if the receiving ship has its facing panels down for whatever reason, it would not need to power a transporter.)
(D10.525) Andromedan ships can use transporters to launch and recover satellite ships (G19.0) or to conduct hit-and-run raids (D7.8), with their PA panels active. Andromedan mother ships do not have to drop PA panels to launch or recover a satellite ship; neither do the satellite ships being transported. If an Andromedan ship were allied to a Galactic ship, the Andromedan ship could use its transporters to move people or objects between ships; otherwise it would have to drop a bank of panels to allow the Galactic ship to use its own transporters.

(D10.53) WEBS: Power absorbers cannot absorb power from webs.

(D10.54) DAMAGE CONTROL: Damage control on Andromedan ships uses the following rules.
(D10.541) Damage control (D9.2) can be used to repair lost capacity of a power absorber bank (D10.32). Every two points of power allocated under (D9.2) repairs one degradation point on one box, NOT the entire capacity of a PA box. Repairs may be applied to any box, and if more than one capacity point is repaired in a given turn, these can be applied to the same box or to different boxes. See (D10.3222) and (G19.26).
(D10.542) Repairs under (D9.2) cannot be used to repair destroyed PA panel boxes on the SSD during a scenario, although repairs under (D9.7) can be. Destroyed PA panels repaired under (D9.7) will have their full absorption capacity available when the repair is completed.
(D10.543) Emergency damage repair (D14.0) can be used in an attempt to repair destroyed PA panel boxes, and repaired boxes will have their full absorption capacity available when the repair is completed. See also (D10.546).
(D10.544) Between the scenarios of a campaign game, a number of PA panel boxes equal to twice the damage control rating can be repaired under (G17.133). This is a separate category from other repairs under (D9.4). All lost absorption capability is restored between scenarios under (G17.132). The repair rate for use in (D9.4), covering repairs between scenarios, is established in this rule.
(D10.545) Repairs under (G17.0) are not affected and can be conducted as per those rules. Repaired PA panels (including destroyed and degraded panels) will have their full capacity restored.
(D10.546) The ship could execute (D9.7), (G17.0), or (D14.0) repairs on an undestroyed (but degraded) box to restore its original capacity; this would count as one "repair" under the respective system. (This is a partial exception to the normal rules that prohibit repairing something that has not been destroyed, but the Andromedans are unusual in many respects. There are few SSD boxes in SFB which can be damaged without being destroyed.)

(D10.55) BATTERIES: The batteries on Andromedan ships can hold five units of power each (H5.5), which gives them an advantage in absorbing power from the panels. The Andromedan player may, at his option, determine how much power is held in his batteries at the start of a scenario. See (D18.14).

(D10.56) DETECTION: If the panels are charged, this can be determined from outside and must be announced, but the level (and any change in level) can be detected as per (D3.54) or Tactical Intelligence Level B. In addition, the total amount of power in each panel is also detectable at Tactical Intelligence Level I (at a range of 10 hexes if not using TacIntel) and must be announced as it changes throughout the turn. See also (D10.4122).

(D10.57) LEAKY SHIELDS: Players using (D3.6) should allow an identical proportion of the damage points to penetrate the PA panels in addition to (D10.33). Leaks under this rule are resolved by the DAC.

(D10.6) ANDROMEDAN COMBAT EXAMPLE

This example is based on Scenario (SH46.0) and covers most of the unique rules used by the Andromedans, but focuses on the PA panels in particular.

An Andromedan Conquistador has 6 PA boxes forward and 4 aft. None are holding any power. On an impulse during the first turn, 15 damage points (from a D7) are scored on the forward three shield-arcs. [Of these, 9 are from long-range disruptor fire, but this does not exceed the disruptor threshold.] These 15 units are treated as follows; First, 20% (3) are scored as permanent reduction (D10.321). This reduces three of the six PA boxes from 6+4 capacity to 5+4, giving the front panels a standard level capacity of 33 (down from 36). The other 12 points are absorbed into the front panel boxes and held there.

At the end of the first turn, 1 of these 12 points is transferred into the batteries (D10.411), reducing the total held to 11. Then, each of the six panel boxes dissipates (D10.412) 1 point to space, leaving 5 in a panel bank with a capacity of 33.

On turn 2, the Andromedan allocates 4 points of power to damage control, which will repair two of the capacity points in the front bank (D10.541). As is the case when repairing shields, the restored capacity points will not be available until the end of the turn.

On impulse #6 of turn 2, a Klingon D7 scores three hits with overloaded disruptors from range 4, a total of 24 points, plus 14 points of phaser damage. The disruptor volley exceeds the threshold (6x2 = 12) for disruptor damage, so 1 point is scored as internal damage (D10.332) and the other 23 combine with the 14 phaser damage points into a 37-point volley. Of this volley, 20% (7.4 rounded down to 7) is scored as permanent reduction of the capacity (now 26, down from 36) and the other 30 points is scored as normal damage. This exceeds the 21 points of available capacity (26 minus the 5 held from last turn), but the Andromedan player uses reserve power (H7.346) to increase the panels to reinforced level (6 panels at 10 points, minus the 10 points of degradation leaves a capacity of 50 in the front panels) and absorbs all 30 points (his front panel bank now holds 35 points). Even though the volley qualified for 1 "leak" point under both (D10.332) and (D10.331), only 1 "leak" point is scored. The 1 "leak" point is resolved as a Hull hit.

On impulse #10, a type–I drone (12-point warhead) scores a hit on the rear panel bank. Of this, 20% (2.4 rounded to 2) becomes permanent damage (reducing the reinforced capacity to 38); the remaining 10 points of drone damage is absorbed. The Andromedan fires, severely damaging a Klingon D5, and then displaces away on that same impulse.

At the end of turn 2, the Conquistador has 35 points in his 50-point front panel bank. He transfers 4 into the battery (leaving 31), then dissipates 6 to space, leaving 25. Also, the 2 capacity points repaired during turn 2 increase capacity from 50 to 52. The rear panel bank holds 10 points of power with a capacity of 38. The Andromedan player transfers 1 point to the batteries and dissipates 4 to space, leaving 5.

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During turn 3, the Conquistador uses 4 points of power for damage control, which will repair two capacity points by the end of the turn. He moves away from the Klingon ships during this turn, not arming any weapons so that he can move at maximum speed. The Klingon D7 manages a long-range (range 15) disruptor shot, but scores only two disruptor hits (6 points, not enough to exceed the 8-point rear panel disruptor threshold) and 4 points of phaser fire. (The damaged D5 fires, but manages only 1 point of phaser damage.) The Klingon F5 also manages a disruptor hit (3 points) during the same impulse, and since all fire against a given PA bank in a given step of the impulse procedure is combined into a single volley (total 9 points from disruptors), scoring 1 leak point (a hull hit). The remaining 13 points (8 from disruptors, 5 from phasers) score 3 points (20% of 13 = 2.6) of permanent damage on the rear panel bank (reducing it from 38 to 35) and 10 are absorbed (the rear panel bank now holds 15).

At the end of turn 3, the Conquistador has 25 points in his front panel bank. He transfers 3 to the batteries, dissipates 6, leaving 16. Also, the 2 repaired capacity points increase the capacity from 52 to 54. The rear panel bank transfers 2 points to batteries, dissipates 4 to space, leaving 9 in the bank.

On turn 4, the Andromedan begins to arm his weapons, but is not prepared to fight as his TRs and DisDevs won't be armed until turn 5. He does not spend energy for damage control as he can't afford to. The arming costs him speed and allows the three Klingon ships to catch up, although they cannot reach overload range while overloading their disruptors. They fire in sequence. The D7 fires four disruptor bolts at range 11, hitting the rear panel bank with three (total 9 points, causing 1 point of disruptor leak, another Hull hit). The remaining 8 points score 2 points of permanent reduction in the rear panel bank (dropping them to 33); 6 are absorbed (total 15 in the panels). On a later impulse, the D5 (which had only two disruptors left but plenty of warp power) reached overload range and fired, but scored only one hit (6 points); during the same impulse, the F5 scored one disruptor hit (3 points), for 9 points of disruptor damage (1 point of leak, another Hull box; 2 points of degradation, capacity now 32; 6 points absorbed (holding 21).

At the end of turn 4, the Conquistador has 21 points in the rear panel bank (capacity 33). The ship transfers 2 to battery and dissipates 4, leaving 16. The front panel bank still has the 16 points from last turn; 2 are transferred and 6 are dissipated, leaving 8 and a capacity of 54 (net 46 available).

On turn 5, the Conquistador completes the arming of his TR beams and DisDevs and turns toward the Klingons. The Klingons, expecting this move, slow dramatically to use overloaded disruptors and heavy counter-jamming. Several drones are in flight, but the Conquistador dismisses them with two of his T-bombs. (The Klingons routed them to prevent a single mine from destroying them all.) The Conquistador fires his alpha strike at the D7 from range 6, scoring 29 points of damage on the #2 shield, which barely survives due to reinforcement and reserve power. The three Klingon ships had wanted to fire on different impulses so as to gain the Mizia effect of their leaking shots, but all fired immediately (all face the forward panel bank) because the Andro had announced displacement (G18.31). The D7 uses his UIM and scores three out of four hits (18 points) plus 8 from phasers. The D5 fires both disruptors from range 4, burning out his UIM but scoring two hits with 16 points plus 5 from phasers. The F5 (which has a classic oblique shot) fires from range 8, scoring one hit (6 points) plus 5 from phasers. The combined total of 58 points includes one disruptor leak point; the other 57 score 11 points of permanent damage (capacity reduced to 43, of which 8 are in use), the remaining 46 damage points exceed capacity by 11. [The normal leak effect (D10.331) doesn't apply because the damage exceeds the capacity of the reinforced panels.] The 11 points of excess and the 1 point of disruptor leak are resolved as a 12-point volley. This destroys one TR, one PA, two phasers, two warp, four hull, and two cargo. As the PA panel must come from the front bank (D10.51), the Andromedan player selects one of those with a capacity of 7. Its 7 points of damage are released and picked up by the rear panel bank (now holding 28). The Andro displaces 12 hexes, over and behind the Klingons (which will force the Klingons to use HETs if they wish to maintain close pursuit). Four impulses later, the Conquistador transports his Cobra back toward the Klingons. The Klingons, unwilling to use HETs, execute normal battle turns toward the two Andro ships.

The Cobra unloads on the F5 at range 3, catching him in the weak #5 shield. The Cobra does 34 points of damage, which crushes the 16-box shield and (after reserve power) does 16 internals, enough to cause serious damage to the frigate.

At the end of turn 5, the Conquistador has a five-box front panel bank with a capacity of 36. This panel bank is full. He transfers 4 points, dissipates 5 points, and is left with 27 points of power in a panel bank able to hold 36. His rear panel bank has 28 points of power, of which 3 are transferred to batteries and 4 are dissipated, leaving 21. The Cobra has no power in its panels.

On turn 6, the Conquistador plots high speed and arms no weapons, intending to separate from the Klingons until he can clear his panels and repair his weapons. Damage control is working furiously on the destroyed panel box; the damaged TR will have to wait. The Cobra moves toward the D7, but has only his phasers available to fire. The Klingon ships would be willing to let the F5 take its chances with the Cobra and pursue the Conquistador, but because of their low speed cannot catch it. They concentrate fire on the Cobra.

The Cobra fires his phasers at range 1, doing 16 points on the #1 shield of the D7, not enough to penetrate. The D7 fires at the forward bank, scoring four hits with overloaded disruptors (40 points) and 23 with phasers. The F5 contributes 3 points of phaser damage into the Cobra's rear panels. The D5 cannot fire his disruptors due to the UIM burnout, but contributes 5 points of phaser damage to the front panels. The 3 points of rear panel bank damage are easily absorbed. The 68 points of forward panel damage is not so easily dealt with. Fourteen cause permanent reduction of the forward panel bank (40 is reduced to 26); the other 54 are resolved normally (disruptor leak ignored as the panels were penetrated, 26 to fill the panels, 28 excess to panels), resulting in 28 points of internal damage, destroying all weapons, all hull, all batteries, both impulse engines, the transporter, eight warp, and two PAs (their 12 points of energy then going into the rear panels).

At the end of turn 6, the Cobra has 14 points in his front panel bank and can dissipate 2. He has 15 in the rear panel bank (3 boxes), which can dissipate 3 (leaving a capacity of 18). The Cobra is a wreck and the Klingons can destroy it at their leisure.

The Conquistador has 27 points of energy in the front panel bank. He transfers 3 to batteries and dissipates 5, leaving 19 in a panel bank able to hold 40 (having applied damage control on turns 5 and 6). The rear panel bank holds 11, transfers 1 to the battery, and dissipates 4, leaving 6. The battle continues as the Conquistador spends turn 7 arming weapons while the Klingons destroy the Cobra and conduct repairs on their shields and weapons. On turns 8 and 9, the Conquistador remains at range while trying to repair the TR beam, build the capacity back up in the front panel bank, and empty his panels of energy. The Klingons fill their phaser capacitors, reload their drone racks, and take a moment to write home.

The player is welcome to play Scenario (SH46.0) and discover the final result for himself.

(D10.7) POWER RESOLUTION ON ANDRO SHIPS

Andromedan ships are closed energy systems. Unlike other ships, unused energy from batteries for various functions is returned to the ship's batteries or PA panels, rather than being lost. Many players have searched for ways to empty their batteries of power; some of the methods they have found are not possible, practical, or legal. See (D10.74).

(D10.71) TRACTOR BEAMS: The most common (and most abused) means of using up excess battery power is by tractor beams (G7.0) or TR beams used as tractor beams (E9.4). Specific cases (beyond normal usage) are listed.
(D10.711) The Andromedan player can use each of his tractor beams to tractor a "rock" in a nearby hex. This function cannot use more than one point of energy per tractor beam per turn, even if this imaginary rock is several hexes away; this is an exception to (E9.42) and (G7.6) but does not apply when attempting to tractor a ship or other unit.
(D10.712) Andromedan ships may not use negative tractor (G7.35) against each other. (An obvious exception is made in tournaments where two Andromedan ships may be fighting each other.) Any ships allied to the Andromedans are under the same restrictions.
(D10.713) No more than two points of battery power can be allocated for each tractor beam (not TR) on the ship during Energy Allocation. [Exception: In a valid tractor auction (G7.42), this limit does not apply.] More can be added as reserve power during the turn. Any battery power allocated to tractor beams or negative tractor which is not used for this purpose must be returned to the batteries at the end of the turn. If the batteries are full (or were destroyed), this is treated as "released" power (D10.424).
(D10.714) An Andromedan ship cannot commit reserve power to tractor beams or negative tractor beams unless it is being used to tractor a unit or to defeat the tractor beam of an opposing unit, and then only to the minimum extent necessary to win the auction.
(D10.715) If an EW shift causes the failure of a tractor attempt, the energy is regarded as unused. If this was battery power, it is returned to the batteries at the end of the turn (or rather, never left them). If the batteries are full (or were destroyed), this is treated as "released" power (D10.424).

(D10.72) TRANSPORTERS: There are several conditions.
(D10.721) An Andromedan ship equipped with transporters may use them to transport "inert matter" outside the ship, but this function cannot use more than one-fifth point of energy per transporter per turn.
(D10.722) No more than two points of battery power can be allocated for each transporter on the ship during Energy Allocation. More can be added as reserve power during the turn. Unused battery power allocated to transporters is not lost but returned to the batteries at the end of the turn. If the batteries are full (or were destroyed), this is treated as "released" power (D10.424). Any fractional points are ignored.
(D10.723) If the Andromedan ship uses transporters to board an enemy ship with a shield down, and the use of reserve power for shields blocks this transporter attempt, the power is regarded as used and is not restored to the batteries.
(D10.724) If an EW shift causes the failure of a transporter attempt, the energy is regarded as unused. If this was battery power, it is returned to the batteries at the end of the turn (or rather, never left them). If the batteries are full (or were destroyed), this is treated as "released" power (D10.424). Any fractional points are ignored.

(D10.73) FIRE CONTROL, EW: If power is allocated to active fire control or electronic warfare, and those systems are dropped and later, during the same turn, re-activated, additional power is not required (and cannot be expended). The originally allocated power is adequate to maintain those systems during the entire turn. Note specifically that dropped EW points are not lost and can be reused later as provided herein; this is an exception to (D6.315).

The same power, however, cannot be used for both ECM and ECCM at the same time. The maximum amount of power that may be applied to EW during a given turn is 12 points. See (D6.315). [Power used to generate EW for lending via scout channels (G24.211) is limited by the number of channels assigned to that function.]

(D10.731) An Andromedan ship has (like all ships) a number of "circuits" for EW equal to its sensor rating (which is usually six). Each can be used for ECM or ECCM, but not both at the same time. A given circuit can be changed from ECM to ECCM no more than once every quarter-turn, even if this creates a restriction which extends into the next turn. See (D6.312).
(D10.732) EXAMPLE: An Andromedan ship allocates 6 points of power to generate 2 ECM and 4 ECCM points at the start of the turn. He could not allocate more than 6 points of power to EW [exception; scouts (G24.0)]. During the turn, the Andromedan player wishes to increase his ECM. He drops two points of ECCM (circuits #3 and #4) and uses two points of reserve power to activate those "circuits" as ECM. Nine impulses later he wishes to increase his ECCM again. He has a choice of switching the two new ECM circuits (#3 and #4) back to ECCM (costing no power, note that this is possible because 8 or more impulses have elapsed) or of dropping the original two circuits (points) of ECM (#1 and #2) and using two points of reserve power to reactivate those circuits as ECCM. With the first choice he would use 8 points of power (2 from batteries) for EW during the turn, with the second choice a total of 10 (4 from batteries). This effectively allows an Andromedan ship to spend up to 12 energy points per turn for electronic warfare (up to 6 allocated or reserve, up to 6 reserve only), but to use no more than 6 of those points at any one time and to change the polarity of any given circuit only once every 1/4 turn.
(D10.733) This can create post-turn restrictions. For example, if a different Andromedan ship allocated 6 points for ECCM and (using 6 points from the batteries) switched all six circuits to ECM on impulse #32, he would be required to maintain those circuits as ECM until at least impulse #8 of the next turn (D6.312). He need not, however, allocate power for them, in which case they would produce neither ECM or ECCM. He could allocate up to 6 points of power but leave the circuits inactive, then use the 6 points of allocated power to activate all six circuits as ECCM on impulse 8.
(D10.734) Only Andromedan units may use the procedures in (D10.73) to reverse the polarity of EW circuits without using more energy.

(D10.74) UNUSED POWER: In all cases, if the energy allocation shows energy generated by power-producing systems (not batteries or PA panels) which is not used, that power is not added to the batteries (or released) but is assumed to have never been generated. An example might be warp energy (other than reserve warp power) allocated for a high-energy turn that was never used. However, power generated and allocated to the batteries, if not used, goes into the batteries or phaser capacitors (H7.36) as on any other ship. It may be (but is not required to be) cancelled if unused tractor or transporter power returning to the batteries [e.g. (D10.713), (D10.715), (D10.722), or (D10.724)] would otherwise be released due to a lack of capacity in the batteries.

(D10.75) LOWER OUTPUT: Like all ships, Andromedans can simply operate their power producing systems at a lower level of output; the ungenerated power is not placed in the batteries. Like all ships, however, this unused power cannot be called upon as reserve power.

(D10.76) REPAIRS: Power cannot be allocated to repairs unless a damaged system eligible for repairs is present; see (D14.27), (G17.22), (D9.72), and (G17.36), exception (D10.546). Battery power allocated for repairs but not expended is returned to the batteries. It is not permitted to cancel repairs after they are paid for; exception (D22.43).

OTHER RULES IN SECTION D

D1-9 are in Basic Set. D11-13 are in Module J. D14 and D17-23 are in Advanced Missions. D15-16 are in Module M.

END OF SECTION (D.0) MODULE C2

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(E9.0) TRACTOR-REPULSOR BEAMS

The TR beam operates by very rapidly alternating traction and repulsion forces in milliseconds-long bursts. The target is literally shaken to pieces. The TR beam is used exclusively by the Andromedans. No other race has been able to discover the technology required to operate it, even when in possession of captured examples.

Contrary to the original analysis of the data (and earlier editions of *Star Fleet Battles)*, there are two different types of TR beams. The original (and larger) of the two is used on their motherships. The smaller version is used on satellite ships.

(E9.1) DESIGNATION

(E9.11) SSD: Each TR box on the SSD represents one weapon, each of which operates separately. The boxes are designated TRH or TRL; see (E9.13).

(E9.12) DESTRUCTION: TR beams are destroyed on "torpedo" hits.

(E9.13) TYPE: The larger (mothership) TR beam, the TR–Heavy, is designated TRH. The smaller (satellite ship) TR beam, the TR–Light, is designated TRL. The designation TR applies to both types, much as "phaser" applies to both a phaser–3 and a phaser–4. A TRH can be "hastily repaired" as a TRL; see (G17.512).

(E9.2) ARMING PROCEDURE

(E9.21) ENERGY: The two types of TR beams use the same procedure, but require different amounts of energy. The energy to fire a TR can come from any source.

(E9.211) To arm a TRH, three points of energy must be allocated for each of two consecutive turns. The weapon may be fired on the second turn. It must be fired as a TRH; it cannot be fired as a TRL to save energy in the weapon for a later firing.

(E9.212) To arm a TRL, two points of energy must be allocated for each of two consecutive turns. The weapon may be fired on the second turn.

(E9.213) A TRH can be armed and fired as a TRL, but a TRL cannot be armed or fired as a TRH.

(E9.2131) If a TRH is armed with three points of energy on the first turn, it can be armed with three points on the second turn (and fired as a TRH) or with two points (and fired as a TRL).

(E9.2132) If a TRH is armed with two points of energy on the first turn of arming, it can be armed with two or three points on the second turn of arming, but would be fired as a TRL in either case. [The only reason for using three points would be if the owner planned to use rolling delay (E9.22), in which case that second turn (with three points) would become the first turn of a new arming cycle. Or perhaps the Andromedan player simply wanted to waste a point of energy.]

(E9.2133) When the weapon status allows prior arming of weapons, a TRH can be loaded as a TRH or TRL at the option of the owning player.

(E9.2134) One point of reserve power could be added to a TRH that had been allocated only two points of power on that turn, effectively changing that turn into a TRH arming turn.

(E9.214) Energy for the second turn must be allocated; it cannot be reserve power. If no power is allocated on the second turn, energy from the first turn of arming is lost. If a TRH that had been armed with three points on the first turn was armed with only two on the second, it could use reserve power for the third point (E9.2134) to fire as a full TRH.

(E9.22) DELAY: TR beams cannot be held in a loaded condition. They use a form of rolling delay, similar to that in (FP1.91). If not fired by the end of the second turn of arming, a TR beam loses the energy from the first turn of arming and that second turn becomes the first turn of a new arming cycle.

EXAMPLE: A TRH is armed with three points of power on turn 1 and three more on turn 2, but no target has become available by the end of turn 2. The energy applied on turn 1 is lost, and the three points from turn 2 remain. The owning player can apply two points of energy during allocation on turn 3 and fire it as a TRL or three points of energy and fire it as a TRH. If no energy is allocated on turn 3, the turn 2 energy is also lost.

(E9.23) RELOADING: The weapon cannot begin arming again on the turn it is fired. It can use (H7.53).

(E9.3) FIRING PROCEDURE

(E9.31) IMPULSE: TR beams may be fired during the Direct-Fire Step of the Direct-Fire Weapons Stage 6D2 of any impulse.

(E9.32) PROCEDURE: Damage is resolved on the TRACTOR-REPULSOR BEAM TABLES (below). The procedure is as follows: Determine the range to the target. Roll one die [which may be adjusted, see (E1.8)], and cross-index the die roll result with the range column. The result is the number of damage points scored.

(E9.33) MAXIMUM RANGE: The maximum range of a TR beam is 25 hexes.

(E9.34) OVERLOAD: TR beams cannot be overloaded.

(E9.35) HEAVY TR DAMAGE TABLE

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

(E9.36) LIGHT TR DAMAGE TABLE

DIE ROLL	RANGE 0–3	4–5	6–8	9–12	13–18	19–25
1	10	10	9	6	4	2
2	10	10	7	4	3	1
3	10	9	6	3	2	0
4	10	7	4	2	1	0
5	9	6	3	1	0	0
6	7	4	2	0	0	0

(E9.4) USE AS TRACTOR BEAMS

TR beams may be used as normal tractor beams at the option of the owning player. See (G7.341).

(E9.41) ARC: If used as a tractor beam, the firing arcs do not apply and the weapon has the 360° arc of all tractor beams.

(E9.42) ENERGY: If used as a tractor, all energy previously allocated to that TR beam (which could be up to six points) is available for use in that tractor beam. If not used for tractor energy when the TR is used for this purpose, the energy is lost. Additional energy can be provided as it could to any other tractor beam. An unarmed TR could be used as a tractor beam, but would require extra energy.

(E9.421) When a TR beam containing more than one point of energy is used as a tractor, this use must be for a valid purpose, not for the abusive uses listed in (D10.71).

(E9.422) The energy in the TR beam is, effectively, all "bid" in a tractor auction at the time it is used. See (D10.71) and (D10.74). More than one TR can be used for a single auction, although each TR must be bid as a unit and, if used, counts as "fired" for purposes of (E9.23). This is an exception to (G7.162), although only the first TR (or tractor) used for this purpose is maintaining the link for purposes of (G7.343).

(E9.423) Any use of a TR as a tractor or for negative tractor counts as "firing" it as a weapon for purposes of the arming cycle (E9.23).

(E9.43) NEGATIVE TRACTOR: An Andromedan player may (but never has to) use a TR beam for negative tractor purposes; in which case, all of the energy allocated to that TR beam becomes negative tractor energy and the weapon counts as having "fired" for purposes of the arming cycle (E9.21). More than one TR can be used for a single auction, although each TR must be bid as a unit and, if used,

counts as "fired" for purposes of (E9.23). This use can be detected and must be announced. Negative tractor does not require the use of a tractor beam (G7.354); this procedure is used only as a source of energy.

NOTE: Rule (E10.0) is in Captain's Module C1. The next rule in Captain's Module C2 is (E11.0) Plasmatic Pulsar Device.

NOTE TO VETERAN PLAYERS ON THE 1990 ANDROMEDAN REVISION

Veteran players will quickly note that there have been some significant changes to the Andromedans since the Commander's Edition. New players, of course, will not have that edition and these comments will be redundant and should be ignored.

These changes were made because of years of player comments and complaints that the Andromedans simply didn't work. They were, in brief, too powerful, and veteran players had already taken to doubling or tripling their BPVs to provide balanced battles. Even that did not work entirely, although the reason it did not defined the problem: Andromedan ships did far more damage than Galactic ships in far less time and took far less damage over far more time than Galactic ships.

While the changes that were made may appear as a surprise to many players, they were planned, developed, and tested over a period of several years. We had known since the Commander's Edition that Andros still did not work properly, but it had also become clear that any revision would have to be wholesale: a total re-writing of their rules and replacement of all of their SSDs. Such a massive overhaul could only be done in the long-awaited "Doomsday" rulebook and only as the result of an extensive development and testing program. That rulebook, and the changes, have now arrived.

The changes can be summarized as follows:

(D10.0) POWER ABSORBERS: There were several key changes regarding PA panels.

PA panels now lose their effectiveness during combat. The more damage they take, the less power they are able to hold. They can be repaired by a variation of the shield repair system. This change was made to "put a clock" on the Andromedans, who were previously able to fight all day and all night without ever taking any damage.

A second change to PA panels is that they tend to "leak" when operated at reinforced levels. While this leak is only one point, it does, over the length of a battle, use up most of the "free hits" and tends to cause some damage. Again, this change was made to "put a clock" on the Andromedans, who were otherwise able to pull out of combat before they take any internal damage, whenever the panels (now degraded) were full of energy, and effect panel repairs. Without this "leak," the Andromedans will be able to extend the battle forever as they would never receive internal damage.

A third was to allow disruptors a separate "leak" function of their own. This was done because, while a disruptor ship, a photon/hellbore ship, or a plasma ship generate the same damage over six turns, the disruptor ship must achieve a good firing position six times (compared to three for the photon/hellbore ship and two for the plasma ship) and the Andromedan would be able to clear its panels more efficiently. This was a fudge for game balance, of course, but it is technologically-justifiable (disruptors have a disruptive effective, you know) as well as fair, balanced, and necessary. Without it, even the Andro fanatics on the staff had to agree that "disruptor ships just can't fight Andros."

Another change was the reduced transfer rate (now 10%) and the lower dissipation rate (one per box).

(E9.0) TR BEAMS: Two changes were made to TR beams.

The first was the creation of the "Baby TR" (the TRL) which is now carried by all satellite ships. The TRL has, roughly, half of the firepower of the original TR (now TRH). This change was necessary because the satellite ships were ridiculously overgunned. Even the Cobra could generate more damage in a single alpha strike than the average war cruiser. The alternative, which was considered briefly, was to reduce the number of TR beams on the ships. That, however, would make them too vulnerable to damage.

The second change was to eliminate the ability to hold them and require them to use rolling delay. This was done as part of solving an overall problem of the Andromedans; they were simply too fast. Using rolling delay slows down an Andromedan ship by about 4-6 (from 30 to 24-26), putting them at the proper position on the speed curve.

(G18.0) DISPLACEMENT DEVICES: The key change here was the requirement of an announcement before weapons are fired, eliminating the Andromedan ability to outguess their opponents and displace out of range without taking any damage after delivering their alpha strike. This ability made a duel with an Andromedan a very frustrating experience.

A second change, of only slightly lesser import, was to change the way a "failed self-displacement" worked. The primary purpose for displacement is to get out of trouble, and the original random displacement system was effectively no penalty at all because being outside of overload range was the means of survival and the precise location was largely irrelevant. It took a combination of lucky enemy deployments for a randomized displacement to be any hardship. The new "stay where you are" rule leaves the Andromedan ship in the trouble it was trying to get out of. The resulting effect is similar to an HET. It will probably save your life, but if it fails, you will probably lose the game. As is only proper.

(G19.0) SATELLITE SHIPS: We clarified the three sizes of satellite ships (small, medium, and large). There were no significant changes here, although many vague rules were clarified and some loopholes plugged, and some players who find their "house rules" solutions to those problems overturned may consider the new rules a "change." Because everyone has a different "house rule," it would be impossible to list these "changes" and the player is left to sort them out.

(G20.0) ENERGY MODULES: Again, there were no major changes (although three sizes are now available) although clarifications may overturn some house rules.

(R10.0) CHANGES TO SHIPS: Many minor (and some major) changes were made to Andromedan ships. This listing is intended to call your attention to these changes and is not complete or comprehensive.

(R10.2) DOMINATOR: FA phasers and TRs now FH. RA phasers are RH.
(R10.3) INTRUDER CA: Battery (now 8) and warp (now 32) were adjusted to fit Andromedan power curve. Delete 2 hull and 4 cargo; add 2 repair. FA TR became FH.
(R10.4) COBRA DD: Warp power was adjusted (to 18) to fit Andromedan power curve. The ship has only 3 boxes in the rear panel, reflecting the standard Andromedan design philosophy. FA TRs became FH TRLs.
(R10.5) COURIER: Delete TR.
(R10.6) TERMINATOR: Lost 2 warp, 1 rear panel.
(R10.8) CONQUISTADOR: The TRs were moved to the FH position. Add one repair box; delete one Aux.
(R10.9) PYTHON: TRs became TRLs; FA became FH.
(R10.10) BULL SNAKE: This under went a major redesign.
(R10.14) INFESTOR: Battery (now 8) and warp (now 32) were adjusted to fit Andromedan power curve. Delete 4 hull and 2 cargo; add two repair.
(R10.15) MAMBA: TRs relocated to FH position and became TRLs.
(R10.16) EEL HSC: Warp power was adjusted (to 18) to fit Andromedan power curve. Rear panel bank reduced to 3 boxes to fit Andromedan design philosophy.
(R10.17) VIPER: TR became TRL.

A FINAL NOTE: Some Andromedan players will express shock or outrage over the changes. Suffice it to say that they were necessary for game balance and developed after extensive testing. We don't plan to change them again. True Andromedan aficionados will enjoy the opportunity to learn the new tactics required and will doubtless find the subtle improvements that were also included. While players are welcome to comment, ADB regrets that it cannot engage each player in a stimulating debate on why the changes were made. Everything we have to say on the matter is on this page.—*ADB*

END OF ANDROMEDAN DESIGNER NOTE

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(E11.0) PLASMATIC PULSAR DEVICE

At some point prior to the first contact between the ISC and the Gorns or Romulans, but after they had observed them fighting, ISC scientists developed the Plasmatic Pulsar Device (PPD), which is used to arm the heavy units of the ISC fleet.

The basic concept of the weapon is a series of intensely focused plasma energy pulses that are conveyed to the target on a carrier wave.

The long-range striking power of the PPD is the key to the echelon tactics used by the ISC fleet.

(E11.1) DESIGNATION

(E11.11) DEFINITION: Each box on the SSD labeled "PPD" represents one device. Each device is treated and recorded separately. The PPD is a direct-fire weapon.

(E11.12) DESTRUCTION: PPDs are destroyed on "drone" hits.

(E11.13) IMPULSE CHARTS: When using PPD-armed ships, the standard 32-impulse chart is required. The optional charts with fewer impulses found in earlier editions (and not used in the Captain's Edition) cannot be used.

(E11.14) NON-VIOLENT COMBAT: PPDs cannot be used for non-violent combat (D6.43). Their effects are distributed over too large an area.

(E11.15) FIRE CONTROL: Active fire control (D6.6) and a lock-on (D6.124) is required for the entire time that the weapon is pulsing.
(E11.151) Each active PPD (those still pulsing) counts against the limit of seeking weapons being controlled by the ship (F3.216), but is not affected by (G24.23) or (G24.22). A PPD is not, in any way, a seeking weapon other than requiring a seeking weapon control channel. Control of a PPD cannot be passed to another ship, and a PPD cannot control itself.
(E11.152) A PPD cannot be fired with passive fire control (D6.623).

(E11.16) INSTALLATION: PPDs cannot be installed on ships smaller than size class 3.

(E11.17) FLEET LIMIT: ISC doctrine and the availability of PPDs limited how many could be deployed in a given area at a given time. For purposes of ISC ships in a patrol scenario, the maximum number of PPDs is calculated as follows: The flagship (the largest ship present) with whatever PPDs it has (a maximum of four), plus one PPD for every group of three ships in addition to the command ship (counting a maximum of one fractional group). This yields a maximum of eight PPDs in a standard 11-ship fleet. There is also an overall limit of nine PPDs in any given fleet (assuming a larger fleet is authorized in that scenario). PPDs on bases do not count for purposes of this limit.

(E11.2) ARMING PROCEDURE

(E11.21) POWER: To arm a PPD, four points of power (from any source) must be allocated on each of two consecutive turns. The PPD can then be fired on the second turn of arming. Exceptions: (E11.25) and (E11.61).

(E11.22) HOLDING: If not fired on the second turn of arming, the PPD may be held ready to fire at a cost of two points of energy (from any source) per turn. As with other weapons, if a PPD armed on a previous turn is not fired, the holding cost must be paid at the start of the new turn or the energy is lost and ejected into space (E1.24). If the holding cost is paid, the weapon can be fired during that turn or held longer if the holding cost is paid each turn. Overloads cannot be held (E11.62).

(E11.23) CYCLE: The PPD can only receive energy for one firing at a time. It cannot receive the first turn energy for one charge if it is still holding (or arming) an unfired charge. Note that, as firing takes place over a period of four impulses, arming energy can be added at the start of one turn while firing begun on the previous turn is still in progress.

EXAMPLE: The weapon was armed on turns 1 and 2 and was fired on impulse #31 of turn 2. The pulses are resolved on impulses #31 and #32 of turn 2 and on impulses #1 and #2 of turn 3. Even so, arming energy could be added during the Energy Allocation Phase of turn 3 (and the weapon fired on turn 4, assuming arming was completed on that turn).

(E11.24) RESERVE POWER: The PPD cannot be armed with reserve power, but reserve power can be used to overload a PPD, even a PPD being held from a prior turn. Reserve power cannot be used to overload a PPD that is currently firing; see also (E11.63). Reserve power cannot be applied in any way to a PPD that is currently firing.

(E11.25) UNDERLOAD: The PPD can be loaded at less than the full charge, although arming still requires two consecutive turns with at least two points of energy, and a maximum of four, added on each turn. For every two points of energy added to the PPD, it can fire one pulse (at the same target, within the rules). An undercharged PPD can be brought to greater (or full) strength with reserve power or by holding it for an additional turn and allocating more energy (the holding energy does not increase the strength, and is not reduced for the lower strength). Note that the normal arming level requires eight points of energy and produces four pulses. See (E11.311). Note that, if more than four points of energy (not counting holding energy) are added to a PPD during any turn, it is considered to be overloaded, see (E11.65).

(E11.3) COMBAT PROCEDURE

(E11.30) GENERAL: When the PPD is fired, it operates over the current impulse and the next three impulses. In effect, it gets four "shots" (termed "pulses;" there may be more or less than four in some cases) at the same target and rolls for a wave-lock (E11.31) each time. [It cannot change targets between pulses of the same charge; exceptions: (E11.56) and (E11.546).] Whenever a wave-lock is achieved, all subsequent pulses automatically hit [unless the conditions change (E11.5)].

(E11.31) PROCEDURE: The PPD is a direct-fire weapon and is fired during the Direct-Fire Weapons Segment before any other fire by that side. The owning player designates the target (at the same time as all other direct-fire is designated) and resolves fire as follows:
Determine the range;
Roll two dice for each PPD; and
If the total of the two dice is equal to or less than the wave-lock probability number (i.e. "hit number") for that range shown on the chart below, the device has achieved a wave-lock. It then begins to score damage (E11.331). See (E11.37).

EXTRACT FROM THE SEQUENCE OF PLAY
6D2: DIRECT-FIRE WEAPONS FIRE STAGE
General note: Weapons are fired in the specific order given. Resulting internal damage is not resolved until the Damage Resolution Stage. At the points marked "§", reserve power may be used under (H7.134) to mitigate damage.
PPD Step: PPDs roll for wave-lock if available and required (E11.3). PPDs score damage (E11.332). Shield damage is marked§; internal damage is recorded to be resolved in 6D4.
First Hellbore Firing Option (E10.44).
Direct-Fire Step: All Direct-Fire Weapons not listed separately fire. Shield damage is marked§; internal damage is recorded to be resolved later (E1.11) in 6D4.
Aegis Fire Step (D13.0).
Second Hellbore Firing Option (E10.44).

(E11.311) Upon firing a PPD, the owning player must write down the turn and impulse of firing, the identity of the firing ship, and how many impulses each PPD is programed to pulse; see (E11.61) and (E11.25). This written record is then placed face down. After each pulse is resolved, the owning player must announce whether or not

the PPD wave-lock is still present [i.e. overloads are generally revealed after the 4th pulse, but this is not always the case; see (E11.65)]. After the wave-lock is released, the written record is revealed and confirmed. Retain this record until the end of the scenario to verify the energy allocation records.

(E11.312) In all cases, the dice roll is made at the effective range and the damage is based on the true range. The weapon cannot be fired if the true range is 3 or less, regardless of what the effective range is, although in some cases a wave-lock might be retained (E11.521).

(E11.32) PPD COMBAT CHART

Range	0-3	4-10	11-15	16-20	21-25	26-30	31-40
Hit #	-	9	8	7	6	5	4
Damage	0	6	5	4	3	2	1
Splash	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0
Alt	0	3+3	3+2	2+2	2+1	1+1	1+0

(E11.33) PULSES: The dice are rolled on the impulse of firing. If the dice roll indicates a wave-lock, the damage for that range is scored.

(E11.331) Unless conditions change (E11.5) and the wave-lock is lost, the same damage will be scored on the subsequent impulses until the total number of pulses for which energy was provided have been fired. If the dice roll indicates no wave-lock, the wave (or pulse) for that impulse is lost but the player rolls for another wave-lock on the next impulse (E11.34), assuming that the weapon has another pulse to fire. Once a wave-lock is achieved, all remaining pulses (from the original arming, if any) score damage unless the wave-lock is lost (E11.51). Exception: Cloaked targets (E11.473).

(E11.332) All damage scored by a given PPD during a given impulse is resolved as a single volley separate from other weapons (including other PPDs) and other pulses of that PPD. These PPD volleys are resolved before hellbores and other direct-fire weapons; see Annex #2 Sequence of Play or the extract at (E11.31).

For purposes of phaser damage restrictions (D4.321), internal damage is considered to have come from any or all directions with penetrated shields that the specific PPD pulse came through. For example, a ship with its #1, #2, and #3 shields down hit by a PPD on its #3 shield would lose phasers able to fire through the #2 or #3 shield, but not phasers only able to fire through the #1 shield, since none of the PPD splash struck that shield.

(E11.333) It is not possible to voluntarily "pass" on one pulse and then continue with subsequent pulses. The weapon can be voluntarily shut down on a subsequent Fire Allocation Stage, but at that point all remaining pulses are lost (E11.362). The player could deliberately miss with a pulse, but would have to roll to reacquire wave-lock (E11.34) on the next Direct-Fire Weapons Fire Stage.

EXAMPLE: A PPD is fired at a target at a range of 12. The dice roll at the instant of firing is 11, indicating a miss (i.e. failure to attain wave-lock). Thus, the first of the four pulses is lost. On the next impulse, a 4 is rolled, indicating a wave-lock has been achieved. Thus, pulse #2 will hit, as will (automatically, unless wave-lock is lost) pulses #3 and #4, one pulse on each of the next two impulses. Pulse #1, however, missed and is lost.

(E11.34) RE-ACQUISITION: If the PPD achieves a wave-lock and scores damage, and then [due to changing conditions (E11.5)] loses its wave-lock, it will try to re-acquire the wave-lock (by making another dice roll) to the original target in any remaining firing impulses. It cannot switch targets.

EXAMPLE: In the example above, if the target used reserve power for ECM and increased the ECM shift, this would change the conditions (E11.5) and require a new wave-lock dice roll. If this happened (and the dice roll failed) in impulse #3, the PPD would cause no damage in that impulse, but would still roll for a wave-lock during impulse #4.

(E11.35) SPLASH EFFECT: The impact of the weapon is spread over two or three shields. This is not an optional use of the weapon. It is the way that the weapon always operates. Players cannot voluntarily operate the weapon "without splash" under any circumstances. [See (P2.7332) and (E11.353) for an example of involuntarily losing a splash element.] The total damage shown on the "damage" line of the PPD chart is for statistical purposes and never reflects the damage actually scored on a single shield.

(E11.351) If the line of fire is directly along a hex side (D3.41) and (D3.43), do not determine which shield is hit but divide the damage points evenly between the two shields (as on the "alternate" line on the chart), with any odd points going to the stronger shield. If the shields are of equal strength, the owner (of the target) decides which will take the extra damage point.

(E11.352) If the line of fire is against a single shield, then divide the damage points between that shield and the adjacent shields on either side, according to the "splash" line on the chart. The main (center) element is scored against the facing shield of the target, while the splash elements are scored against the adjacent shields clockwise and counter-clockwise from the facing shield. For example, six damage points from a PPD facing the #3 shield would be scored as 1 damage point on the #2 shield, 4 damage points on the #3 shield, and 1 damage point on the #4 shield. In the case of two damage points, ignore the weaker adjacent shield (if both adjacent shields are equal, the owner of the target decides which takes the damage point); in the case of one damage point, ignore both adjacent shields.

(E11.353) In the case of size class 6 and size class 7 units [and monsters, planets (P2.3), small or medium ground bases (P2.76), or other targets which do not and never had shields], ignore the splash effect and use only the central number on the splash line; see (P2.7332). For example, when fired at a drone at range 6, the PPD would score only 4 points per impulse. (This does not apply to size 5 and larger ships which have dropped or lost their shields.)

(E11.354) In the case of Andromedan ships with two groups of PA panels:

If the PPD strikes the position of the #1 shield, all damage is scored on the forward panels.

If the PPD strikes the position of the #4 shield, all damage is scored on the rear panels.

If the PPD strikes the position of the #2 or #6 shield, the larger splash element is scored on the rear panels and the remainder on the forward panels.

If the PPD strikes the position of the #3 or #5 shield, the larger splash element is scored on the forward panels and the remainder on the rear panels.

If the PPD strikes the border between the #2/#3 or #5/#6 shields, use the alternate line and apply the elements to the forward and aft panels, distributing the odd point (if the elements are uneven) by (E11.352).

The "splash element" refers to the two side elements, not to the main blast. This aspect would only take effect if the damage was 1+1+0, in which case the first "1" is the "larger splash element" and strikes the opposite panels. The central number is not a "splash element" and will always strike the facing panels.

In the case of Andromedan ships with six groups of panels (e.g. starbase), these are treated as shields normally would be.

NOTE: The same system is used for interceptors (K3.0).

(E11.36) RESTRICTIONS: Once firing has commenced, the PPD cannot be switched to another target during the firing sequence.

(E11.361) There are very few exceptions to (E11.36), and none of them are voluntary. Rule (E11.54) provides for the involuntary transfer of wave-lock to a planet or moon. Rules (E11.56) and (C13.734) provide for involuntary transfer of wave-lock while firing at a unit docking or docked.

(E11.362) The owning player can voluntarily drop the wave-lock and (essentially) cease firing after any pulse. This can be announced at any point after one pulse is fired and before the next is fired. Whether dropped voluntarily or involuntarily, all subsequent pulses are discharged into space (E1.24) and can be individually detected and counted.

(E11.37) MODIFIERS: The PPD is subject to all normal dice roll modifiers, including EW (D6.3), crew quality (G21.0), small targets (E1.7), legendary officers (G22.0), etc. It is subject to the conditions of all direct-fire weapons (e.g. target lock-on, fire blocked by planets (P2.321), etc.). Note (FD1.52) if it is fired at a drone.

(E11.38) NARROW SALVOES: PPDs cannot be fired in a narrow salvo (E1.6). Each PPD has its own unique carrier wave frequency.

(E11.39) GENERAL REINFORCEMENT: The player operating the target ship can use any general reinforcement (D3.341) to offset the damage from any elements of the PPD at his option, but all general reinforcement points must be used against the first pulse (unless there are more points than needed to stop the damage) before any PPD damage is scored on shields or specific reinforcement.

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EXAMPLE: A PPD hit scores 1 point of damage on the #2 shield, 4 points on the #1 shield, and 1 point on the #6 shield. The player operating the target ship has 2 points of general reinforcement. He elects to use one to block the damage to the #6 shield, which is down. He must use the remaining point now, however, rather than waiting for the next impulse when another damage point will strike that shield; he uses it to reduce the damage to the #1 shield.

(E11.4) INTERACTION WITH OTHER SYSTEMS

(E11.41) ESG: The PPD does not interact with an ESG field (G23.81). It cannot damage the field and is not inhibited by it.

(E11.42) WEB: A PPD cannot be fired through a web hex with a strength of more than zero (G10.61). (A cast web which has yet to solidify will not block wave-lock.) A PPD can be fired into or out of a web hex of any strength or along the edge as provided in (G10.61).

(E11.43) STASIS: If the target is placed in stasis, the wave-lock remains and the pulses will hit, but they cannot damage a ship in stasis (G16.41) and so will effectively be lost. If the firing ship is placed in stasis, the wave-lock is broken and cannot be restored. When the ship is released, the remaining pulses will be lost (E11.362).

(E11.44) DISPLACEMENT: If the target ship is displaced, the wave-lock will remain (unless broken by other circumstances, such as terrain, being displaced outside of the firing arc, etc.) but a new wave-lock roll may be required if the conditions have changed for the worse, such as terrain creating an ECM shift. If the firing ship is displaced, wave-lock is broken (E11.362); see (E11.54). See (G19.48).

(E11.45) PLASMA SYSTEMS: The PPD has no effect on plasma torpedoes (FP1.61) or anything that plasma torpedoes won't affect.

(E11.46) WILD WEASELS: While a wild weasel will not distract a PPD wave-lock, it will increase the ship's ECM (J3.23) and could force another dice roll.

(E11.47) CLOAKING DEVICES: These have special effects on a plasmatic pulsar device.
(E11.471) A ship might begin cloaking while held in a wave-lock. The fade-out procedure (G13.14) defines the steadily "increasing" or "decreasing" (effective) range. A PPD can maintain a wave-lock on a ship that is cloaking until the end of the fade period and can lock onto a cloaked ship while it is fading-in (G13.15) so long as the true range is greater than three (E11.52). The fade-in period will define the decreasing effective range.
(E11.472) A PPD can be fired at a cloaked ship if the firing ship has a lock-on to it. Effective range is used for wave-lock; true range is used to determine damage scored (G13.341), and the damage is then reduced by (G13.37). [Note specifically that the weapon still can NOT engage if the TRUE range is three or less (E11.312).] Any reduction is taken first from the splash elements.
(E11.473) The PPD cannot hold a wave-lock on a fully cloaked ship. The PPD must roll for a new wave-lock on each pulse even if a wave-lock was achieved on a previous pulse. This is an exception to (E11.331).
(E11.474) A PPD wave-lock to a cloaked ship will not void (G13.4) its cloaking device.
(E11.475) Ships cannot fire PPDs while cloaked, cloaking, or uncloaking (G13.513).

(E11.48) DISENGAGEMENT: A unit cannot disengage by sublight evasion (C7.3) while held in a wave-lock. Other means of disengagement are unaffected.

(E11.49) ERRATIC MANEUVERS: The standard ECM shifts are used when the target or firing unit are operating under EM (C10.41). Note that the (C10.512) restriction on guiding seeking weapons does not apply to maintaining the wave-lock.

(E11.5) CHANGING CONDITIONS

Certain events can change the conditions of the wave-lock and require a new dice roll or permanently break the wave-lock.

(E11.51) NON-LOCKED IMPULSES: During any firing impulse when the PPD does not have a wave-lock, it will roll to try to achieve one. If one is not achieved, that pulse will miss (be wasted).

(E11.52) RANGE: The damage scored by a given pulse is based on the true range (E11.312) at the instant of firing. Changes in range will affect the damage caused by a PPD pulse, but will not break the wave-lock (unless the target moves beyond the 40-hex maximum range or the 8-hex maximum range for an overloaded PPD).
EXAMPLE: A target at range 10 is held in a wave-lock. The pulse fired on impulse #5 causes 6 points of damage. The target moves one hex farther away (range 11), and the pulse fired on impulse #6 causes only 5 points of damage. The firing ship moves one hex closer (range 10), and the pulse on impulse #7 causes 6 points of damage.
(E11.521) If the target moves within the minimum range (known as the "myopic zone"), the PPD retains its wave-lock even though no damage is scored, and if the true range subsequently increases beyond the minimum while the weapon is still firing, it will cause damage during the impulses after the range increases.
(E11.522) If the target moves beyond the 8-hex maximum (true) range of an overloaded PPD, the PPD loses wave-lock and all further pulses are lost.

(E11.53) ELECTRONIC WARFARE: If the number of electronic warfare shifts changes in favor of the target (D6.35), the firing ship must roll again for a wave-lock during the firing step. Note that this could be caused by increased ECM points received from lending (or a wild weasel) or points received from natural sources; see (D6.314).

(E11.54) BREAKING WAVE-LOCK: If any of the following events occur, the wave-lock is broken and all subsequent pulses are lost. Do not roll for a new wave-lock.
(E11.541) The target moves out of the firing arc (D2.0) of the PPD or moves out of range (including the 8-hex true range of overloads).
(E11.542) The target is destroyed (D4.4).
(E11.543) The target disengages (C7.0) (except by sublight evasion); see (E11.48).
(E11.544) The specific PPD box on the firing ship is destroyed (D4.2).
(E11.545) The firing ship is placed in stasis [(G16.0) and (E11.43)], is displaced [(G18.0) and (E11.44)], suffers a breakdown (C6.547), declares catastrophic damage (D21.223), or is captured (D7.532).
(E11.546) The line of fire is blocked by a planet (P2.32) or other major object [black hole (P4.23), pulsar (P5.32), star (P12.1), possibly (a 50% chance) a small moon (P2.322)]. In this case, the wave locks onto the object and will damage it (if it can be damaged in the scenario rules) unless firing is stopped. The transfer of wave-lock is made in the Fire Allocation Stage; PPD fire cannot be cancelled between the involuntary transfer and the actual firing (E11.362).
(E11.547) The line of fire is blocked by a newly created (i.e. solidified) web laid by a ship or web caster or web snare, or the target moves behind a pre-existing web if the web has a strength of greater than zero (G10.61). See (E11.42) and (E12.551).
(E11.548) The owning player ceases fire by dropping the wave-lock (E11.362).
(E11.549) The firing ship turns off its active fire control or otherwise loses lock-on. See (E11.15).

(E11.55) TARGET SEPARATION: If the target ship separates, the beam will retain a wave-lock to the largest section (G12.51) (e.g. Fed, Klingon, or Neo-Tholian rear hull; tug rather than pod/pallet.)

(E11.56) TARGET DOCKING: If the target docks inside or to a larger unit (C13.0), the carrier wave will switch to the larger unit as its target. If something undocks or launches from a target, the wave-lock will remain on the larger element.
(E11.561) If the target docks to a unit of smaller size, the wave-lock does not shift to it.
(E11.562) If the target docks to a unit of the same size, the wave-lock does not shift. However, upon undocking one of the two elements is selected randomly and the wave-lock accepts that unit as its target.

(E11.563) See (C14.37) for the effect on a Tholian Pinwheel.
(E11.564) A PPD can be targeted on a ship or other unit externally docked to a base, but not a PF docked to a PFT or to a PFT module (C13.734) or an externally-docked shuttle.

(E11.57) SHUTTLE TARGET: A fighter held in a wave-lock cannot enter a dogfight (J7.0). A fighter or shuttle is only affected by the main element (E11.343), and not the splash elements of a PPD.

(E11.58) NON-BREAKING INCIDENTS: The following events will NOT (at least not in and of themselves) break a wave-lock:
(E11.581) The firing ship is held in a tractor beam (even by a larger ship), is boarded, is "clawed" by a space dragon, changes speed or direction (unless the target becomes out of arc), hits a mine, is damaged by a mine or self-destruction explosion, or any other event not specifically listed in (E11.54).
(E11.582) The target is held in a tractor beam, is "clawed" by a space dragon, changes speed or direction, suffers a breakdown, declares ID/CD, is placed in stasis (stasis will, however, block damage), hits a mine, is damaged by a mine or self-destruction explosion, or any other event not specifically listed in (E11.54).

(E11.6) OVERLOADS

The PPD can be overloaded. Doing so does not increase the damage any given pulse causes, but rather increases the number of pulses. See (H7.64).

(E11.61) PROCEDURE: Allocate eight points of energy (rather than the normal four) on the second turn of arming. The damage is not increased; instead, the weapon fires six pulses over six impulses rather than four pulses over four impulses. See (E11.311) for the written records required.
(E11.611) No more than four points of energy can be allocated on the first turn of arming.
(E11.612) It is possible to "underload" (E11.25) an overload by adding only six points in the second turn of arming, gaining only one additional pulse; see (E11.65).

(E11.62) NON-HOLDABLE: Overloaded PPDs cannot be held (E11.22).

(E11.63) HELD PPDs: PPDs armed on previous turns and held (or completing the second turn of arming on the current turn) can be overloaded by reserve power. PPDs cannot be overloaded while firing. See (E11.24).

(E11.64) RANGE: The maximum true range for an overloaded PPD is eight hexes. See (G13.341).

(E11.65) OVERLOAD vs UNDERLOAD: If the PPD was not fully loaded on the first turn (E11.25), adding more than four points of energy (two more pulses) on the second turn is still treated as an overloaded weapon, even though it will have fewer total pulses.

(E11.7) TACTICS

As the plasmatic pulsar device is an entirely new system, the following comments and tactical advice are included to assist players in learning to use it.

- The weapon is extremely powerful, being able to produce considerable amounts of damage over long ranges. More importantly, it is almost guaranteed to do at least some damage as the repeated dice rolls for each pulse make it more likely that the target will be hit.
- The implications of the splash effect are also considerable. While the weapon can do 24 points of damage, only 2/3 of this is on the facing shield. If the target turns away, it will by definition be turning a damaged shield toward the weapon. Also, the shield that took the heaviest damage on the previous pulse will still take some damage on the subsequent pulses. Further, the attentions of a PPD-armed ship will reduce the target's protection over a 180° arc, making it more vulnerable to other ships.
- Web casters and displacement devices are devastating to PPD-armed ships and echelon formations. See (R13.1B).
- Keep careful track of movement to control which shields are hit. Fire immediately after the target turns to minimize his ability to turn away from the weapon.
- You can influence an enemy ship's movements by firing a PPD when it is near blocking terrain. The ship will doubtless move behind the terrain to avoid further damage.
- The weapon has some problems engaging small bases on planets; see (P2.7332).
- In large numbers, the fact that each weapon is a volley in and of itself results in multiple "A" row hits on the DAC which can rapidly strip a ship with a down shield of weapons.

(E12.0) WEB CASTER

The Tholian web caster is a device for projecting web across considerable distances (up to 300,000km). The device does not lay a strand of web from the target to the launcher (though it can do this); rather, it creates a small self-supporting area of web at the point where it is aimed. The caster is extremely energy efficient and may indicate how much of their technology the Tholians lost in their flight.

The web caster was brought to the Tholians by the 312th fleet (see R7.60), and the Tholians only managed to create a very small ability to build new ones during the time period of the game.

The Neo-Tholian ships that originally carried the weapon were impossible to replace, and the Tholians only risked a few of the smallest of these (the NCL) any strategic distance outside of the Holdfast in support of Alliance operations. NCAs and NDNs never appeared outside of Holdfast territory or its immediate surroundings until Operation Unity (U6.0).

Web casters also have a direct fire capability. See (E14.0).

(E12.1) DESIGNATION

(E12.11) DEFINITION: Each box on the SSD represents a single web caster. Each such box operates independently.

(E12.12) DESTRUCTION: Web casters are destroyed on "drone" hits.

(E12.13) SEQUENCE: Web casters are considered direct-fire weapons. They are declared with all other direct-fire weapons but are operated after all other direct-fire weapons in that step of the Sequence of Play (but before damage allocation). See (E12.36) for firing rates.

EXTRACT FROM THE SEQUENCE OF PLAY
6D2: DIRECT–FIRE WEAPONS FIRE STAGE
6D3: WEB CASTER STAGE
  Previously fired free standing webs become effective (E12.22).
  Web Casters fire (E12.13).
  Previously effective free-standing webs dissipate (E12.26).
6D4: DIRECT–FIRE WEAPONS DAMAGE RESOLUTION STAGE

(E12.14) WEB GENERATION: Web casters can operate as web generators (G10.0) but cannot do so on the same turn in which they operate as web casters. If operated as web generators, none of the rules in this section (except this one) apply.
(E12.141) Energy stored in the web caster (E12.3) at the time it is used as a web generator must be added to the web as reinforcement [see (G10.2121) for limits]; it cannot be held by a web caster used as a web generator.
(E12.142) The decision to use a web caster as a web generator is made at the instant of use, unless more than 5 points of power are allocated, in which case the decision was made during Energy Allocation.
(E12.143) Using a web caster as a web generator (i.e. actually laying or reinforcing web) does not count as "firing" the weapon for purposes of the delay in (E12.36).

(E12.15) FIRE CONTROL: A ship cannot fire a web caster unless it has active fire control and a lock-on to the target hex(es) (D6.62), but active fire control is not required to use it as a web generator. See (E14.251) for web fist.

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(E12.16) FLEET LIMIT: Tholian doctrine and the extremely limited availability of web casters limited how many could be deployed in a given area at a given time. For purposes of Tholian ships in a patrol scenario, the maximum number of web casters is calculated as follows: The flagship (the largest ship present) with whatever web casters it has (a maximum of three), plus one web caster (weapon, not ship) for every group of six ships in addition to the command ship (counting a maximum of one fractional group). This yields a maximum of 5 web casters in a standard 11-ship fleet. There is also an overall limit of 6 web casters in any given fleet (assuming a larger fleet is authorized in that scenario). Web casters on bases do not count for purposes of this limit. Monitors are ships not bases. In a campaign such as F&E, the players can deploy their ships as they wish, by robbing some fleets of their web casters to strengthen others. This limit does not apply to the 312th before it arrived in Tholian space.

(E12.2) WEB CREATED BY WEB CASTERS

Web casters create web at distances up to 30 hexes from the ship. They can create two types of web: normal web and "free standing" web. The only difference is that free standing web does not require anchors, and it evaporates after a short time. Web casters cannot create a web that it would be illegal for a web generator to create.

(E12.21) NORMAL WEB created by web casters is identical to web created by web generators, except that it is created at some distance from the ship and is much more energy efficient.
(E12.211) The weapon is used to create this web between two acceptable anchor points (G10.1311), such as asteroids or Tholian ships [including PFs and bases, but only those with undestroyed web generators, snares, or web casters; this is an exception to (G10.1311)]. Shuttlecraft [(J0.0) and (G10.1313)], web anchors (G26.36); and foreign ships are not acceptable for this purpose.
(E12.212) If an acceptable anchor point is within 4 hexes, the firing ship can be the second anchor point.
(E12.213) Web cast between two anchor points solidifies as normal web on the impulse it is fired as part of the Web Casters Fire Step.
(E12.214) A player is not required to use available anchors and could place "free standing" web (as opposed to normal web) into a hex containing a valid anchor.
(E12.215) Normal web cannot be fired by web casters (or created by web casters used as web generators, for that matter) while the firing ship is performing erratic maneuvering. Free standing web fired from a web caster is treated differently; see (E12.563). See (C10.52).

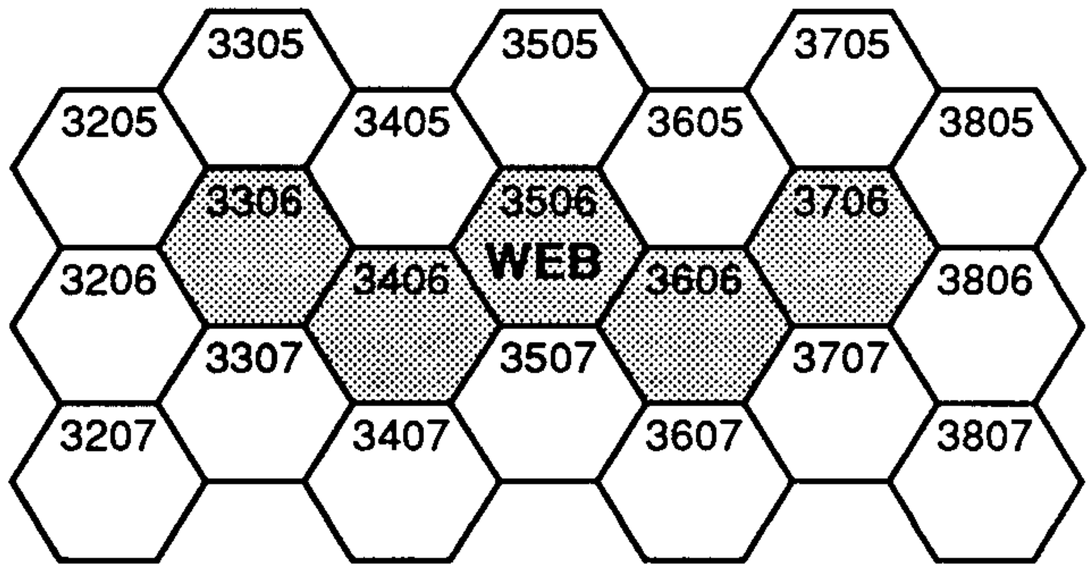
(E12.22) FREE STANDING WEB does not require anchor points; indeed, any web created by a web caster without anchor points is automatically considered to be free standing.
(E12.221) Free standing web does require four impulses to form after it is created and has no effect until it has formed (E12.55).
(E12.222) Free standing web cannot be anchored later. Web anchor buoys (G26.32) cannot be added to a free standing web. Ships (or other units) cannot assume anchor status (G10.116) for a free standing web.

(E12.23) EFFECT OF WEB TYPE: Normal and free-standing cast web are treated differently.
(E12.231) Normal (anchored) webs created by web casters can be extended (G10.118) or reinforced (G10.212) by ships equipped with web generators.
(E12.232) Free standing webs cannot be anchored, extended, or reinforced by any means.

(E12.24) LIMITATIONS: Webs created by web casters cannot be in hexes adjacent to or in the same hex as other webs at the time it is created, including webs created during the same impulse; see (E12.52). This is a function of the frequency of the web field. This includes any free standing webs which have not as yet become active, and of course, does not include the hexes of the same web being created by the same web caster at the same time (impulse).

(E12.25) STRAIGHT WEB: Webs created by a web caster must be in a straight line (or include only one or two sideslips at minimum intervals in the same direction). Note that because of this rule a web caster cannot be used to create a globular web.

EXAMPLE: A valid straight web connects hexes 3306-3406-3506-3606-3706. It could include 3405 and 3605 instead of 3406 and 3606. It could not include both 3406 and 3605. It could not include both 3405 and 3606.



(E12.26) DISSIPATION: Free standing webs cannot be extended, anchored, or reinforced (E12.232); they dissipate completely 20 impulses after they are created (fired, not solidified). Free-standing webs dissipating on a given impulse do so after the solidification of new cast webs on that same impulse. If a unit is trapped in such a web (accumulating movement points to escape it), the unit would, at the point that the web dissolved, move freely, but it could not recover the lost movement points. There is no difference between a "normal" web and a "fully-formed free-standing" web except that the free-standing web dissipates 16 impulses after it is fully formed; it cannot have anchor points; it can be fired while erratically maneuvering; and it cannot be extended or reinforced. See also (E12.55).

EXAMPLE: A ship is trapped in an 8-point free-standing web hex. It was moving at a speed of 16 and had expended 4 movement points during the turn before coming to a halt (on impulse #8) in the web. Normally, the ship would have to expend 8 movement points to escape from the web and would escape on impulse #24. However, the free-standing web dissipates on impulse #15 (having originally been placed on impulse #27 and solidified on impulse #31 of the previous turn) after the ship has spent only 3 movement points in the web. The ship resumes its original speed and does not owe the additional 5 movement points to the web, but cannot recover the 3 movement points lost while trapped in the web.

(E12.3) ARMING PROCEDURE

(E12.31) ENERGY: Energy can be allocated to a web caster over a period of turns. A maximum of five points of power can be stored in each web caster. Any amount (up to five points) can be allocated to a single web caster in a single turn; exception: (E12.14). Energy stored in a web caster cannot be removed or used for other purposes. Energy allocated to a web caster on a given turn can be cancelled before it has been used on that same turn by (D22.0). Reserve power (H7.2) can be used to charge a web caster on the turn it is to be used or charge it for future turns.

(E12.32) LIMIT OF STORAGE: Energy stored in a web caster must be used within five turns, or it is lost and cannot be recovered. This is on a turn by turn basis. If two points were allocated on turn 1 and three points on turn 4, there would be (assuming no more power was added) five points stored on turns 4-5, three on turns 6-8, and none on turn 9.
(E12.321) There is no holding cost for this weapon (beyond the fact that it will lose power if not used for five turns).
(E12.322) Energy stored in a web caster at the start of a scenario is based on the weapon status (S4.1) of the unit with the web caster, as per the following table:

Weapon Status	Energy stored
0 or I	0
II	2
III	5

This energy is considered to have been added in the Energy Allocation Phase of a hypothetical turn 0 before the scenario began and will disappear (if unused) at the end of turn 4.
(E12.323) Reserve power added to a web caster in mid-turn is counted for purposes of (E12.32) as having been added at the start of that turn.

(E12.33) OVERLOADS: A web caster cannot be overloaded.

(E12.34) ALL STORED POWER MUST BE USED: When a web caster is fired (as a web caster or web fist), all of the energy points stored in it must be used or lost. None can be held for a later firing. See also (E12.14). This includes the use of the weapon as a web fist (E14.0).

(E12.35) SUBSEQUENT ARMING: After firing, energy may be sent to (stored in) the web caster at the start of the next turn. Reserve energy (H7.0) cannot be sent to (stored in) the web caster during the remainder of the turn that it was fired.

(E12.36) CYCLE: A web caster, like other direct-fire weapons, can be fired once per turn and cannot be fired within 1/4-turn of a firing on a previous turn (E1.5). Firing the weapon as a web fist (E14.0) counts as "firing" the web caster for purposes of this rule. Using the web caster as a web generator (E12.14) does not count as "firing" for purposes of the delay, but a web caster cannot be fired and used as a generator on the same turn (E12.143).

(E12.4) FIRING PROCEDURE

(E12.41) TARGET AREA: The web caster is used to create webs within a target area. This target area can consist of up to five hexes, all of which must be within the weapon's firing arc and in a straight line (E12.25), and must individually satisfy the requirements of (E12.5). The weapon cannot fire at a range of zero; exception: (E12.21). The web caster unit is not required to keep a free standing web in its firing arc during the four-impulse period when it is solidifying and has no connection to the web after firing it; exception: (E12.21).

(E12.42) PROCEDURE: The firing unit designates the target hex or hexes. Each unit of power stored in that web caster at the time it is fired produces 10 "points" of web. Each point of web is equivalent to one strength point of web in one hex. Thus, a maximum charge of 5 energy points produces 50 web points, which could create two hexes of 25-strength web or five hexes of 10-strength web or some other combination. This strength is modified by (E12.45). The target hexes are designated at the time the weapon is fired.

(E12.43) STRENGTH OF WEB: When firing a web caster and allocating its web points, all hexes of the web formed must be of equal strength. Any excess points are lost. For example, 50 web points used to create a three-hex web would create three 16-strength web hexes; the remaining two points are lost (or given up for ECM or other penalties). The chart below shows the strength of each hex based on the amount of energy used and the length of the web. Note that, even though more points are available, the maximum web strength of 35 points (*) cannot be exceeded.

(E12.44) WEB CASTER STRENGTH TABLE

ENERGY USED			NUMBER OF WEB HEXES CREATED				
RANGE							
1-10	11-20	21-30	1	2	3	4	5
1	2	3	10	5	3	2	2
2	3	4	20	10	6	5	4
3	4	5	30	15	10	7	6
4	5	†	35*	20	13	10	8
5	†	†	35*	25	16	12	10

† = As no more than 5 points of energy can be used, it is not possible to achieve these strengths at these ranges.
* = As the maximum strength of a web hex is 35, this factor is limited to that maximum.

(E12.45) RANGE ATTENUATION: The effect of the web caster is reduced if it is fired at target hexes beyond a set distance.

This is "effective range" although that will virtually always be the same as true range, the only common exception being when the ship has taken scanner damage (D6.21).
(E12.451) If the farthest target hex is 1-10 hexes from the firing ship, there is no reduction in strength.
(E12.452) If the farthest target hex is 11-20 hexes from the firing ship, the energy in the web caster is reduced by one point. For example, if there were four points stored in the web caster, one would be lost (due to the range) and the other three used to generate 30 web points. The chart in (E12.44) includes this data for ease of use.
(E12.453) If the farthest target hex is 21-30 hexes from the firing ship, the energy in the web caster is reduced by two points. The chart in (E12.44) includes this data for ease of use.
(E12.454) The point(s) lost due to long range cannot be recovered or replaced. It is not possible to put additional energy into the web caster to compensate for this reduction. In effect, it is impossible to project more than 30 web points to areas more than 20 hexes away.

NOTE: The three numbers on each line of the Energy Used column represent the amount of energy required at ranges of 1-10, 11-20, and 21-30 hexes.

(E12.5) RESTRICTIONS AND CONDITIONS

(E12.51) RANGE: The maximum range of the web caster is 30 hexes. No target hex can be farther than 30 hexes from the firing unit.

(E12.52) WEB: A web caster may be fired out of a web hex but cannot be fired into or through a web hex, including a hex being created (by a different source) on the same impulse or a web hex that is not yet effective. Web casters cannot create web in a hex that is adjacent to another web, even to a web hex being created on the same impulse by a different source. This, of course, does not include the web hexes being created by the same web caster at the same time (impulse). However, an anchored web created by a web caster could be extended by ships. See (E12.24).

(E12.53) WEAPON EFFECTS: Web casters have various effects on some weapons.
(E12.531) Web casters cannot fire through or into an ESG field hex. See also (E12.553).
(E12.532) A cast web can be fired across or between a stasis field ship and something trapped in a stasis field generated by that ship, and it will break the field when it solidifies (G16.683). A unit in stasis cannot become a web anchor, even to web cast at the same point as the web that broke the field or for the web which broke the stasis field.
(E12.533) Cast web is zero strength until it solidifies and until then has no effect on any direct-fire weapons (G10.61); exception: (E12.52).

(E12.54) TERRAIN: Certain terrain types have the effect of blocking the web caster and/or degrading the cast web.
(E12.541) A web caster cannot be fired into or through a hex containing a planet (P2.321), moon (P2.232), star (P12.1), black hole (P4.23), or pulsar (P5.32).
(E12.542) A web caster cannot create a row of web with a "missing hex" when a planet blocked the line of fire (P2.321); a single weapon could cast web to either side of the planet, but not both simultaneously.
(E12.543) A web caster cannot be fired into an atmosphere or between two atmosphere hexes (P2.542). It can be fired from an atmosphere hex only if the line of fire does not pass into or through other atmosphere hexes.

NOTE: In the early editions of Captain's Basic Set, rule (P2.542) incorrectly refers to web casters and snares when it should refer instead to web fists.
(E12.544) A web caster can be fired through asteroid hexes but loses one web strength point (E12.43) for each hex traversed, including the target hex but not including the firing unit's hex (unless that is also the target hex). This is judged by counting asteroid hexes along the straight line path from the firing unit to each of the target hexes and using the one with the most asteroid hexes. A web caster cannot be fired into a hex that the firing ship cannot lock-on to. See also (P3.34). Large asteroids (P3.4) do not block web caster fire, and any unit which is in the same hex as the cast web will be affected by that web, even if the unit itself is hiding behind the asteroid in a blocked shield arc (P3.43).
(E12.545) Rings (P2.223) and dust clouds (P13.0) only have an EW effect on web casters.
(E12.546) Web casters will not function in a nebula (P6.6) except as web fists (E14.0).

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(E12.55) DELAYED EFFECTIVENESS: A free standing web does not become effective for 1/8 turn (4 impulses), and then dissipates 16 impulses later. For example, a web caster fires on impulse #5, and the web becomes effective on impulse #9 and dissipates on impulse #25. Normal web fired from a web caster (E12.213) or laid by a web caster used as a generator is fully formed when fired (or laid).
(E12.551) During this period, the unstabilized free-standing web does not exist and has no effect. It is not treated as a zero-strength web. The term "not effective" means just that. The unformed web has no effect whatsoever on anything except the laying or casting of other web. No web can be laid into, adjacent to, cast into, or cast through these hexes [(E12.24) and (E12.52)]. There is no (G23.85) effect on ESGs.
(E12.552) Units in a hex into which a web caster projects a web can leave that hex without penalty so long as they do so within the 1/8 turn period before the web is effective.
(E12.553) If, at the time a web comes active, it overlaps an ESG, treat this exactly as with any other ESG/web interaction [(G10.73) and (G23.85)]. Those portions of the ESG field which coexist with web hexes or which are on the opposite side of the web from the ship generating the ESG cease to function. This is judged by line of sight; the edge of a web hex will block this line of sight.

(E12.56) ELECTRONIC WARFARE can affect a web caster. Use the following procedure. (This entire procedure is resolved immediately during the step when the weapon is fired):
(E12.561) STEP A: At the time of firing, the Tholian player designates the target hexes.
(E12.562) STEP B: The opposing player may then designate one of his ships that is within three hexes of any target hex. This ship (known herein as the "defending" ship) will attempt to jam the web caster's target acquisition system. (Note: a SWAC or MRS shuttle could perform this function, acting as the defending "ship," using a strength equal to that which they are currently lending their ship or fighter squadron.)
(E12.563) STEP C: The electronic warfare balance is then resolved as if the Tholian ship were firing at the defending ship. Include the ECM points generated by the defending ship and the ECCM points generated by the firing Tholian ship. Disregard any ECM points lent to the defending ship (including self-protection lending), but include any ECCM points lent to the firing ship. Include any natural source ECM points, but base these on the actual target hexes rather than the defending ship. Erratic maneuvering of the defending ship would have no effect. As with normal weapons fire, count any other ECM which is counted against the firing ship itself, such as the firing ship's own erratic maneuvering (C10.414), a poor crew (G21.111), terrain-induced penalties, or any offensive EW (G24.219) lent against the firing ship. See (E12.215). If the EW balance for the various hexes is different, use the one least favorable to the web caster.
(E12.564) STEP D: If there is an EW-shift, adjust the total number of web points by rolling a die, adding the EW-shift, and consult the following table:

Die Roll	Effect on Web
1–6	No effect.
7–8	Reduce the total number of web strength points by 50%
9–10	Reduce the total number of web strength points by 75%
11+	All web strength points are lost and no web is cast.

In all cases, calculate the number of strength points and round fractions of 0.50 or more up, 0.4999 and less down.

(E12.6) TACTICAL IMPLICATIONS

The web caster has many unique tactical implications. While considered as a heavy weapon, it does not actually damage targets when casting web, unless used in web fist mode (E14.0). Its primary purpose is in disrupting enemy movements. Some specific applications are:

- Stopping drones and (especially) plasma torpedoes.
- Blocking the direct-fire weapons of part of the enemy fleet, thereby gaining firepower superiority.
- Breaking up an enemy fleet by laying web through the formation. This is devastating against the ISC.
- Breaking up the Kaufman Retrograde.
- Locating cloaked ships.
- Limiting the effects of a black hole or pulsar.
- Stopping attacking waves of fighters or PFs
- Isolating a key enemy ship for later attention.
- Creating a wall in front of an enemy ship.
- Cutting tractor beams.
- Creating a small shield for self-protection.
- Preventing a crippled enemy from disengaging.
- Breaking a stasis field.
- Disrupting the fire of a plasmatic pulsar device.
- Crippling a ship that is moving at high speed.
- Blocking the effects of pulsars, explosions, etc.
- Creating an opportunity to disengage by blocking pursuit.
- Creating a firewall around ships that are about to explode.
- Quickly building elements of a larger web that can be completed by ships. This requires convenient asteroids or ships to act as anchor points. Obviously any enemy who gives Tholians time to prepare for battle will have a very difficult time.

(E12.7) CAMPAIGN NOTE

Player-generated campaigns must be very cautious in employing this weapon. Allowing unrestricted production, use by non-Tholians, or a Tholian fleet not restricted to strategic defense is likely to cause severe disruption of the game system. This powerful weapon is balanced by the limited forces and goals of the Tholians; players violate these restrictions at their peril. See (U7.1) and (R7.R2).

(E13.0) THOLIAN SNARE

The Neo-Tholians were able to tell the Tholians a good deal about the technology of the web that had been previously lost. With a considerable amount of effort, the Tholians were able to modify their web generators to function (in an extremely limited way) as web casters beginning in Y183. This was provided primarily as a means of self-defense against drones and plasma torpedoes. In addition, it made hunting cloaked units much easier.

(E13.1) DEFINITION

(E13.11) CONVERSION: Any web generator (G10.0) on a Tholian warship can be converted into a snare generator for the appropriate cost (any exceptions will be noted in ship descriptions). This is often shown on SSDs as a refit (R7.R4).

(E13.12) USE: Snare generators can function as normal web generators or can function as a limited web caster (E12.0). The rules for the web caster are used except as noted below.
Snares have no capability to use web fist (E14.0).

(E13.13) DAMAGE: As the snare is simply a modified web generator, it is damaged on flag bridge hits as is a normal web generator, not on drone hits (as is a web caster).

(E13.14) FLEET LIMIT: No more than 25% of the Tholian ships in a scenario (round fractions up) in Y183, 50% of those in Y184, or 75% of those in Y185 can be equipped with snares. After Y185, almost all Tholian ships had snares. (Players are never required to use snares, or the full number available.) Snares do not count against the limit on web casters (E12.16) and vice versa.

(E13.2) OPERATION

(E13.21) GENERAL: A snare generator acts as a small web caster, with some limitations.
(E13.211) A snare generator cannot hold more than one point of power. This point of power can be allocated or reserve power applied at the point the snare is to be used (H7.2).

(E13.212) A snare generator is limited to a true range of one hex. The snare cannot fire at a true range of zero or any range greater than one.
(E13.213) A snare generator can only cast free-standing web (E12.22); it cannot create anchored web (E12.21).
(E13.214) A ship cannot fire a snare unless it has active fire control and a lock-on to the target hex(es) (D6.62), but active fire control is not required to use it as a web generator.

(E13.22) WEB CAST: A snare generator can only create one 10-point or two 5-point hexes of web.

(E13.23) WEB GENERATION: A snare generator can function in all ways as a normal generator if not used to cast web in a given turn and cannot function as a caster in a turn that it was used to lay web.

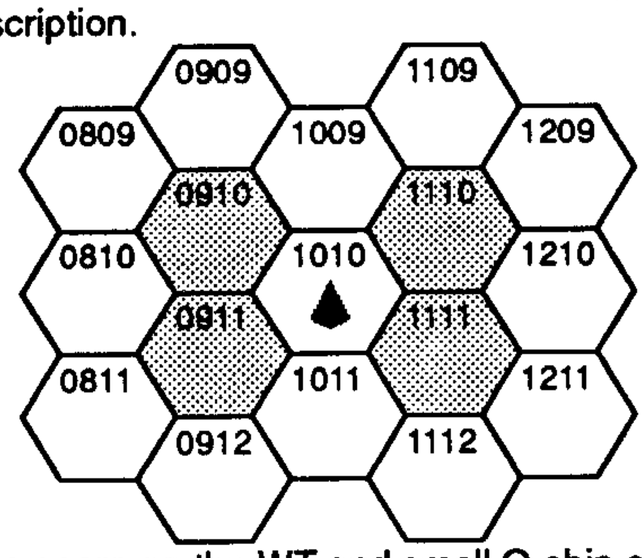
(E13.24) CYCLE: A snare generator can be fired once per turn and cannot be fired twice within 1/4 turn. Use as a web generator does not count as "firing" for purposes of the 1/4 turn delay, but a snare generator cannot be fired and used as a web generator on the same turn.

(E13.25) POWER: If there is more than one point of power in the generator when it is fired as a snare, the other four points are lost and do not add anything to the strength of the snare. Their discharge is detectable under (E1.24).

(E13.3) FIRING ARCS

(E13.31) BASIC ARCS: Snare generators on most Tholian ships can only fire into the R or L firing arc (due to their location on the hull), except as noted in ship descriptions. A given snare generator could create web in either or both of the two hexes beside the ship, but cannot create web in the hex in front of or behind the ship.
(E13.311) The use of a generator as a generator does not limit the firing arc of the snare on a subsequent turn.
(E13.312) In the case of some ships, specific information on which web generators can be converted to snares and what arcs they will have is provided in their description.

EXAMPLE: A Tholian PC is in hex 1010 facing A. Its right web/snare generator could create a free-standing web in hexes 1110 and/or 1111. The left web/snare generator can create free-standing web in hexes 0910 and/or 0911.



(E13.32) EXCEPTIONS: The snare on the WT and small Q-ship can fire into the hex directly to the rear of the ship only.

(E14.0) WEB FIST

The web caster (E12.0) has a direct-fire application known as web fist. Instead of casting a band of web, the energy is focused into a narrow area which physically impacts on the target, causing damage. The damage caused by this weapon is not related to the movement of the target, nor is it the same type of effect as running into a web (G10.59). Snares cannot be fired as web fists.

(E14.1) ARMING

(E14.11) PROCEDURE: The web caster is armed normally (E12.3), and the decision to expend that energy as a web fist instead of as a cast web is made in the Fire Decision Step and announced in the Fire Declaration Step of the Fire Allocation Stage of the Direct-Fire Weapons Segment.

(E14.12) ALL STORED POWER MUST BE USED: Firing a web caster as a web fist expends all of the power held in the web caster (E12.34).

(E14.13) OVERLOAD: There is no overload function of a web fist (E12.33).

(E14.14) CYCLE: Firing a web caster as a web fist counts as firing it as a web caster for purposes of web caster recycle rates (E12.36), i.e. it can be fired (cast or fist) once per turn and cannot be fired twice within 8 impulses.

(E14.2) FIRING

(E14.21) DIRECT-FIRE WEAPON: The web caster fires a web fist using the standard rules for direct-fire weapons, not the special rules for a web caster (except as noted).
(E14.211) The target receives the benefit of its EW (including EW lent to it) as with any other direct-fire weapon.
(E14.212) A web fist can be fired through or into any hex that a disruptor can be fired through or into. The restrictions of (E12.54) do not apply to web fists. See (E14.254).
(E14.213) A web fist causes damage immediately; there is no delayed effectiveness as per (E12.55).
(E14.214) Unlike cast web, a web fist can be fired through an ESG without any effect to the sphere or the web fist.
(E14.215) A web fist is not penalized when firing at drones. It operates under (FD1.51).

(E14.22) PROBABILITY OF HIT: The probability of a hit is resolved by the following table:

RANGE	1-10	11-20	21-30
HIT	1–4	1–3	1–2
MISS	5–6	4–6	3–6

The probability of a hit is based on effective range (D1.4).

(E14.23) FIRING POINT: When firing a web fist, the web caster fires during the Direct Fire Weapons Step, and NOT during the Web Caster Fire Step. Its damage is combined with all other direct-fire weapons.

(E14.24) FIRING ARC: The web fist can be fired only within the firing arc of the web caster.

(E14.25) RESTRICTIONS
(E14.251) A web caster can fire a web fist under passive fire control.
(E14.252) A web fist cannot be fired at a true range of zero.
(E14.253) There is no feedback damage from a web fist.
(E14.254) A web fist cannot be fired through a web. This is an exception to (E14.212).
(E14.255) A web fist fired into an atmosphere loses 25% of its strength per hex of atmosphere as per (P2.542). Multiply the damage points in (E14.3) by 0.75 (or 0.5, or 0.25, as appropriate), and round fractions of 0.50 and more up, 0.4999 and less down.
(E14.256) A web fist cannot damage plasma torpedoes (FP1.61).

(E14.3) DAMAGE RESOLUTION

(E14.31) CHART: A web fist causes an amount of damage proportional to both the range and the amount of energy held by the web caster at the time it fires a web fist, as shown on the following chart.

RANGE	1-10	11-20	21-30
ENERGY USED			
1	2	0	0
2	4	2	0
3	6	4	2
4	8	6	4
5	10	8	6

Damage scored is based on true range (D1.4).

(E14.32) WEB: The firing of a web fist from a web caster does not, in any way, result in "web" being placed or formed on the map.

END OF (E0.0) MODULE C2

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(G18.0) ANDROMEDAN DISPLACEMENT DEVICE

The Andromedans have developed transporter technology into this device. No other race uses it or understands it. [Even with captured and undamaged samples, no one could copy or operate it; see (U7.21).] The device affects the fabric of space itself, and it may be the key to their intergalactic travel. It is thought that this effect on the fabric of space limited the number of ships that could safely operate the device in a given volume of space; see (G18.8). It has been commonly used as a defensive weapon against opposing ships by displacing an Andromedan ship out of a dangerous situation. It is also used offensively to break up an enemy formation or move an enemy ship into a dangerous location. Its effect is to unbalance space around the target. The results are not entirely predictable.

The effect of a displacement device is to relocate the target into a new hex some distance away from its previous location. The act of displacement is not movement. The displaced object does not "move" through hexes to reach its new location. Instead, it disappears (leaves the known universe) from its old location and reappears (returns to the known universe) in its new location. Thus, displacement can take effect "through" ESG fields (though such a field would be displaced with the generating ship), webs, asteroid belts, planets, etc.

The official abbreviation for Displacement Device is DisDev; DD is not used due to confusion with "destroyer."

(G18.1) DEFINITION

(G18.11) SSD: Each displacement device box on an Andromedan SSD represents one device. Each device is charged and operated separately.

(G18.12) DESTRUCTION: Displacement devices are destroyed on flag bridge hits.

(G18.13) FIRE CONTROL: Displacement devices require active fire control [see (D6.623) and (D6.124)] and a lock-on (D6.11) to the object being displaced. [See (G18.51) for self-displacement, which also requires active fire control.] If there is no lock-on, the target cannot be displaced. There is a partial exception in the case of catastrophic damage (D21.0); see (G18.54). Note that a mothership is considered to have a lock-on to an Andromedan satellite ship inside of its hangar bay for purposes of launching that satellite ship (G18.55).

Electronic warfare can prevent displacement; see (D6.371).

(G18.2) ENERGY REQUIREMENTS

(G18.21) ARMING: Each displacement device requires two units of power (from warp engines or warp reactors only) on each of two consecutive turns to charge. A DisDev could begin arming with reserve warp power (H7.2), but is under the restrictions of (H7.32) regarding its use.

(G18.22) HOLDING: An armed displacement device which is not used on the second turn of arming can be held in an armed condition for a maximum of 25 turns at an energy cost of 1 point of power per turn (from any source). This power must be allocated; it cannot be reserve power. If no holding power is allocated, the charge in the displacement device is lost.

(G18.3) OPERATIONS

(G18.31) DIRECT-FIRE SYSTEM: A displacement device, in effect, operates as a direct-fire "weapon" that does not damage the target but relocates it.

(G18.311) The intent to use a displacement device must be announced in the DisDev Declaration Step of the Fire Allocation Stage of the impulse it is to be used. The unit operating the device, the target, and the direction (but not distance) to be displaced are announced at that time.

(G18.312) The device is operated during the Direct-Fire Weapons Consequences Stage of the Direct-Fire Weapons Segment.

EXTRACT FROM THE SEQUENCE OF PLAY

6D1: FIRE ALLOCATION STAGE
- DisDev Declaration Step: Announce intention to use displacement device on the current impulse, the unit to be displaced, and (if Andromedan) the direction in which displacement will be made (G18.31).
- Fire Decision Step: All players secretly and simultaneously decide what direct-fire weapons to fire and the targets of those weapons. At this point, EW points being generated can be adjusted under (D6.315) by reserve power or various other means. (Note that lending of EW is adjusted in 6B3.)
- Fire Declaration Step: All direct-fire weapons fire is announced, including specific weapons and targets. Changes to EW levels under (D6.315) are also announced. Whether a web caster will be fired in web fist (E14.11) mode is announced. All of these announcements are simultaneous.

6D2: DIRECT–FIRE WEAPONS FIRE STAGE
6D3: WEB CASTER STAGE
6D4: DIRECT–FIRE WEAPONS DAMAGE RESOLUTION STAGE
6D5: DIRECT–FIRE WEAPONS CONSEQUENCES STAGE
- Resolve explosions.
- Displacement devices operate (G18.3) and can be used to launch satellite ships (G19.42).
- Roll for possible critical hits (and several more steps).

(G18.32) PROCEDURE: There are three cases in which a displacement device can be used. Each has a slightly different procedure, but all of the procedures use two steps: the first to determine if the unit was displaced and the second to determine if it was displaced in the intended direction (and distance).

(G18.321) NON-ANDRO DISPLACEMENT: When used against a non-Andromedan unit, the first step is to determine if the displacement worked and the second is to determine (if the displacement was successful) where the target was displaced.

Whether or not the device has functioned successfully against a non-Andromedan target is determined by the DISPLACEMENT DEVICE SUCCESS TABLE (G18.333). Roll one die (adjusted for the EW shift), and compare the result with the stated numbers for the range from the ship using the displacement device to its target. This will show whether the device has successfully displaced the target or not. If the result is a success, proceed to (G18.4) to determine where it went. If it is a failure, there is no effect (the target is not displaced; the energy that armed the DisDev is lost) and play proceeds.

(G18.322) SELF-DISPLACEMENT: If an Andromedan ship is trying to displace itself, this is automatically successful; it does not use the chart in (G18.33), and there is no EW applied. Proceed to (G18.51).

(G18.323) OTHER-ANDRO DISPLACEMENT: If one Andromedan ship is using a displacement device on another, the displacement is successful on a die roll of 1–5 for all ranges (adjusted for the EW shift), up to the maximum range of 50 hexes. Proceed to (G18.52). If the 1-5 die roll was a failure, there is no effect (the target is not displaced; the energy that armed the DisDev is lost) and play proceeds.

NOTE: The EW shift between two Andromedan ships includes only terrain-induced ECM, ECM produced by either unit performing erratic maneuvers, the ECCM of the ship operating the device, and any OEW applied to the ship operating the device.

(G18.33) DISPLACEMENT DEVICE SUCCESS TABLE

RANGE	0	1-2	3-15	16-22	23-31	32-50
Success	–	1-5	1-4	1-3	1-2	1
Failure	1-6	6	5-6	4-6	3-6	2-6

(G18.4) EFFECT ON NON-ANDROMEDAN UNITS

(G18.40) PROCEDURE: If the device has been operated successfully, the target ship [or other object, see (G18.7)] is displaced randomly. The target ship (or other object) is moved to a new hex determined by rolling two dice. The first die determines direction, using the directional display printed on the map. The ship is moved in this direction a number of hexes equal to the second die roll. This can result in the displaced ship being more than 50 hexes from the displacing unit.
(G18.41) CONTROL OF DISPLACEMENT: The Andromedans have some limited control over the displacement device when it is used offensively (i.e. on non-Andromedan units). To account for this, the Andromedan player announces one directional number and a second number that will be substituted if the first number appears. For example, the Andromedan player might announced that any "3" will become a "6." If the first die roll is a "3," the target ship is, instead, displaced in direction "6." If a "6" had been rolled, it would NOT have become a "3." This rule will be used most often to avoid displacing the enemy unit directly toward the Andromedan. Alternatively, it can be used to bring the enemy closer to your weapons.

(G18.42) FIRE CONTROL: After a non-Andromedan ship is displaced, its fire control is disrupted; see (D6.68). (Shuttles also have their fire control disrupted and are treated as ships under that rule.)
(G18.421) A displaced ship with disrupted fire control can fire at the unit which displaced it with undisrupted fire control. Once the fire control returns to normal, the unit can fire normally.
(G18.422) As displacement of the firing ship breaks a PPD wave-lock (E11.545), a displaced ship which had a PPD wave-lock loses it [any remaining unfired pulses are lost, (E11.54)], even if it was to the the unit which displaced it. It could, of course, immediately fire another PPD at the unit which displaced it. The wave-lock is not broken if the target (of the PPD) is displaced (E11.44).
(G18.423) If the displaced ship was generating a stasis field, the field is broken; see (G16.34).
(G18.424) The displaced unit can continue guiding any seeking weapons it was guiding at the time it was displaced if they are targeted on the unit which displaced it (provided this is possible within the rules on those seeking weapons) if all the conditions of (F3.31) are still satisfied. It cannot launch new seeking weapons or accept transfers of control from other units until its fire control returns to normal. Any weapons it was guiding to other targets can be transferred to other allied units within the rules, but must be transferred immediately.
(G18.425) Seeking weapons displaced by a unit other than the one they were tracking lose lock-on. Seeking shuttles will go inert (FD1.72) unless they were on a ballistic trajectory, in which case it is treated under (F4.5). Displaced plasma torpedoes will "go ballistic" and continue to move in a straight line down the current hex row they are facing and may impact a planet or other large object. Drones will be removed from play unless they were on a ballistic trajectory, in which case they are treated under (F4.5).

(G18.43) MANEUVER: The displaced unit's turn mode (C3.0), sideslip mode (C4.1), directed turn mode accumulation (C3.8), acceleration (C2.2), tactical maneuvers (C5.0), HET restrictions (C6.38), disengagement by acceleration (C7.1), deceleration period (C8.3), post-declaration period (C8.4), positron flywheel effect (C9.0), erratic maneuver status (C10.0), nimble status (C11.0), and plotted (C12.0) or unplotted (C12.24) mid-turn speed changes are all unaffected by being displaced. See (G18.69) for the effects of displacement on the actual facing of a displaced unit.

(G18.5) EFFECT ON ANDROMEDAN SHIPS

(G18.51) SELF-DISPLACEMENT: If an Andromedan ship uses its displacement device on itself, it is automatically successful (G18.322) in displacing itself, but the direction and distance may be affected. See also (G18.53).
(G18.511) Roll one die; on a result of 1-5 adjusted for EW [note that this adjustment can only be caused by offensive EW (G24.219)], the Andromedan player can control the direction (which need not be directly along the hex grain) and distance (up to 12 hexes) of the displacement. This die roll is not affected by legendary officers or outstanding crews, but might be affected by a poor crew.
(G18.512) If the (adjusted) die roll in (G18.511) is 6 (or more), the displacement has failed to function properly. Roll a second die (there are no adjustments). If the result is 1–5, the ship remains in the original hex but is otherwise treated as having been displaced, e.g. (G18.53) and (G18.61). If the result is 6, the ship is displaced randomly, using (G18.40), i.e. roll one die for direction and roll another for distance.
(G18.513) An Andromedan ship cannot displace itself unless its fire control is active (D6.6) and undisrupted (D6.68). A lock-on to the hex the Andromedan is attempting to displace to is not required, and an Andromedan ship can displace itself to the opposite side of a gas giant (P2.22), for example. There is an exception in (D21.45).

(G18.52) FRIENDLY DISPLACEMENT: If used on a different Andromedan ship, the procedure is the same as in (G18.51) but the ship can only be moved 6 hexes under (G18.511) and a die roll is required for success (G18.323).
(G18.521) This friendly displacement can result, either intentionally or through the random die roll, in the displaced ship being more than 50 hexes from the displacing ship, e.g. an Andromedan ship 50 hexes from the displacing unit is moved to 56 hexes from the displacing unit.
(G18.522) Attempts to displace a friendly ship may be affected by electronic warfare (G18.323).

(G18.53) FIRE CONTROL: After an Andromedan ship is displaced (by itself or another Andromedan), its fire control is disrupted (D6.68). See (G18.42) for non-Andro units.

(G18.54) NO SELF-LAUNCH: An Andromedan ship cannot use its own displacement device to launch itself from inside the hangar bay of a mothership, starbase, or any other hangar. Exception: (D21.45).

(G18.55) SATELLITE SHIPS: A mothership can use its displacement device to launch, but not recover, its own satellite ships. See (G19.42).

(G18.56) MANEUVER: All effects listed under (G18.43) also apply to Andromedan ships which have been displaced. In addition, see (G19.44).

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(G18.6) RESTRICTIONS AND CONDITIONS

(G18.61) MULTIPLE DEVICES: No more than one displacement device can be used on (i.e. fired at) a single object in a single impulse, or within 4 impulses (1/8 turn), whether it was successful or not. No more than one displacement device can be used to displace a single Andromedan unit within 32 impulses, but if an attempt to displace an Andromedan unit fails completely (i.e. no change in hex location), a second attempt with another device can be made after four impulses have passed.

(G18.62) MANEUVER EFFECTS: Displacement does not affect and is not affected by emergency deceleration (C8.0) or erratic maneuvering (C10.0), except (C10.515). [The ECM produced by EM may affect the probability of success (C10.41).] For the effects of displacement on the maneuver status of the displaced unit, see (G18.43) and (G18.56).

(G18.63) PLOTTED MOVEMENT: The displaced unit continues its movement as previously plotted (if using plotted movement), except that it is displaced the stated number of hexes in the stated direction.

(G18.64) SEEKING WEAPONS, PPDs: All seeking weapons targeted on the displaced unit continue to follow their target, assuming the conditions in (F3.31) are still met. (The effects of the shift allow seeking warheads to rapidly re-establish the identity of their designated target.) If the displaced unit was loaning EW to another unit (or receiving a loan), the loan continues uninterrupted [assuming that both units still meet other requirements (G24.2181)]. See (E11.44) for PPDs, which are like seeking weapons in some limited regards.

(G18.65) ASTEROIDS, MINES, ESGs: Displacement into an asteroid belt or field (P3.0), planetary ring (P2.223), or minefield (M6.0), or in the detection range of one or more mines [see (M2.4), (M3.31), and (M5.12)] is not movement and does not, itself, cause damage (or a mine to trigger). Further movement will (or might) cause such damage (or triggering) during the normal Sequence of Play subject to the rules for each individual item. This also applies to ESG fields and includes the case of a ship which has generated an ESG field being displaced in such a manner that the new position of the field coincides with the position of another unit. If two ESG fields come into contact, see (G23.73).

(G18.66) STARS, PLANETS: If a unit is displaced into a hex containing:

a planet (P2.0) [including a lower atmosphere hex (P2.222)],
black hole (P4.0),
pulsar (P5.0),
white dwarf (P10.5),
star (P12.1),
nova wave front (P12.3) or behind it,
neutron star (P15.5),

it is considered to be totally destroyed; do not use (P2.435) as there is no explosion or escape.

If displaced into a hex with a small moon, see (P2.23). If there is a collision, treat it as above.

(G18.661) If a unit is displaced into an atmosphere hex (that is not a planetary surface or lower atmosphere hex), its speed is immediately reduced to 1, it must roll for a breakdown (C6.5) (it can use its HET bonus if it has one), and it takes 1 point of damage on its #1 shield (#4 if it was moving in reverse) for each point of speed lost. This is an exception to (P2.812). Other than this rule and the EW effect (P2.51), atmosphere has no effect on displacement.

(G18.662) Except in the case of stars and planets (and possibly moons), it is not possible to displace an object into the exact space occupied by another object (i.e. you cannot displace a frigate into your opponent's bridge).

(G18.663) A unit (or other object) can be displaced from, but not to, the surface of a planet or asteroid. See (P2.52).

(G18.67) WEBS, TRACTORS: These systems have special interactions with displacement devices.

(G18.671) Units can be displaced across web hexes. While a displacement device can be used to send a ship across a web, a displacement device cannot be used by one unit on a second unit that is on the other side of a web. A unit can be displaced out of a web hex if the unit with the displacement device has a line-of-fire (G10.61) that is not obstructed by other web hexes; Exception: a Tholian ship or anything else serving as a web anchor (G10.13) cannot be displaced without its permission. A web anchor buoy (G26.0) anchoring a web cannot be displaced. A ship can displace itself out of a web hex.

(G18.672) Tractor beams are broken if one of the ships involved is displaced. This does not apply in the case of docked ships (C13.9) and Tholian pinwheels (C14.0), which are all displaced together as a unit; see (C13.946) and (C14.41).

(G18.68) DISENGAGEMENT: A displacement device does not, in itself, allow a unit to disengage. It could, however, be used to increase the distance between units and allow disengagement by separation (C7.2) or to meet the requirements for automatic disengagement (C7.4).

A unit cannot be displaced off of a fixed map. It would stop in the last hex at the edge of the map.

(G18.69) FACING: Displacement does not change the facing of the unit displaced. If a unit is displaced into a hex containing another unit, determine the relative direction between the units by rolling a die. The unit already in the hex is in the direction indicated (by the die) from the unit that arrived by displacement. See (G18.43) and (G18.56).

(G18.7) WHICH UNITS CAN AND CANNOT BE DISPLACED

(G18.71) THINGS WHICH CAN BE DISPLACED: Ships, PFs, interceptors, shuttles, fighters, drones, plasma torpedoes, most monsters, meteors, etc., can be displaced.

Bases without positional stabilizers can be displaced. Assuming they survive the experience, they will not move (at least not under their own power) for the remainder of the scenario.

Anything which, within its description or rules, says it can be displaced, can be displaced.

(G18.72) THINGS WHICH CANNOT BE DISPLACED: The Sun Snake (SM5.46), stars (P12.1), white dwarfs (P10.5), neutron stars (P15.5), planets (P2.0), moons (P2.23), asteroids (P3.0), large asteroids (P3.4), pulsars (P5.0), black holes (P4.0), webs (G10.0) [and web anchors (G10.13) without their permission (G18.671)], bases on planets (P2.744) or with positional stabilizers (G29.22), mines (M2.81), defense satellites (R1.15), certain docked units (G18.74), certain units inside other units (G18.73), anything in a stasis field (G16.47), and cloaked units (G13.58) cannot be displaced. Terrain "zones" (e.g. heat zones) cannot be displaced.

Anything which, within its description or rules, says it cannot be displaced, cannot be displaced.

Anything to which the unit operating the device does not have a lock-on (D6.124) cannot be displaced.

(G18.73) UNITS INSIDE UNITS: A displacement device cannot displace anything which is inside something else (crew units on a ship, ships docked in an FRD, etc.) [exceptions (G18.55) and (D21.45)], but if the larger item is displaced, everything located inside it will be displaced with it. A displacement device cannot be used to place anything inside some other unit (e.g. a dreadnought inside a carrier), although it could displace a ship inside a planet (G18.66).

(G18.74) UNITS DOCKED TO UNITS: Two (or more) units docked externally to each other are all displaced as a single element (C13.946) without breaking the dock if they can both be displaced.
(G18.741) A unit docked to an Andromedan ship cannot be displaced separately from the Andromedan ship it is docked to, even if it is that Andromedan ship which is operating the displacement device.
(G18.742) In the case of a ship docked to a unit or object which cannot be displaced, it cannot itself be displaced. Obviously, a unit which has "landed on" such an object (e.g. a planet) is not necessarily "docked" to it. See (G18.663).

(G18.75) LARGE MINES: Displacement Devices cannot be used to lay mines of any type or size.

(G18.8) DISPLACEMENT DEVICE FEEDBACK PHENOMENON

Due to the destabilizing effects of the displacement device, it would be very unusual for more than two ships equipped with that device to operate in the same area. If three ships used their devices in a given area, it would create a rip in the fabric of space, sending all three (but nothing else) to their doom.

(G18.81) AREA: The term "area" can generally be considered to be one scenario. (For those wanting a more exact measure, assume that an "area" is at least 10,000 hexes across.) Generally, no more than two units in any scenario can use their displacement devices. The Galactic Powers never acquired displacement device technology (even after capturing several devices) and, hence, could never use this phenomenon as a means of defeating the Andromedans.

(G18.82) ARRIVAL RESTRICTIONS: As the displacement device is used in their strategic movement system, more than two ships with this device could never have gone to a specific area to begin with, except possibly by (G18.85). Thus, with the exceptions of the single starbase, no more than two DisDev-equipped ships could ever appear in a given scenario. Note that a Python, which has a displacement device, can be carried inside a larger unit to the site of the scenario, although it could not use the device (or even power it) if two other Andromedan units used them during that scenario (including using them to arrive in the scenario). By this means, it is possible that three DisDev-equipped ships could appear in a scenario (e.g. an Intruder carrying two Pythons) but only two of these ships could use the device in combat.

(G18.83) BASE EXCEPTION: The sole exception to the movement restriction is a base with stabilizers (G29.0) and a DisDev, where its stabilizers will allow the use of the device (by ships) for strategic movement purposes, or for launching and recovering satellite ships, but not for combat purposes. In a scenario involving the Desecrator starbase, any DisDevs used by the SB for the sole purpose of launching ships would not count against the limit. All other DisDev use would count against the limit of two units operating DisDevs.

(G18.84) SUCCESSION: If three ships equipped with the device are in a given area, and one of them is destroyed or has disengaged after using its device, the others can both use their devices (after a five-turn period) because the third ship is no longer in the area. (Note: the third ship would have to wait five turns before powering its DisDev.) Alternatively, if two DisDev ships were in an area and one was destroyed or disengaged, a third could then arrive after the five-turn delay.

(G18.85) NON DIS-DEV STRATEGIC MOVEMENT: It is possible for the Andromedans to assemble more combat power to attack a fixed point (e.g. a planet or base) by having the ships arrive at different times or from different directions, making the final approach by normal movement (rather than DisDev assisted movement). This type of approach would be detected and would give the defender time to assemble a more powerful defensive force (more so than with Galactic enemies as Andromedan ships are somewhat slower when not using the RTN). There is also a problem in that survivors of the battle would not be able to return to their distant bases effectively and might be hunted down and destroyed. For all practical purposes, this can be done only in a specific scenario, where special rules to cover the circumstances would be provided. See (G18.68).

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(G19.0) ANDROMEDAN SATELLITE SHIP OPERATIONS

The large Andromedan "motherships" (including the Intruder and Dominator) carry small "satellite ships" (including the Cobra, Courier, etc.) in a special internal hangar bay.

For the purposes of these rules, the larger ships are known as "motherships." All satellite ships operate within the following general rules.

The official abbreviation for satellite ships is Sat Ship; SS is not used due to confusion with "suicide shuttle."

Note that some Andromedan bases will also have satellite ships and, for purposes of these rules, will operate as a "mothership."

(G19.1) GENERAL CONDITIONS

(G19.11) SATELLITE SHIP GROUPS: Normally, each Andromedan mothership carries a full complement of Sat Ships at all times. The ship descriptions of all motherships include a listing of common Sat Ship groups by year. It would be possible for a mothership to have less than its normal complement of Sat Ships, it being assumed that the others were on patrol elsewhere or destroyed in an earlier combat; some motherships were used to place Satellite Bases (R10.11) and would have empty hangar spaces after completing that assignment. Rarely a mothership could carry a different assortment of Sat Ships; this would be possible in a patrol scenario (S8.0) only with prior agreement.

(G19.12) BPV: The BPV of an Andromedan mothership does not include its Sat Ship(s).

(G19.13) SURVIVAL: If the mothership is destroyed in combat, the Sat Ships can still disengage under the provisions of (C7.0) and reach a rendezvous or base on their own power or be picked up later by another mothership if they dropped their warp engines and sublight evaded (C7.3). See (T7.0) and (G19.31).

(G19.14) MOVEMENT COST: The movement (or towing) cost of the mothership is not changed by the presence or absence of Sat Ships in the hangar, but if the satellite ships are towed by a tractor beam, the standard rules in (G7.0) will apply.

(G19.2) THE HANGAR

(G19.21) CAPACITY: Each hangar box on the SSD sheet of the mothership represents the capability to carry or dock by transporter (G19.41) one medium-size Satellite Ship. See (R10.1D4) for more data.

(G19.211) Sat Ships come in three sizes: small, medium, and large. The hangar boxes on all Andromedan SSDs indicate the capacity to carry medium-size Sat Ships (one per box). All Sat Ships are size class 4; hangar-size is not "size class," and rules involving the relation of two different size ships (e.g. tractor rotations) treat all Sat Ships equally.

(G19.2111) SMALL SATELLITE SHIPS are 3/4 of the size of medium-size Sat Ships. Motherships with three bays (e.g. Intruder) were originally designed to carry four small Sat Ships, but were later modified to carry three medium Sat Ships. Ships with six bays (e.g. Infestor, Dominator) were originally designed to carry eight small Sat Ships. Small Sat Ships include the Viper, Courier, Bull Snake, and Rattler among others. Ships with one hangar bay (e.g. Conquistador) can carry one small or medium Sat Ship; they can never carry a large Sat Ship. For convenience, just add another box to each group of three hangar boxes on the SSD.

(G19.2112) MEDIUM SATELLITE SHIPS are those the SSDs are designed for. These include the Cobra, Terminator, and Eel among others.

(G19.2113) LARGE SATELLITE SHIPS are 1.5 times as large as medium Sat Ships (twice as large as small ones). Motherships with three hangar bays (e.g. Intruder) were later modified to carry two large Sat Ships. Ships with six hangar bays (e.g. Infestor, Dominator) were later modified to carry four large Sat Ships. For convenience, just mark out one box from each group of three hangar boxes on the SSD. Large Sat Ships include the Python and Mamba among others. Ships with one hangar bay (e.g. Conquistador) can carry one small or medium Sat Ship; they can never carry a large Sat Ship.

(G19.212) Motherships were all originally designed to use small Sat Ships. When these were found to be inadequate in combat, they were replaced with medium Sat Ships. (Since most Andromedan combat is during this period, this is what the SSDs were designed with, but it makes no real difference as the hangars cannot be destroyed. Any motherships added to the game in the future will also have their bays configured for the medium Sat Ships and their "R" description will provide any specific limitations on their ability to carry Sat Ships.)

At the end of the General War, when more powerful warships were in use, the Andromedans began converting some motherships to use large Sat Ships as these were more capable and survivable.

Ships may also have hanger bays of mixed sizes as long as the total size of the bays is equal to or less than the size of the hanger (e.g. a Dominator could have two large and three medium satellite bays, or one large, three medium, and two small). Conversion of the hangar bays takes a major overhaul, but any hangar bay box can accept a single smaller Sat Ship.

(G19.213) Any shuttle hits scored on the mothership are scored on Sat Ships in the hangar. If more than one Sat Ship is present, the Andromedan player can select which one will take the damage, but the damage must be applied to a Sat Ship if one is present (G19.23). If no Sat Ships are present, the damage is applied to the next system on the DAC. The hangar itself cannot be damaged and is not destroyed unless the mothership is. All damage scored on the satellite ships during a given segment of the Sequence of Play is recorded as it occurs as resolved as a single volley.

(G19.22) ENERGY FORM AND MOVEMENT PLOT: A Sat Ship in the hangar still must complete an Energy Allocation Form every turn, primarily because of its power absorbers and to allow it to be launched at will; see (G19.44). If using plotted movement (C1.32), a complete movement plot for the remainder of the current turn must be created for the Sat Ship in the Sat Ship Functions Stage, after the launch of the ship is announced but before rolling for possible random displacement if a DisDev is to be used to launch it (G18.52).

(G19.23) PA PANELS: Sat Ships in the hangar may use their power absorbers to prevent damage to themselves. Any damage scored on a Sat Ship in the hangar can be applied to the front or rear PA panels or (if the panels are full or inactive) to the Sat Ship itself.

(G19.24) DISSIPATION: The PA panels of Sat Ships cannot dissipate energy (D10.4125) while in the hangar.

(G19.25) TRANSFERS: The PA panels of the Sat Ship(s) and the mothership cannot transfer power between each other. The PA panels on a Sat Ship in the hangar can pick up energy released by a destroyed PA panel on the mothership or on another Sat Ship in the hangar. The PA panels on the mothership can pick up energy released by a destroyed PA panel on a Sat Ship in its hangar. Sat Ships in the hangar and the mothership cannot transfer power between themselves; exception: (G20.0).

(G19.26) REPAIR: The mothership may use its damage control to repair itself (D9.7) or a Sat Ship in the hangar; this is an exception to (D9.78). A Sat Ship in the hangar can use its damage control to repair itself, but not to repair the mothership. The repair boxes on motherships operate as in (G17.0); see also (G17.24). A mothership cannot use (D9.2) on a satellite ship (D10.541). For purposes of repairs under (D9.4), (G17.133), and (G17.132), use the damage control rating of the mothership to repair the satellite ships to reflect the use of (G17.0) systems between scenarios. Satellite ships without a mothership would use (G17.132) with their own DC rating; they probably would not have access to the facilities needed for (G17.133) repairs, but if they do may use them.

(G19.27) RESTRICTED SYSTEMS: A Sat Ship in the hangar is under the restrictions of (C13.48) and cannot use tractor beams, transporters, or electronic warfare (or anything requiring active fire control or a lock-on); it cannot fire weapons or operate scout functions.
(G19.271) Sat Ships in the hangar must expend energy for life support.
(G19.272) Sat Ships in the hangar can arm weapons [this is an exception to (C13.8)].
(G19.273) A Sat Ship in the hangar could use a transporter between itself and the mothership or another Sat Ship on board the same mothership; see (D10.524).
(G19.274) A Sat Ship's fire control is disrupted by the act of being launched (G19.46). It can have its fire control in the active mode, but will gain no benefit from this (e.g. will not have a lock-on) until four impulses after it is launched. If the fire control is kept passive, it will not gain the benefits listed in (D19.3) until 32 impulses after it was launched and cannot fire weapons on passive until four impulses after launch (G19.46).

(G19.28) CREW TRANSFERS: A Sat Ship in the hangar can transfer crew units to or from the mothership at a rate of one unit per impulse in the Marines Activity Stage (6B7) of the Impulse Activity Segment, but cannot make transfers for the eight impulses after it arrives in the hangar. See (D21.45) for a partial exception. Cargo transfer is possible using (G25.23).

(G19.3) EXPLOSIONS AND SELF DESTRUCTION

(G19.31) ESCAPE: If the mothership explodes or self-destructs, the Sat Ships can attempt to escape by (D21.45). If (D21.0) is not in use, or if the Sat Ships fail to escape (perhaps because they do not have DisDevs or the mothership does not have enough DisDevs or transporters), the explosion force of the Sat Ships in the hangar are added to the mothership's explosion force. The Sat Ship explosion force is NOT doubled as it would be under (G19.32).

(G19.32) EXPLODING SATELLITE SHIP: If a Sat Ship in the hangar explodes as a result of self-destruction (this can only be done if the mothership has been captured and there is no way for the Sat Ship to launch itself) or final explosion (D5.0), determine the total explosion force for the Sat Ship from the MSC and double it due to the contained nature of the blast. This amount is considered to be released damage/energy within the energy balance system of the mothership; it is not treated as an explosion as per (D5.4).

Note that a Sat Ship in the hangar bay of a captured mothership could turn off its panels to release any energy held to fill the mothership's panels on the final impulse of a turn, and then self-destruct at the start of the next turn.
(G19.321) The released energy can be applied to any power absorbers of the mothership and any other Sat Ships in the hangar. (Note: Even though PA panels face outward, the hangars are designed to dump their energy to the panels by special conduits.) Any such power that cannot be absorbed is treated as internal damage against the mothership or other Sat Ships in the hangar. (The Andromedan player must decide how many points will be applied against each ship before resolving any of the damage.) This is a partial exception to (D5.41).
(G19.322) If this damage results in the destruction of the mothership, then proceed to (G19.31). Note that in this case the Sat Ship which exploded is not counted as part of the mothership's explosion, although any damage points produced in excess to the number required to destroy the mothership are divided in half (to convert them back to basic explosion points, round fractions of 0.5 up to the next whole number, the "other half" is lost) and added to the mothership's explosion.

EXAMPLE: An Intruder is holding a Cobra; both are badly damaged. The Cobra is destroyed and explodes, producing an explosion of (13x2=) 26 points. The Andromedan player begins applying these points, one at a time, to the Intruder. After 11 points are applied, the Intruder is destroyed. When calculating the explosion of the Intruder, do not add the 26 points from the Cobra's explosion, but do add half of the unallocated 15 points (i.e. 8) from that explosion.

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(G19.4) LAUNCHING AND RECOVERING SATELLITE SHIPS

An Andromedan ship can launch its Sat Ships by transporter or by the displacement device. It can recover them by the use of transporters. The hangar does not have an external hatch; Sat Ships can only be launched and recovered as stated herein. See also (R10.1D4) for more information on the hangars.

(G19.41) TRANSPORTERS can be used to launch or recover Sat Ships. Transporters cannot be used to move Sat Ships (G19.414).
(G19.411) If launched by transporters, there must be one transporter available on the mothership and the necessary power for that size Sat Ship must have been applied to it; this may have been reserve power (H7.0). The Sat Ship can be transported to a hex within 5 hexes of the mothership within the limits, requirements, and conditions of the transporter rules (G8.0). Facing is selected by the owning player at the time of launch and is not related to the facing of the mothership in any way. Transporters used for this purpose cannot, on the same turn, be used for anything else, including another Sat Ship launch.

SIZE	POWER REQUIRED
Small	3 points
Medium	4 points
Large	6 points

(G19.412) Sat Ships can be recovered by transporters. The recovering mothership must have a transporter available and must have applied the appropriate amount of power, which may have been reserve power, to that transporter as shown in (G19.411) above. A Sat Ship can be recovered from anywhere within 5 hexes, within the limits of the rules on transporters (e.g. mothership must have active fire control and a lock-on to the Sat Ship).
(G19.413) Only the mothership can launch Sat Ships from or recover them to its own bay; another ship cannot do this for it. The Sat Ship cannot use its own transporters to launch (or recover) itself. Sat Ships can be recovered by and later launched from any mothership, subject to bay size (G19.211).
(G19.414) Andromedan satellite ships cannot transport other Andromedan ships. Andromedan ships cannot transport any ship except as part of a launch or recovery operation.
(G19.415) Andromedans have a small base (R10.11) which can be carried as a satellite ship. Due to various rules [including but not limited to (G29.22) and (G29.24)], such a base cannot be picked up if its stabilizers are active, and when placed will not have its stabilizers active. Stabilizers cannot be activated during a scenario (G29.12).
(G19.416) Transporters can transport a satellite ship (or a cargo module or satellite base) directly to or from a planetary surface. See (G18.663) for displacement devices.

(G19.42) DISPLACEMENT LAUNCH: If launched by a displacement device, use the procedure in (G18.52). The displacement device is not accurate enough to be used in recovering a Sat Ship (G18.55). See (G19.44).
(G19.421) There must be a powered displacement device on the mothership to use this procedure.
(G19.422) One Andromedan ship cannot use a displacement device to launch a Sat Ship from a different mothership.
(G19.423) Sat Ships cannot self-launch using a displacement device, except under (D21.45).
(G19.424) If the displacement fails, the satellite ship is not launched and the energy in the DisDev is lost. The satellite ship cannot be launched for eight impulses. If the displacement is random (G18.323), proceed normally.

(G19.43) INACTIVE SHIPS: Sat Ships on an inactive mothership are governed by (D18.17).

(G19.44) LAUNCH AND RECOVERY CONDITIONS
A Sat Ship may be launched and recovered during any impulse of the turn.
(G19.441) A Sat Ship launched during a turn would have only a pro-rata portion of that turn's movement but must pay the energy cost for the full-turn's movement, and it cannot make plotted speed changes during the entire turn of launch. (i.e. a Sat Ship in the hangar cannot plot speed changes.)
(G19.442) The Sat Ship cannot exceed a practical speed (C2.411) of 10 during the complete turn (32 impulses) after it is launched or for 16 impulses before it is recovered.
(G19.443) A given Sat Ship cannot be launched and recovered (by any means) on the same impulse (or within 8 impulses); exceptions: (G19.47) where it can be launched by one ship and recovered by another at the same instant and (D21.45) escape.

(G19.45) NON-ANDRO SHIPS: There is no provision within these rules for transporting an enemy (non-Andromedan) unit into the hangar (or anywhere else, for that matter) or launching it from the hangar. While such rules may be introduced at a later time, until that time such an action is prohibited.

(G19.46) FIRE CONTROL: A Sat Ship's fire control is disrupted (D6.68) by being launched whether it was in active or inactive mode and whether it was launched by transporters or a DisDev. A Sat Ship cannot gain the passive fire control bonus (D19.31) until 32 impulses after launch (assuming its fire control was inactive during this period).

(G19.47) DIRECT TRANSFER: Two Andromedan motherships can transfer a Sat Ship directly from one hangar to the other by using transporters.
(G19.471) Each ship must have a transporter dedicated to this mission, and each must expend the required power to transport the satellite ship (G19.41). All other conditions for satellite ship launch and recovery (e.g. active fire control, five-hex maximum etc.), and the use of transporters, must be met.
(G19.472) The hangar box receiving the Sat Ship must be empty before the transfer begins; two Sat Ships cannot be simultaneously exchanged.
(G19.473) The transfer can be detected and must be announced.
(G19.474) No more than two motherships can be involved in this transfer, and the satellite ship can only be transferred once per turn and not within 8 impulses of its transfer on a previous turn. It is not possible for one mothership to launch a satellite ship and another to recover it simultaneously (or within 8 impulses).
(G19.475) Displacement devices cannot be used for this purpose.

(G19.48) SEEKING WEAPON AND PPD TARGETS: Any seeking weapons targeted on the Sat Ship accept the mothership as their target when the Sat Ship is transported on board, subject to any restrictions on the seeking weapons themselves [such as those in (F3.31)]. Seeking weapons targeted on a mothership do not transfer to Sat Ships when they are launched.

Similarly, a PPD which has a wave-lock on a Sat Ship which is subsequently transported aboard a mothership will accept the mothership as a target. New conditions (such as intervening terrain or the mothership's higher ECM) may result in the wave-lock being broken (E11.54) or require a re-roll for wave-lock; see (E11.44).

(G19.49) LARGE MINES: Andromedan ships cannot lay large mines by transporter (M2.115). See also (G18.75).

(G20.0) ANDROMEDAN ENERGY MODULES

Carried by the Andromedan Dominator class, and sometimes by other classes or bases, energy modules are unmanned mechanical devices the size of a small, medium, or large Sat Ship carried in the hangar bay. Their sole purpose is to act as a means of disposal for excess energy in a combat situation.

(G20.1) DEFINITION

(G20.11) FUNCTION: An energy module is treated as a Sat Ship for most purposes. The energy module is launched and recovered in the same manner as a Sat Ship (G19.4) and for the same cost as a Sat Ship of its size (G20.2). However, it is unmanned, it does not move, and it takes no action of any kind except as noted in these rules.

(G20.12) ENERGY: An energy module does not fill out an Energy Form, although records must be kept of the energy in its panels and any damage it has taken.

(G20.13) MOVEMENT: Energy modules cannot move. They can be towed at a movement cost equal to that of a Sat Ship of the same size.

(G20.2) CONSTRUCTION

The designation EMO is used for Energy Modules in general.

(G20.21) SMALL (EM-S): The small energy module has six PA panels (360° facing), each of which can hold 10 points of energy. See (R10.13A). It is the size of a small satellite ship.

(G20.22) MEDIUM (EM-M): The medium energy module has eight PA panels (360° facing), each of which can hold 10 points of energy. See (R10.13B). It is the size of a medium satellite ship.

(G20.23) LARGE (EM-L): The large energy module has 12 PA panels (360° facing), each of which can hold 10 points of energy. See (R10.13C). It is the size of a large satellite ship.

(G20.24) POWER: These panels have their own power supply (not shown on the SSD) and are always operated at reinforced level.

(G20.25) DAMAGE: See (G20.42) for resolving damage on an energy module.

(G20.3) OPERATIONS

(G20.31) POWER TRANSFER: If an energy module is in the hangar, energy can be transferred into the module's panels from the mothership's or base's panels or from the panels of other Sat Ships in the hangar. PA panels and batteries from the mothership or other Sat Ships in the hangar can be discharged into the module on any impulse during the Sat Ship Launch Step of the Sequence of Play. Power cannot be transferred into the module within 1/2 turn (16 impulses) of recovery. Power [other than that released by (G20.42) or damage points scored by (G19.31), neither of which is "power" in the proper sense] in excess of what the module can hold cannot be transferred to the module by any means. There is no limit to the amount of power which can be transferred to the energy module, subject to the limits of its capacity.

(G20.32) PA PANELS: While it is in the hangar, the PA panels on the module can, within their limits, pick up any energy released inside the ship as any other Sat Ship can.

(G20.33) DISSIPATION: While outside of the hangar, the energy module can dissipate energy at a rate of four energy points per panel per turn; this is done in the Power Absorber Accounting Stage of the Record Keeping Phase. If in an atmosphere, it can dissipate energy at double this rate.

If hit by enemy fire, it can absorb the damage into the PA panels (disregarding direction).

(G20.34) TRANSFERS: Energy cannot be taken out of an energy module and transferred to the mothership's batteries or PA panels.

(G20.35) SELF-DESTRUCTION: An energy module cannot self-destruct.

(G20.4) COMBAT AND DAMAGE RESOLUTION

(G20.41) DAMAGE ABSORPTION: While in the hangar, the module can absorb power from hits on the hangar bay or from destroyed PA panels on the mothership or other Sat Ship(s) in the hangar.

(G20.42) DAMAGE RESOLUTION: Do not use the DAMAGE ALLOCATION CHART (D4.21) for the module. Use the damage procedures in (D10.3) until the panels are full; however, there is no "degradation" and there are no "leaks."
(G20.421) Rather, every 12th damage point scored on the energy module after all of its panels are full destroys one PA panel. (This is a running total. The other 11 points cause no other effect than an increase in the running total.) Destroyed PA panels release their energy into the EMO. If not picked up by other panels (which could only happen if the EMO was inside a hangar), this energy is scored as internal damage on the EMO (which would mean 10 of the 12 points to destroy the next panel). When all PA panels are destroyed, the energy module is destroyed; it does not explode.
(G20.422) If inside the hangar of a mothership, the energy module is treated as per (D10.424); any released energy is handled within the mothership's energy balance.
(G20.423) If the energy module is destroyed in the hangar, the released energy (G20.421) is treated as (D10.424).

(G20.43) REPAIR: The energy module can be repaired during the scenario by the repair systems on the mothership (G17.0). [Other repair systems, such as (D9.2), (D9.7), or (D14.0), cannot be used on an EMO.] Each point of damage (G20.42) on an energy module (12 per panel) costs one repair point to repair. Do not use the cost for destroyed PA panels; repair each of the damage points separately. Each panel functions normally unless it was destroyed by the required 10 points of damage. Only one panel on an energy module can be in a "damaged" condition at any one time (the rest would be destroyed or undamaged); if several panels were destroyed, you could not repair one point on each of them. A damaged EMO on a mothership will be fully repaired between scenarios under (G17.132).

(G20.44) CAPTURE: While an energy module cannot be boarded during a scenario, it could be captured if it was towed out of the scenario by a ship or if all other Andromedan units were captured, destroyed, or disengaged. It would count as a "captured ship" for purposes of (S2.21).

(G20.5) COMBINED EXAMPLE OF OPERATIONS

A Dominator has a small energy module (EM-S) in its hangar. The Dominator is in serious combat, and all of its PA panels are full. A few damage points are scored; two of which are scored on the hangar. The module picks these up. One damage point destroys one PA panel of the Dominator, releasing its energy. These 10 points are picked up by the module. The Andromedan player realizes that something must be done. During the next impulse, he transfers 48 units of power from his panels into the module, giving it 60 points, its maximum capacity. On the next impulse, he launches it. The enemy fires at it, scoring 14 damage points. These destroy one panel, releasing its 10 points. These, with the two left over points, destroy another panel, releasing 10 more points. At the end of that turn, the module has only four panels left, all of which are full (10 points each). Also, it has 10 points of damage toward destruction of another panel. During the record-keeping phase at the end of the current turn, it dissipates four units of energy per panel, leaving 24 (6 in each).

Note the tactical implications of the situation. The module gives the mothership a chance to dump an extra 60 points from its panels. If the launched module is not destroyed in combat, it can be recovered and re-used. If it is destroyed, the mothership has at least diverted attention from itself.

END OF SECTION (G0.0) MODULE C2

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(R7.60) NEO-THOLIAN FORCES

When the Tholians abandoned their galaxy to come to ours, several other groups also left and sought new homelands. One of these was based on the former 312th Battle Fleet, which gathered several other ships and Tholians during its flight.

The ships of this fleet are referred to as "Neo-Tholian" or "New Tholians," even though they are considerably older than the "Old Tholians" published in Basic Set and Advanced Missions. When these (Neo-Tholian) ships first appeared, it was not known that they were new arrivals; they were assumed to be the result of a secret new construction program and, hence, were termed "new" classes.

The 312th Battle Fleet arrived at the rim of our galaxy in Y178. While their ships became available at the height of the last significant Klingon-Romulan attempt to crush the Tholians, this should not be likened to a last-minute rescue. The Campaign lasted for two years, and the Neo-Tholian ships required months of work (overhaul and repair) before they could go into action.

There is some indication that a Neo-Tholian ship contacted the Hydrans a year or more earlier, but this is not confirmed. Presumably, the Hydrans assisted the 312th in locating its destination.

The 312th Battle Fleet included 12 warships (two dreadnoughts, four heavy cruisers, and six light cruisers). There were also a number of support ships, freighters, etc., but these were not militarily significant and are not represented in the game. There may have been some smaller units, but these were scrapped to bring the heavy ships up to full capabilities. The Tholians reasoned that they had more than enough small units, but needed heavy ships desperately.

The Tholians were able to maintain the new ships, but were unable to duplicate the design. Neo-Tholian ships cannot be modified (S7.0) by players. Any of these ships lost in combat cannot be replaced. Largely for this reason, Neo-Tholian ships will virtually never venture very far from Tholian bases, and then only with a heavy escort of "expendable" old-Tholian ships.

The internal political workings of the Tholian Assembly (government) are not clearly known, but the Neo-Tholians apparently caused very few problems during their absorption into Tholian society. An initial period of joyous celebration (by both elements) was followed by a brief period of distrust and suspicion.

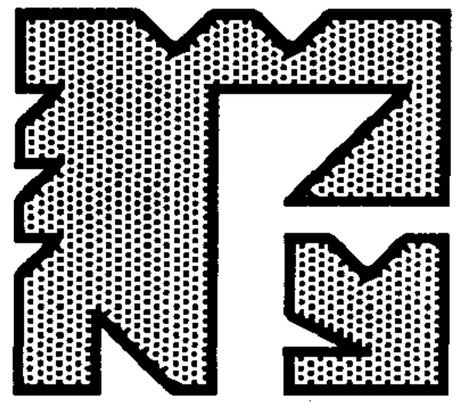
The admiral in command of the 312th Battle Fleet technically outranked the former provincial government, and the Assembly feared that he would declare martial law. The Tholian naval commanders were the spiritual (and literal) descendants of the provincial police forces of their former galaxy, not the Navy, and feared that the "real navy" officers of the arriving ships would insist on promoting themselves to command every vessel in the fleet.

For his part, the admiral feared that the civilian government would insist on immediately committing his worn-out ships to action (if he claimed that they were combat ready), or that they would try to seize his ships (if he admitted their true state of repair), or worse, that the civilians would want to return "home" and reconquer their galaxy.

In the end, however, blood (or in this case lava) proved to be thicker than water. The Navy had always looked to the civilians for maintenance, and the 312th filed a formal "Request for Maintenance Support," and the Assembly honored it. The Navy men found that their Police brothers had done incredibly well, considering what they had to work with, and accepted them as equals. The crews were fully integrated, with both old and new Tholians on both types of ships. The later production of X-ships, which would have been impossible without the full cooperation of both factions, shows the extent this good will reached.

The Neo-Tholian background, web caster, and indicated ships were designed by Michael Woodcock.

Emblem of the 312th Battle Fleet



REFITS WITH NEO-THOLIAN TECHNOLOGY

(R7.R2) WEB CASTER REFITS: The Tholians were able to produce a very limited number of web caster weapons beginning in Y184. These were used as follows:

Bases: One web caster replaced two disruptors in some modules of some starbases and battle stations. Each such change increases the BPV by three points.

Prohibited Ships: War Cruisers and size 4 ships cannot have web casters.

Monitors: Only one or two monitors were refitted with two web casters replacing four disruptors. This increased the BPV by six points.

Campaigns: For campaign purposes, web casters must be accounted for as a special item (U7.116) and recorded individually. Destroyed WCs (on ships that survive) can be repaired. WCs can only be added to ships if they are taken away from another ship or produced as new construction. See also (U7.22).

Note that web casters never have a wider firing arc than 120°.

PRODUCTION NOTE: The construction rate for new web casters is one WC per six-month campaign turn.

DEPLOYMENT NOTE: The number of web casters in any given fleet is limited by (E12.16).

(R7.R3) COMBINED REFITS: It is possible to combine both the photon (R7.R1) and web-caster (R7.R2) refits. The resulting ships can be very powerful. The DPW (an old-type dreadnought with both photon and web caster refits) was the most powerful non-X Tholian ship ever in service.

(R7.R4) SNARE REFIT: Some Tholian ships (designated in their rule section) were equipped with snare refits for their web generators. This costs three BPV points per snare (E13.0). See also (E13.14) for limitations on the number of snare-fitted ships in a fleet.

NEO-THOLIAN WARSHIPS

(R7.61) NEO-THOLIAN COMMAND MODULE (CoM): The forward portion of each Neo-Tholian ship (the diamond-shaped element on the SSD, including the web caster and the six-box center warp engine) is detachable (G12.9) and can operate for limited times as an independent unit. The command module is less than a starship but more than a lifeboat. The section is designed to be separated not only in emergencies but also for tactical purposes.

The 312th arrived with two extra command modules.

The Tholians would be able to replace a destroyed CoM as it is about the size of a PC and examples are available to copy. In this case, however, the WC would have to be replaced by two disruptors (until WCs could be produced).

Designed by Michael Woodcock.

SSD and counters are in Module C2.

(R7.61A) NEO-THOLIAN FLAG COMMAND MODULE (FCoM): Two of the 14 command modules are "Flag Command Modules (FCoM), with two flag bridges added. These are normally deployed on the two dreadnoughts, but could be on any Neo-Tholian ships. If this is the case, increase the BPV of that ship by 6 points. (If a DN is using a non-flag CoM, lower its BPV by 6 points.) Note on the Master Ship Chart that these FCoMs have an effect on command ratings.

(R7.62) NEO-THOLIAN DREADNOUGHT (NDN): Equivalent in size to any Galactic dreadnought (except, perhaps, the ISC), the ND combines the devastating effect of three web casters with traditional phasers and disruptors.

Designed by Michael Woodcock.

SSD and counters are in Module C2.

(R7.63) NEO-THOLIAN HEAVY CRUISER (NCA): These ships became the flagships of the active fleets, regularly engaging the Klingons and (less frequently) the Romulans.

Designed by Michael Woodcock.

SSD and counters are in Module C2.

(R7.64) NEO-THOLIAN LIGHT CRUISER (NCL): The most commonly seen Neo-Tholian ship, and virtually the only one to operate outside of Tholian territory. These ships supported smaller battle groups, but command usually remained with a standard (old) dreadnought or command cruiser.

Designed by Michael Woodcock.

SSD and counters are in Module C2.

(R7.65) NEO-THOLIAN SPACE CONTROL SHIP (NSCS): A modified NDN converted after the war, this provided a space control capability. The added shuttle bays are external (J1.55); four of them are on the SCoM. Transfers between bays (J1.59) are not possible.

Designed by Frank Crull.

YEAR	ESCORT	FIGHTERS
Y186+	2xCWA	6xS3, 6xS2

The CWA and the fighters are in Module J. The PFs (one standard flotilla of six) are on Module K. If you do not have Modules J and K, you cannot use this ship, but it will be here for you after you acquire them.

SSD and counters are in Module C2.

(R7.66) NEO-THOLIAN SCS COMMAND MODULE (SCoM): One Flag Command Module was converted for use on the sole SCS. The primary difference was the addition of four external fighter bays (J1.55). Transfers between bays (J1.59) are not possible.

Designed by Frank Crull.

YEAR	ESCORT	FIGHTERS
Y186+	See below.	2xS3, 2xS2

The escorts of the SCS might be divided, with one following the SCoM and the other the rear hull or both might follow the rear hull. If the rear hull was destroyed, the escorts would remain with the SCoM.

THOLIAN SHIPS REFITTED WITH NEO-THOLIAN TECHNOLOGY

In Y182, a Neo-Tholian Command Module was wrecked in combat with the Klingons. The Tholians found the hull unsalvageable, but were able to recover the web caster. In order to get it back into service, it was mounted on the CC *Protector* that same year. By Y184, the Tholians were able to build limited numbers of web casters and mount them on other hulls.

(R7.67) CCW: This was a command cruiser with a web caster mounted on the centerline.

SSD and counter are in Module C2.

(R7.68) CAW: This was a heavy cruiser with a web caster mounted on the centerline.

SSD and counter are in Module C2.

(R7.69) DPW: This was a dreadnought with two web casters replacing the web generators and the Photon Refit.

Designed by Frank Crull.

SSD and counter are in Module C2.

(R7.70) SBW: This was a starbase with a web caster installed.

END OF SECTION (R7.0) MODULE C2

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(R10.0) ANDROMEDAN INVADERS

(R10.1A) ANDROMEDAN BACKGROUND (Y185)

The class of ship first observed in Y166 and code named Intruder has been positively identified as of extra-galactic origin, apparently from the spiral galaxy (designated M31) seen from Earth in the constellation of Andromeda, hence known as "the Andromeda Galaxy." The Intruder appears to be a type used for long-range reconnaissance of our galaxy.

Absolutely nothing is known about the Andromedans as beings. Apparently, no one has ever seen an Andromedan and lived. Andromedan boarding parties are composed of robotic combat systems, leading some to theorize that the Andromedans are themselves robots or computer software. Other theories run the gamut from plants to animals to minerals to evil spirits.

Intelligence estimates that several ships of this class were launched from Andromeda two centuries prior to Y166. It does not appear that the Andromedans are searching for the Tholians (see R7.1). Analysis indicates that the Andromedans have secured a base in the Lesser Magellanic Cloud and that they may be seeking a base within the galaxy itself. If they have established diplomatic relations with anyone, the knowledge has not become public.

The Andromedans have, on occasion, attacked without provocation. On other occasions, they have evaded contact or engaged in combat only when attacked. The Klingon Battlecruiser *Thunderer* was destroyed in an encounter with an Andromedan Intruder. A Romulan Condor apparently destroyed an Intruder that was rampaging through their trade zones. Kzinti fighter pilots on the CV *Scimitar* reportedly mutinied when ordered to launch and engage an Intruder, claiming that the Andromedan's TR beams could sweep them out of space. This incident may be related to the unexplained loss of the CVL *Typhoon* a year earlier. Over the decade of Y175-185, they shifted from a curiosity to a menace as their ships began attacking other ships on sight.

The weapons are largely of unknown types and technologies. The ships are equipped for long-range travel, but do not appear to be intended to return to Andromeda.

There were never very many Andromedan ships in operation within our galaxy. The sighting of one Intruder per year within Federation territory was rather common until Y171, when sightings began to increase.

Andromedan ships use phasers (at least, something that looks like a phaser), but the rest of their technology is radically different. They use tractor-repulsor beams as heavy weapons, power absorbers for defense, and the displacement device for a variety of operations. Details on this technology are given in the relevant sections (D10, E9, G18). They do not operate shuttles or fighters; their larger ships carry several small consorts internally.

No Andromedan technology can ever be used by another race even if an Andromedan ship is captured.

R10.1B BACKGROUND UPDATE (as of Y205)

The Andromedans launched a full-scale invasion of the galaxy in Y188. Over the next 10 years, large numbers of Andromedan ships arrived in our galaxy and created considerable mayhem and destruction. Since the flight time from Andromeda is on the order of 200 years, the invasion was fully committed before its first reconnaissance ships arrived.

No official or direct contact was ever initiated, although various means of indirect communication existed (and some pirates apparently had dealings with them, receiving processed materials rather than technology, in exchange for fuel and information).

A full history of the Andromedan War cannot be given in this small space, but a few general details can be explained. The Andromedans apparently built up their strength during the General War and launched their attack only when the galactic forces were exhausted. Considerable inroads were made against the Romulans (who had been badly weakened in two previous wars, but never lost control of Romulus) as well as the destruction of the Lyran Democratic Republic.

By their actions and other means, the Andromedans attempted to convey the idea that they did not expect to conquer the entire galaxy, only selected parts of it. Much Romulan territory was occupied, for example, on the pretext of an Andromedan promise to leave the Federation alone. While the more pacifist elements of the Federation council gladly accepted the arrangement, the Andromedans proved the more militant councilors right with a surprise attack in Y192. At the height of their power (Y197), the Andromedans had reduced the Romulan, Gorn, ISC, Lyran, and Hydran Empires to small areas around their home systems (perhaps a dozen 500-parsec hexes on the FEDERATION & EMPIRE map). The other races were also under considerable pressure and had suffered less only because the Andromedans had not attacked them yet (and due to the shaky Federation-Klingon alliance).

Eventually it was discovered that there were not all that many Andromedan ships. The Andromedans had created a strategic transportation network (known as the Rapid Transport Network or RTN) of pre-surveyed routes along which their ships could move at warp 15, allowing them to concentrate their forces at key points. Survey ships discovered the first of these bases in Y195, and by Y198 the network had been heavily disrupted as survey cruisers and scouts hunted down the bases for the cruisers (including the late-war super-heavy cruisers and X-cruisers) to destroy.

Finally, in Y201, the combined Galactic Forces launched a three-pronged attack (U6.0) on the Lesser Magellanic Cloud, destroying the only "starbase" operated by the Andromedans in Y202. This broke the back of the invasion as it apparently cut their only direct route from their own galaxy. After that time, the Andromedans became only another major nuisance as renegades and a few new arrivals created local disturbances.

No further information was gained on the Andromedans. Their technology was never successfully copied.

(R10.1C) ANDROMEDAN SHIP NAMES

The actual names of Andromedan ships are unknown. It is not confirmed that their crews, whatever form they might be, even name their ships. The Federation and other galactic powers assigned code names to certain individual Andromedan ships for tracking and record-keeping purposes, in those rare cases where the ship which made the identification and the ship which was identified both survived.

One Dominator, code-named *Cesare Borgia,* made several raids on Federation and Klingon planets in Y189. The Terminator it carried was code-named *Lucrezia.* An Intruder which raided Federation and Kzinti space in Y183 was given the code-name *de Medici;* it carried a Mamba code-named *Evelio.* A Python, code-named *Machiavelli,* raided Gorn territory during Y187. A Conquistador which raided Romulan territory and was destroyed in Federation space was identified as *Montefeltro.* An Infestor, which placed bases in Federation, Gorn, and ISC territory in Y188, was code-named *Giovanni Sforza.*

(R10.1D) NOTES

(R10.1D1) LIMITED SHIP TYPES: The Andromedans do not operate fighters, fast patrol ships, shuttlecraft of any type, police ships, fleet repair docks, minesweepers, tugs, freighters, freighter-based auxiliaries, X-ships, Q-ships, or monitors. They do not operate a specific exploration ship; all of their ships are designed to fulfill this function. Most of the Andromedan bases (including ground bases) are in Module C3.

(R10.1D2) MODIFICATIONS: No Andromedan equipment (PA, TR, DisDev, transporters able to move entire ships) can ever be used by any of the other races. Andromedan ships cannot be modified (S7.0) by players.

(R10.1D3) POWER: Andromedan ships use radically different power systems than Galactic ships. See (D10.7).
(R10.1D31) The batteries on all Andromedan ships can hold up to five units of power each. See (D10.55). Despite some similarities in their batteries, Andromedan ships are not considered X-ships for any purpose.
(D10.1D32) Andromedan ships must always use fractional accounting; see (D10.405) and (B3.2).

(R10.1D4) HANGARS: Andromedan "motherships" have hangars to carry their satellite ships. These hangars are shown on the SSD as

the medium-size hangars (large enough for a Cobra, Terminator, or Eel-class satellite ship). See (G19.211) for a description of hangar bay (and satellite ship) sizes.

(R10.1D41) In a campaign, modification of hangar-bay spaces requires a major shipyard overhaul, taking the ship out of service for several months.

(R10.1D42) While Andromedan hangars are not open to space, all of their ships have a single hatch which can be used to drop mines. While a shuttlecraft could land at this hatch (voluntarily and with permission), this hatch cannot be "crashed" and cannot be used to pull an enemy shuttle inside. Ships dock to Andromedan ships (C13.9) at hatches of a different type.

(R10.1D5) BPV: The BPV of Andromedan ships does not include the satellite ships or energy modules carried.

(R10.1D6) DISPLACEMENT FEEDBACK PHENOMENON: See (G18.8).

(R10.1D7) GALACTIC POWERS: The phrase Galactic Powers is often used in this and other sections. Basically, the Galactic Powers include all of the races in the game *except* the Andromedans. There may be exceptions in future products.

(R10.1D8) FRACTIONAL ACCOUNTING: Andromedan ships must always use fractional accounting (B3.2) to keep more accurate records and to minimize power used for "legitimate purposes" as required by various rules. (D10.405).

(R10.1D9) COMMAND RATINGS: The Andromedans do not use the Command Rating system. They are allowed to have two motherships (with whatever satellite ships they carry) in a given battle (S8.221).

(R10.1E) CAMPAIGN SUGGESTIONS

There are several ways that Andromedans can be incorporated into player-operated campaigns. While campaign data for most races is given in Federation & Empire, at the time this product was published, the F&E module for Andromedans had not appeared. Several suggestions for incorporating the Andromedans into your campaign are given here; players should work out the system that is best for their campaign.

(R10.1E1) CAMPAIGN ORDER OF BATTLE

The Andromedan Invasion was in several stages. This chronology is an extrapolation of available data and may not be entirely accurate.

In the first stage, an Intruder carrying three Vipers and a Courier arrived in the Lesser Magellanic Cloud in Y158 on a scouting mission. A second Intruder, with the same satellite ships, arrived the next year. In Y160, the Infestor arrived with the components to begin construction of the Desecrator starbase. A suitable planetoid was selected as the raw material for matter conversion to provide building materials. Additional Intruders (carrying only one Viper, with the rest of their hangars carrying base components) arrived one per year until the base was complete in Y165. Production of additional Vipers and the first Satellite Bases began at the incomplete base in Y163.

It appears that one Intruder was lost in Y164, either en route or within the Cloud. While details are not clear, the Andromedans did maintain strong defensive forces around their starbase because of the implications of this loss. This caution slowed the invasion plan.

The Andromedan forces in the Lesser Magellanic Cloud in Y165 included 6 Intruders, 1 Infestor, 4 Couriers, and 20 Vipers. Three of the Intruders were dedicated entirely to obtaining and transporting raw materials from sources inside the Magellanic Clouds. Two Intruders and the Infestor were involved in building the first networks of Satellite Bases to the galaxy. During this period, one Intruder remained constantly with the Desecrator to defend it.

The first forays into the galaxy were not made until Y166 as the Second Stage began. Serious probes began with the Third Stage in Y171, by which time arriving ships (which now included the Conquistador) were carrying the larger Cobra-class satellites. From this point, ships arrived from Andromeda carrying only Cobras and were provided with scouts (Couriers) converted from the previously-delivered Vipers. Later, locally-built Cobras were completed as Eels.

All of the support (scout, cargo, commando) satellite ships were built or converted locally, except for the first handful of Couriers.

Direct assaults on heavily defended planets began with the Fourth Stage (and the arrival of the Dominators) in Y184.

The Andromedan forces receive reinforcements each year, in accordance with the following schedule.

	Arrivals						Production		
(Per year)	Dom	Int	Con	Pyt	Cob	Mam	V	C	M
Y166–70:	0	1	0	0	3	0	3	0	0
Y171–75:	0	1	1	1	4	0	3	6	1
Y176–83:	0	2	2	3	8	0	0	12	3
Y184–87:	1	3	5	5	17	2	0	12	6
Y188–97:	2	8	10	10	40	4	0	18	9
Y198+:	1	4	6	6	15	6	0	18	9

Production: V = Viper, C = Cobra, M = Mamba.

The Andromedan player receives the stated reinforcements each year during each indicated period. (Divide the reinforcements between the campaign turns of the year as evenly as possible.) The post-198 reinforcements continue until the starbase is destroyed. All arrivals and production stop (regardless of the year) when the starbase is destroyed. Satellite ships are listed separately in the arrivals; the arriving motherships on the list do not include additional satellites.

Production also includes six medium energy modules per year starting in Y184. Four small EMods (or two large ones) can replace three mediums. Production also includes six medium cargo pods per year; four small replace three mediums. Production includes three PSS per year starting in Y180. Production includes 12 Satellite Bases per year.

Production is given by hull type. The Andromedan player can substitute variants of the stated hulls (but Pythons cannot be substituted for Mambas). The Andromedan player can make three conversions of existing satellite ships (e.g. Viper to Courier) each year (no Terminator conversions).

Each Dominator arrives with one mauler (e.g. Terminator); this replaces one of the Cobras. Additionally, one Terminator (maximum) can be substituted for a Cobra each year beginning in Y184. (If future products provide other mauler ships, the limit of substitutions will remain one per year and no conversions will be allowed.)

To destroy the starbase, the Galactic Powers must eliminate most of the Satellite Bases in the galaxy and then successfully complete Operation Unity (U6.0).

NOTE: The game universe includes three different and contradictory Orders of Battle for the Andromedans: the one above, the one in (U6.0), and one to be in an F&E module. All are "best guesses" compiled from available data and suitable for the purposes for which they are provided. Further Order of Battle data will be in Module C3.

(R10.1E2) RANDOM APPEARANCE

For players wishing to "automate" the appearance and movement of Andromedan forces, the following option exists: Select 18 (or 6, or 12, or 24, etc.) hexes on your campaign map, distributed as evenly as possible geographically. Number these A1 through A6, B1 through B6, etc. Each turn, roll one die for each set of six, thereby selecting one hex from each set. From each of those hexes, roll one die to determine direction and another to determine distance. The hex thus located is the one where an Andromedan Intruder appears. For example, the first die roll is 2. Hex A2 has been previously designated (by the players) as hex 0914 on the campaign map. The "scatter" die rolls are 3 (direction C) and 2, meaning that the Andromedan appears two hexes in direction C from hex 0914, that is, in hex 1115. (As many campaigns make their own maps, hex 0914 could be anywhere.)

The campaign operators can vary the number of Andromedans appearing each turn from one to five. The ships might be randomly selected also, for example:

1 = Dominator 2 = Intruder 3 = Conquistador
4 = Python 5 = Cobra 6 = Courier

Andromedan ships on the map will move randomly (one hex per turn in a direction selected by die roll) and will attack any units in the hex they enter.

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(R10.1E3) PLAYER-OPERATED CONQUEST

Assign an Andromedan player. His mission is to capture as much territory as possible before the end of a specified period.

The Andromedan player uses the Order of Battle in (R10.1E1). He is assumed to have an economic supply base outside of the galaxy, producing approximately an amount of production/maintenance equal to 50% of the Hydrans, 25% of the Klingons, or 33% of the Gorns (use the average of the three figures). Any further supplies must be produced by captured territory or received from other players as the result of negotiations. The Andromedan player can secretly place his Satellite Bases in any hex not occupied by an enemy unit or major planet. These bases can only be located if a survey/exploration/scout ship enters that hex and spends the entire turn searching for the base. Andromedans units with displacement devices can move by strategic movement (i.e. unlimited movement during the turn) so long as they enter the hex of a Satellite Base every six (or fewer) hexes (in F&E terms).

SUPPLEMENTARY DATA

(R10.R) There are no refits for Andromedan ships. (Reconfiguring of hangar bays is handled separately.)

(R10.F) FIGHTERS: The Andromedans never produced a fighter and never used foreign fighters.

(R10.PF) PFs: The Andromedans never produced a PF or interceptor and never used foreign PFs or interceptors.

ANDROMEDAN WARSHIPS

(R10.2) DOMINATOR DREADNOUGHT (DOM): The Dominator is the largest Andromedan ship. With its satellites, the Dominator is a serious challenge for an entire fleet of warships. It was first seen in Y184.

Known Federation reporting names: *Cesare Borgia.*
Mothership: Six medium satellite ships; see (G19.11).
Satellites: Y184+: 3 Cobras, 1 Terminator, 1 Eel, 1 EM–M
Y186+: 2 Mambas, 1 Terminator, 1 Eel, 1 EM–M
SSD and counter are in Module C2. There are no variants.

(R10.3) INTRUDER CRUISER (INT): This class represents the majority of large ships observed in our galaxy. Alone, it is more than a match for any cruiser; with its Sat Ships, it is a tough challenge for a squadron.

Known Federation reporting names: *de Medici.*
Mothership: Three medium satellite ships; see (G19.11).
Satellites: Y166-69: 3 Vipers, 1 Courier
Y170-74: 2 Cobras, 1 Courier
Y173+: 2 Cobras, 1 Eel
Y180+ (sometimes): 2 Mamba
SSD and counters are in Module C2.
The only variant is the Infestor (R10.14).

(R10.4) COBRA DESTROYER (COB): This destroyer-class ship is the most common of the Andromedan satellite ships, representing about 65% of those deployed. Cobras rarely operate alone.

Satellite Ship: Medium size (G19.211).
SSD and counters are in Module C2.
Variants include the Eel (R10.16), King Snake (R10.22), Terminator (R10.6), Diamondback (R10.21).

(R10.5) COURIER SCOUT (COU): This ship is a fully functional scout and is operated in that role.

Satellite Ship: Small size (G19.211).
SSD and counters are in Module C2.
The Courier is a variant of the Viper (R10.17).

(R10.6) TERMINATOR MAULER (TER): First appearing in Y184, the Terminator appears to be the result of captured Romulan technology.

The Terminator can draw up to 20 units of power (per turn, but this can be done on one impulse or a few points at a time over several impulses) directly from the PA panels into the mauler weapon (D10.414).

Other mauler rules are as per (E8.5).

Known Federation reporting names: *Lucrezia, Schwarzenegger.*
Must roll for shock (D23.24) when firing the mauler.
Satellite Ship: Medium Size (G19.211).
SSD and counters are in Module C2.

(R10.7) DESECRATOR-CLASS STARBASE (SB): The single Andromedan starbase was located in the Lesser Magellanic Cloud. It was destroyed by Operation Unity (U6.0). Exact details of the base are unknown; it has been simulated by modifying a standard Galactic starbase. The Desecrator is not particularly well armed; the Andromedans did not design it to resist a determined attack.

(R10.7A) The hangars are marked with a 2, 3, or 4, indicating the size class of the ship that the specific hangar can carry. The boxes marked "P" can hold a large satellite ship; the boxes marked 4 can hold a medium-satellite ship. Satellite ships in satellite hangars on the SB dock and operate by (G19.0) not (C13.6). Motherships use (R10.7B). A full complement would be 3 Dominators, 3 Intruders, 3 Pythons, and 12 Cobras (or other ships of equivalent sizes). A hangar can hold a smaller ship than it is rated for. Ships in the hangars can arm (not fire) their weapons and are treated as docked satellite ships in a mothership; this is an exception to (C13.481).

(R10.7B) The motherships in the "hangars" of the starbase are docked there by (C13.6), including the various restrictions on starbase docking elsewhere in (C13.0). They can be undocked by that rule or launched by displacement device. They are too large to launch by transporter. These rules show the maximum docking capacity of the base. There would almost never be that many ships present at any given time; many hangars were used for new construction. The motherships in the hangars can have their full complements of satellite ships. Ships in the hangars can arm (not fire) their weapons and are treated as docked satellite ships in a mothership; this is an exception to (C13.481).

(R10.7C) The PA panels in each module correspond directly to the six shields on a Galactic starbase. Damage penetrating the panels in a module is scored on that module (starbase damage system); damage penetrating the module can be picked up by the panels of any other module. Energy in a PA panel can be transferred to the batteries in any module or the core of the base. Docked motherships are hit only by hull hits (R1.1D); docked satellite ships are hit only by "shuttle" hits as per (G19.213).

(R10.7D) The Andromedan starbase has positional stabilizers (G29.0). It cannot displace itself or be displaced.

SSD and counter are in Module C2.

(R10.8) CONQUISTADOR-CLASS LIGHT CRUISER (COQ): This smaller mothership can carry a single satellite ship. Conquistadors were built to carry one medium-sized satellite ship (e.g. Cobra), but some carried one Viper at first. This was apparently due to a surplus of Vipers due to the demand for the first Cobras by larger ships.

Mothership: One medium satellite ship; see (G19.11).
Satellite ships: Almost always one Cobra.
Known Federation reporting names: *Montefeltro, Cortez.*
SSD and counters are in Module C2.

(R10.9) PYTHON-CLASS SATELLITE SHIP (PYT): Pythons are an anomaly in the Andromedan fleet. They can be carried as satellite ships, but can also operate independently (apparently the only satellite ships that can). They were only rarely carried on board motherships.

The close similarity of systems between this ship and the Conquistador may indicate many interchangeable components were used for more efficient production and repair.

Pythons cannot be converted to Mambas and vice versa.
Known Federation reporting names: *Machiavelli.*
Satellite Ship: Large size (G19.211).
SSD and counters are in Module C2.
Variants include the Mamba (R10.15).

(R10.10) BULL SNAKE CARGO SHIP (BUL): This ship was used as a troop transport and minelayer in addition to its nominal cargo duties.

The Bull Snake is a variant of the Viper (R10.17). The "King Snake" (R10.22) is not a variant of the Bull Snake but is the cargo version of the Cobra-hull. The Rattler (G10.20) is very similar.

This ship can land using the powered landing system (P2.434).
Satellite Ship: Small size (G19.211).
SSD and counter are in Module C2.

SPECIAL ANDROMEDAN UNITS

(R10.11) SATELLITE BASE (SAT): The Andromedans left a network of small bases throughout the galaxy. It was theorized (and later confirmed) that these were involved in their high-speed strategic movement system. The small bases provided fuel and a navigational beacon. The location and destruction of these bases became a key element in defeating the Andromedans.

Like all bases, it can be set to rotate (C3.7).

The SatB is carried by a larger unit as a satellite ship (all rules apply). The base requires several days to lock-in its positional stabilizers (G29.0); if the base is deployed (or moved by a displacement device) during a scenario, it cannot operate its weapons or special sensors. If the stabilizers are active, the SatB cannot be towed, displaced, transported, put in stasis, etc.

The cargo shown on the SSD is in expandable bays; these are filled from the mothership while the base is setting up its stabilizers; they are not full when the SatB is in the bay. This cargo is considered to be part of the base.

The SatB is the same size as a medium satellite ship.

SSD and counters are in Module C2.

(R10.12) PSEUDO-SATELLITE SHIP (PSS): This is a deceptive device designed to appear as a Cobra-class satellite ship.

The PSS can move at a speed of 10 and cannot use EM. It can be set to radiate active fire control, although, of course, it cannot fire. It cannot generate EW but can receive lent EW. It does not require a "control channel" to control. It is under the control of the Andromedan player.

It has a single PA panel which can absorb damage from any direction. No energy allocation is required for the PSS; the one APR operates the PA panel at maximum levels. The panel can dissipate energy normally. The panel can function at normal or reinforced levels and can be activated and deactivated, just as a real Cobra could.

The DAC is not used for damage. Simply record damage points until the PA panel is penetrated. Any internal damage point will destroy the PSS. If there is any "leak," this damage point is ignored.

Four PSSs can be carried in a single medium-size hangar space (three in a small hangar, six in a large one). Energy cannot be transferred to or from a PSS. A PSS in the hangar cannot absorb energy under (G19.213).

A PSS cannot be identified as such by direct means. Only taking some action (e.g. firing a phaser) that a PSS cannot, or exploding (PSS = 5 point explosion force), will reveal if the unit is really a Cobra or a PSS.

Tactical Note: It has often been remarked than a Cobra must try to simulate a PSS, rather than the other way around, since a PSS is more limited in its ability to maneuver. While a PSS able to fully simulate a Cobra would be tactically devastating, the deception systems were not adequate to that task. The best use of a PSS (or a Cobra pretending to be one) is as a "flying reserve" unit that could accelerate and move to the attack at any point.

(R10.13) ENERGY MODULE (EM): This unit is fully described in rule (G20.0). It is a satellite ship, consisting solely of PA panels, used to dump excess energy. SSD and counters are in Module C2.
(R10.13A) SMALL EM (EM–S): (G20.21).
(R10.13B) MEDIUM EM (EM–M): (G20.22).
(R10.13C) LARGE EM (EM–L): (G20.23).

ANDROMEDAN WARSHIPS

(R10.14) INFESTOR CRUISER (INF): A variant of the Intruder, the Infestor sacrificed TR firepower for an increased complement of satellite ships. This design may have originated as a transport/recovery ship, rather than as a warship. Certainly no more than two or three, and possibly only one, of this class ever existed; the first appeared in the galaxy during Y174. They are not added to the Order of Battle, but replace Intruders.

As the ship is not intended for regular combat, no standard satellite ship group exists. The ship would be assigned SatBs and other satellite ships (or empty hangar spaces) appropriate to the mission. The following groups are suggested:

Known Federation reporting names: *Giovanni Sforza.*
Mothership: Six medium satellite ships; see (G19.11).
Satellites: Y166–70: 7 Vipers, 1 Courier
Y170+: 5 Cobras, 1 Courier
Y173+: 5 Cobras, 1 Eel
Y175+: 2 Mamba, 2 Cobra, 1 Eel
Y176+: 2 Cobra, 1 Eel, 3 SatBs.

A standard Dominator group could be an alternative. A terminator could replace one Cobra. Satellite bases could replace some of the satellite ships. If sent to recover satellite ships from a destroyed mothership, some hangar bay spaces would be vacant. Note that, as hangar size (small, medium, large) is fixed, these hangars must be designated when the ship enters service and require a major overhaul to change.

Designed by Anthony Medici.
SSD and counter are in Module C2.

(R10.15) MAMBA HEAVY DESTROYER (MAM): An alternative design of the Python, the Mamba increased firepower, but without the displacement device, it had no strategic ability to operate independently.

Known Federation reporting names: *Evelio.*
Satellite Ship: Large size (G19.211).
Designed by Anthony Medici.
SSD and counters are in Module C2.

(R10.16) "EEL" SCOUT (EEL): The Andromedans introduced this improved electronic warfare ship in Y173. Based on the larger Cobra, the "Electric Eel" had double the electronic warfare capability of the Courier and sufficient power to operate the systems and survive in combat. The Eel can use both bridge boxes as labs; this is an exception to (G4.31).

Satellite Ship: Medium size (G19.211).
Designed by Anthony Medici.
SSD and counters are in Module C2.

(R10.17) VIPER FRIGATE (VIP): When Andromedan ships first arrived in our galaxy, they were carrying Viper, Courier, and Bull Snake satellite ships. The Andromedans quickly learned that the Vipers were too easily destroyed and switched to the larger Cobras; existing Vipers (and new production) were converted to Couriers or Bull Snakes.

Satellite Ship: Small size (G19.211).
Designed by Tony Medici.
SSD and counters are in Module C2.
Variants include the Courier (R10.5), Bull Snake (R10.10), and Rattler (R10.20).

NOTE: Additional Andromedan units are in Modules R2 and C3.

END OF SECTION (R10.0) MODULE C2

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(R13.0) THE INTERSTELLAR CONCORDIUM

(R13.1A) BACKGROUND

The Interstellar Concordium (ISC) is an organization, similar to the Federation, of several races. As is typical of the eastern regions of the known area of the galaxy, all of these races are native to different planets, but these star systems are within a relatively small area at the center of the ISC Trusteeship Territory. (There is speculation that this represents a "seeding" of that area by a prior galactic civilization.) As with the Gorns and Romulans, there are no other significant sentient races in their territory.

The various races are assumed to have discovered each other, fought several minor wars, and formed the ISC before the advent of warp-powered starships. Their expansion from their home worlds was systematic, rather than imperialistic. Their territory is settled in an almost linear fashion, with the planets near the border housing only a few hundred colonists while those planets nearest the ISC core area having populations approaching a billion.

The ISC became aware of the Gorns and Romulans in Y160 when the energy flashes of a battle were detected by a far-ranging survey mission. As the ISC are singularly pacifistic anyway (having found wars very unprofitable), their first encounter with the two warring races left a scar on the ISC psyche. They had assumed that the development of warp-power would lead all races to a higher understanding based on the realization that there were enough worlds for everyone. The "outworlders" were considered to be dangerously violent and not entirely sane.

The ISC withdrew before they were detected and concentrated on building a defensive fleet. This was a psychological burden on the ISC, but they felt that their neighbors could not be talked to. The ISC developed their tactics in battle simulators before the fleets were built, resulting in an integral tactical doctrine and the lack of anachronistic ships, such as the Romulan Warbird.

The ISC made their presence known to the Romulans in Y169 when a squadron defeated a Romulan exploratory mission crossing the unmarked border of the Trusteeship Territory. Contact with the Gorns soon followed. Diplomatic relations followed, and ambassadors were eventually sent to the other races. By this time, the ISC had already deployed their border stations and had a secure border. They made it quite clear that they intended to keep their border secure.

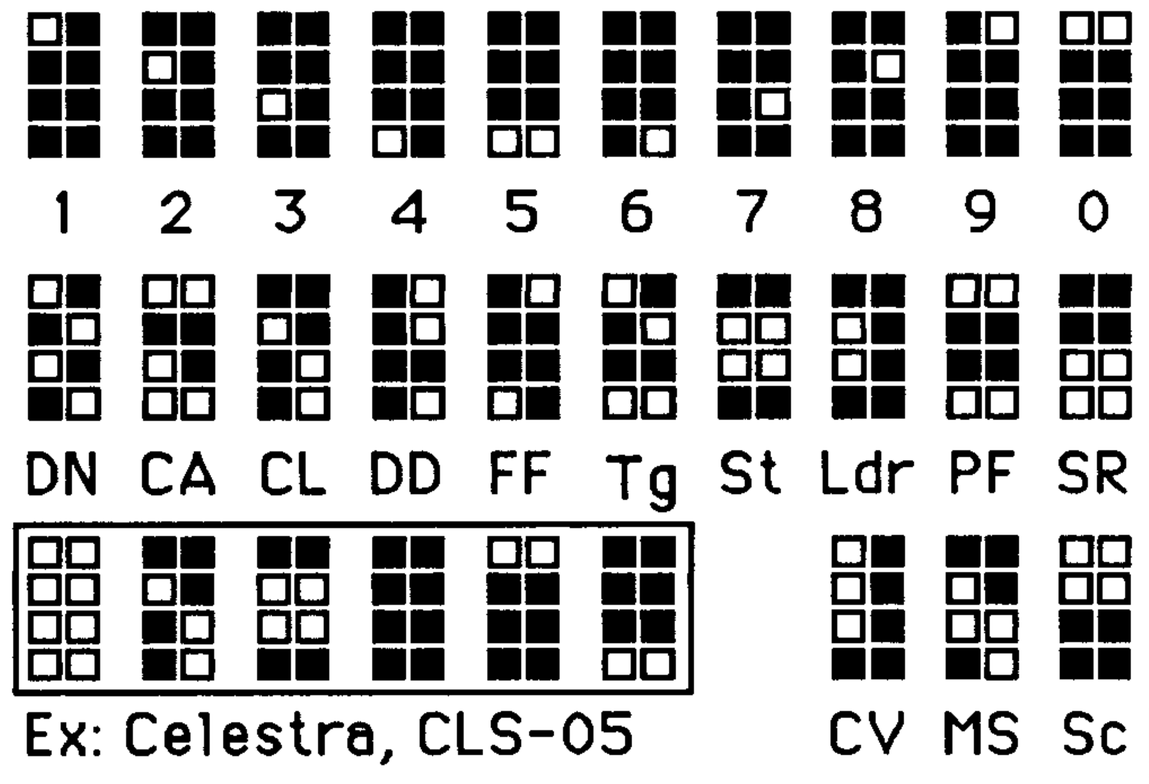
The ISC treated both neighbors with the same disdain and considered both races to be dangerous lunatics who could never be trusted. There was never any thought of allying with one against the other; both were considered (metaphorically speaking) to be wild animals that should be kept outside of the civilized area of the ISC itself. The Romulans and Gorns, however, constantly tried to enlist the ISC on their side. The two ancient enemies never had enough combat power to spare to make any serious move against the ISC (beyond responding to their incursions).

As the General War went on, the ISC developed their tactic of moving aggressively to incorporate new territory into their domain, but never actually using aggression. The first ISC movement into Romulan territory occurred in Y176; the first incursion into Gorn territory was only a week later. These incidents were only the first of a series of battles as the ISC, taking advantage of a perceived weakness, began its expansion policy in earnest.

Any unoccupied system near the border was likely to be occupied and tenaciously defended by an ISC squadron, although such a squadron would never try to capture the system from even a single Romulan or Gorn ship. During this period ISC diplomats met with both races, and ambassadors were sent to the Federation and other capitals. What the ISC found shocked them even more deeply. The galaxy had not just two dangerous lunatic races on the loose but, in fact, had at least eight, and they apparently became more and more barbaric the farther they were from the ISC.

During the next 10 years, the ISC became aware of the Orion pirates. Relations were complicated as at least three cartels and several independent operators were involved. Although the ISC did not have any form of alliance with the pirates, and found their activities intolerable in a polite society, they did obtain from them a great deal of information about the rest of the galaxy.

ISC INSIGNIA



ISC ships display hull numbers but not names or national insignia. These are displayed on the outer pods of the tri-hull ships. The characters each consist of eight black or white squares; the pattern of colors determines the specific letter. The all–white character indicates "start of word" while the all–black character is treated as a space. The first character is the basic hull size (dreadnought, heavy cruiser, light cruiser, tug, destroyer, or frigate), followed by other characters showing if the ship carries fighters (CV), PFs, PPDs (St), survey gear (SR), minesweeping gear (MS), or special sensors (Sc). Destroyer leaders display the destroyer and leader (Ldr) blocks. Survey ships did not also show scout modifiers. The *Celestra*, shown in the example above, displays the light cruiser hull size designator and the PPD modifier, meaning it is a strike cruiser. A space control ship displays the dreadnought, PF, and fighter (CV) designators.

Pirates looked upon ISC territory as a sort of "happy hunting ground" where there was no open warfare and riches were available for the taking. The ISC did not appreciate this attitude and exerted considerable efforts to keep its borders closed and its trade routes safe.

Several pirates had operated in the territory before the ISC occupied it in Y160. While pirates were never ones to explore for the sake of pure science, they were on the lookout for planets with easily obtainable riches. Several "colonies" (to mine for or otherwise extract these materials) and bases were established; the ISC never succeeded in finding and removing all of them.

This ISC attitude toward open warfare reached fulfillment in Y185-186 when the General War reached a final end. Since nothing had really been settled by the 18 years of warfare, the ISC knew that left to their own devices the forces of the galaxy would be back at each other's throats within a decade. Eventually, the fighting was bound to overflow into ISC territory. Considering that the ISC had more major ships than any three of the races combined, they recognized a once-in-a-lifetime opportunity to save the galaxy from itself.

The "ISC Conquest" (known in the ISC as "the Pacification Program") between Y186 and Y188 (during which ISC fleets roamed more or less at will within the entire known area of the galaxy as far as Lyran space) was not a conquest as such, but a self-appointed peacekeeping mission to end all warfare forever. The ISC never actually conquered any major race (and quickly learned to leave the Tholians alone), but they did manage to force the races to withdraw from the border areas. The ISC reasoned that, if they kept the races apart and had enough force to crush anyone who tried to challenge their control, they could keep wars from happening. The Organians, who had some contact with the ISC, appear to have provided some limited support to this program. Some analysts are convinced that there was an informal "arrangement" with the Organians under which the ISC assumed peacekeeping duties. What both the Organians and ISC had overestimated, however, was the willingness of the various races to be saved from themselves (or to appreciate the service). In the end, the two years of peace enforced by the ISC (during which warship construction reached a peak) may have given the Galaxy the edge to survive the Andromedans.

The arrival of main elements of the Andromedan Invasion in the period Y188-Y192 caught the ISC forces dispersed across the entire known area of the galaxy; more than 2/3's of their forces were destroyed before they could concentrate. During the Andromedan War, the ISC gradually gave up its previous idealistic philosophy and adopted a galactic outlook similar to that of other races.

The ISC was created by Josh Spencer, who also created the PPD and the concepts for the basic ISC ships.

(R13.1B) ISC ECHELON TACTICS

The ships of the ISC fleet were specifically designed to operate in what came to be known as an echelon formation. The tactics were developed in simulators, the ships built to take maximum advantage of them, and the tactics were further refined in combat. The deployment of the echelon varied according to the situation (and more than once broke down into what was called the "armed mob" formation), but almost always followed the basic pattern.

Ideally, an echelon formation (with the full 10 or 11 ships) consisted of three ranks or echelons. The first would consist of five or six destroyers and frigates, armed with fast firing phasers and plasma torpedoes. These ships would be posted 10-30,000km apart in a formation covering a frontage up to 150,000km wide. Their primary purpose was to engage any approaching enemy ship, forcing it to halt and fight before penetrating their line. Any ship which did penetrate the first echelon would be hit not only by the heavy weapons of the second echelon but also by the rear-firing weapons of the first.

The first echelon was often referred to as "the gunline," a description harkening back three centuries to wet navy combat in the 19th and 20th centuries of Earth.

The forward line also served as an all-too-easily expendable rear guard should the heavier and more valuable ships in the second and third echelon be forced to retreat. This doctrine, however, meant that the ISC suffered proportionately fewer heavy ship casualties, and the smaller ships were more easily replaced. Promotion for ISC crewmen was not only to higher ranks but sometimes to larger ships. While the life expectancy on one of the gunline ships could be brief, the ISC had entire planetary populations to recruit from and was always able to fill their crews with enthusiastic, adventure-seeking, youth.

The second echelon would consist of three or four heavier ships, typically the ubiquitous light cruiser variants and usually at least one heavy cruiser. These ships were armed with longer-ranged weapons, such as the type–S torpedo or the PPD. Their first priority was to destroy any ship that actually penetrated the gunline; their second priority was to fire at the enemy ships forward of that line.

This was typically the position of the carrier, PF tender, or sometimes the scout. In the second echelon these ships would be protected from direct attack, but could send their special assets forward to support the gunline.

The third echelon normally consisted of only a single ship, either a DN/SCS/CVA, flagship cruiser, base, or other powerful unit. Armed with the heaviest weapons, this ship would selectively destroy individual enemy ships with massed salvoes. Typically, it would lock-on to a target and fire all its PPDs in sequence, stripping the target of its weapons.

There was sometimes a fourth echelon, which might contain a carrier, a scout, and/or a crippled unit being protected.

If there were fewer ships, there might be only two echelons. ISC ships always tried to form an echelon even if there were only two frigates and a destroyer. Carrier groups were integrated into echelons, with their escorts used on the gunline. (A CVA might be the core ship, with its escort cruiser in the second echelon.) Fighters and PFs were sometimes used in (or as) the gunline.

Even when traveling toward a distant enemy, ISC fleets will remain in the echelon formations, perhaps with the gunline expanded to cover the flanks as well.

ISC fleets sometimes divided into two separate echelon formations to surround an inferior enemy. (Doing so in the presence of an equal enemy fleet would allow him to defeat either section before the other could come into action.) Sometimes a second echelon formation was created well to the rear to protect crippled ships or a supply convoy.

Echelons were difficult to maneuver and usually concentrated on running over the enemy or fighting defensively to force him to attack. Echelon formations were most effective against (or when defending) a fixed point.

Attacking an echelon formation was difficult. Enemy ships faced two unsavory choices: being torn apart in front of the gunline or hacked to death trying to penetrate it. A head-on attack went against the strongest part of the fleet. Success was possible but expensive. Tight formations, to gain local firepower superiority, simply led to individual ships being picked out and destroyed. The formation could not be outflanked as it would roll away from the enemy. The forest of rear-firing plasma torpedoes protected the formation from fighters or PFs.

No single tactic proved consistently effective, although various combinations produced occasional success.

The Federation and Hydrans found that massed fighter attacks could disrupt the formation as the individual units were so small that the huge PPD and plasma-S weapons wasted much of their power on each one. Those races equipped with PFs found such units to be just large enough to absorb the full force of a PPD and just small enough to be destroyed by it.

Several races employed the Kaufman Retrograde with success, although the tactic could not be used to defend a fixed point. Much of the success was due to the fact that the small plasma torpedoes fired by the gunline, and the larger ones from the second and third echelon, could not reach their targets before being exhausted. The Federation found that mass proximity-fuzed photons could cripple key second (and rarely third) echelon ships; the Klingons found the same possibility with their DERFACS-assisted disruptors (albeit only in post-war fleets in which all ships had long-range disruptors). The retrograde was also an excellent way to lead an ISC formation across a minefield, something that their formation had great difficulty dealing with.

Two races, however, enjoyed repeated success against the ISC. The Tholians, who had become reclusive again after the General War, could block its weapons and disrupt the formation with web casters. They had so few such weapons, however, that they refused to share them with their erstwhile allies. The Holdfast found that the neutral system created by the ISC suited their purposes quite well. The ISC noted the considerable combat potential of the Tholian fleet and attempted to force it to partially demobilize so that the Tholians would not be tempted to mount a campaign of aggression. The attempt failed when an entire fleet was smashed by web-caster equipped ships, and the ISC eventually decided that the Tholians, however strong their fleet was, could be trusted to stay home. Eventually, the Tholians sold supplies to the ISC forces in exchange for protection from erstwhile enemies.

The Andromedans were able to displace individual elements of the formation or to displace themselves through it. The sudden appearance of a Dominator at a range of 20,000km was the last thing many ISC captains ever saw.

(R13.1C) REAR-FIRING PLASMA TORPEDOES

Most ISC ships include a number of type-F plasma torpedoes aimed toward the rear. These are designed to protect the ship from flank attacks or during retreats; they are not designed as the second volley of an overrun attack.

These rear-firing torpedoes do not have PPTs. They are tied to a defensive fire-control system, which allows any or all of them to be fired at size class 5 (i.e. PFs) or smaller targets on the same turn (but not at the same target on the same impulse). This defensive control system is not linked to any other weapons and cannot identify drones.

Each ship can fire only one of its rear-firing torpedoes at a size class 4 (or larger) ship each turn. The 1/4-turn firing limit applies when firing at ships and does not apply to or restrict firing at size 5 or smaller units (except for planetary bases, which are always under the size 4+ restrictions regardless of their size).

There is no refit to allow more than one of these plasma torpedoes to fire at size 4 and larger ships on a single turn. There is no way to add PPTs to these weapons.

These weapons are fixed, firing in direction 3 or 5 with the tracking arcs shown on the SSDs and in rule (D2.35). These torpedoes cannot be equipped with swivels due to the mounting. They do NOT use the firing arcs of the Gorn battle pods.

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(R13.1D) NOTES

(R13.1D1) NAME: The proper identification of this race is "I-S-C" *(eye-ess-see)*, not "isk" as in "disk."

(R13.1D2) SHIPS: ISC ships appear to be quite formidable at first glance. There are several reasons for this. First, the ISC ships appear at the end of the General War, when the other fleets have received all of their upgrades and refits. Secondly, the ISC was able to learn from and take advantage of a century of warfare without having paid the economic costs of participating in it. And finally, the ISC was able to design its ships in secrecy after seeing the best that the galaxy could produce and built each class to be the equal or better of its opponents. The other races built their ships with a watchful eye on what the shipyard over the border was producing.

ISC ships were designed with a longer strategic range than other ships. This is not reflected in SFB, but is seen in F&E. The genesis of this was the original defensive plan wherein relatively few ships had to patrol the frontier at considerable distances from their supporting bases.

The design of the ISC ships is not considered grounds for a general improvement of the ships used by other races.

The ISC never built a "war cruiser" similar to the Gorn heavy destroyer or the Klingon D5. They never needed one. War cruisers traded a shorter cruising range for faster construction. As the ISC was not actively engaged in warfare, it did not suffer the massive casualties that required large numbers of quickly and cheaply built ships. The peacekeeping mission was not expected to require attrition units, and the short cruising range would have made such ships unsuitable to the peacekeeping mission. After the Andromedan invasion, there wasn't time to design a new class and put it into production; it was more efficient to continue production of the existing classes.

(R13.1D3) BALCONY: Some ISC ships had a balcony system for their shuttle bays, holding the number of shuttles noted in the description for each ship.

(R13.1D4) FLEETS: The "standard battle fleet" (an organizational ideal, not a formal deployment pattern) includes one DN/CVA/SCS/CC, one CA, one CL, one CS, one DDL, two DD, and three FF. A Scout was often added.

The "standard battle squadron" includes one CA, one CL, one DD, and two FF.

(R13.1D5) PPD LIMIT: The number of PPDs in a fleet was limited by availability and tactical deployment. For player-designed scenario purposes, the maximum number of PPDs allowed is calculated by the formula in (E11.17).

(R13.1D6) ESCORTS: All ISC carrier escorts are in Module R4. If you do not have that module, use standard warships as per the chart below. Note that (S8.31) requires their use, so this is a special exception for new players, not a general rule.

Escort	Aegis Escort	Standard Warship
CE	CEA	CL
DE	DEA	DD
FFE	FFA	FF

(R13.1E) CAMPAIGN ORDER OF BATTLE

Proper campaign data for the ISC will be in a future module for Deluxe Federation & Empire. As of this writing (Feb 91), that module is not available. The following data can be used as a guide to use the ISC in a local campaign.

(R13.1E1) GENERAL DATA: The ISC is initially neutral in any campaign. No ship can enter its territory until the ISC declares war. While neutral, ISC ships may enter enemy territory but cannot enter any campaign (e.g. F&E) hex occupied by an enemy ship. ISC ships outside of ISC territory can be attacked.

The ISC policy during this period was to occupy and try to hold any unoccupied systems along their border with the Gorns and Romulans.

For campaign purposes, the ISC builds its fleet during the General War at the following per-turn (six-month campaign/F&E turn) construction rate:

From Y160-168: (1xCA per year), 1xCL (or SR), 1xDD, 2xFF.

From Y169-Y186: 1xCC, 1xCA, 2xCL, 2xDD, 2xFF.

Additional construction:

The DDs can include DDLs from Y169 on; any variant before (or after).

The CLs can be any variant after Y168 (except: CVLs in Y170, CVLS in Y171, PFTs in Y183).

CVs or CVSs can replace CAs starting in Y174.

Maximum of one CVL or CV per turn, one CV per year.

One tug per year; first ship in Y160, maximum six.

One DN (Y171) or CVA (Y176) replaces; build a maximum of eight ships of these classes (total) prior to Y186.

(R13.1E2) ISC ORDER OF BATTLE FOR Y169

Home Fleet: 1xCC, 2xCA, 3xCL, 4xDD, 1xSC, 1xMS, 6xFF
Gorn Border: 3xCA, 3xCL, 4xDD, 1xSC, 1xMS, 15xFF
Romulan Border: 3xCA, 6xCL, 4xDD, 1xSC, 1xMS, 15xFF
Survey Fleet: 4xSR
Transport Fleet: 3xTug, cargo pods only.

(R13.1E3) ISC ORDER OF BATTLE FOR Y186

1st (Home) Fleet: 1xDN, 1xCVA, 1xCC, 1xCVS, 4xCA, 6xCL, 4xCS, 1xCVL, 1xHSC, 1xPFT, 3xDDL, 7xDD, 2xSC, 2xMS, 18xFF, FRD
2nd (Gorn) Fleet: 1xCVA, 2xCC, 1xCV, 4xCA, 6xCL, 4xCS, 1xCVL, 1xHSC, 1xPFT, 3xDDL, 8xDD, 2xSC, 2xMS, 16xFF, FRD.
3rd (Gorn) Fleet: 1xDN, 2xCC, 1xCV, 4xCA, 6xCL, 4xCS, 1xCVL, 1xHSC, 1xPFT, 3xDDL, 7xDD, 2xSC, 2xMS, 16xFF.
4th (Rom) Fleet: 1xDN, 2xCC, 1xCVS, 4xCA, 6xCL, 4xCS, 1xCVL, 1xHSC, 1xPFT, 3xDDL, 7xDD, 2xSC, 2xMS, 16xFF.
5th (Rom) Fleet: 1xCVA, 1xDN, 1xCC, 4xCA, 6xCL, 4xCS, 1xCVL, 1xHSC, 1xPFT, 3xDDL, 8xDD, 2xSC, 2xMS, 16xFF, FRD.
6th (Rom) Fleet: 1xDN, 2xCC, 1xCV, 4xCA, 6xCL, 4xCS, 1xCVL, 1xHSC, 1xPFT, 3xDDL, 7xDD, 2xSC, 2xMS, 16xFF.
7th (Survey) Fleet: 8xSR.
8th (Transport) Fleet: 6xTug, 24xCargo Pod, 12xTransport Pod, 4xBattle Pod, 6xRepair Pod.

Each of the six "fleets" was nominally organized into three "standard battle fleets." This OB reflects some combat losses and retirements.

(R13.R) ISC FLEET REFITS

As these ships effectively entered service after the date of most refits, it is assumed that they include all of the refits the ISC considered necessary for them. These refits are shown on the SSD as standard equipment; the SSD does not include shaded boxes or other distractions regarding these refits.

There are no further refits of these ships.

However, for those players who wish to experiment with earlier deployments of ISC ships, the 3 primary refits are described below.

(R13.R1) PHASER-3 REFIT: The LS/RS phaser-3s on ISC ships (size class 3 and larger) were added during the period Y165-168 in response to the deployment of fighters by the Gorns, Romulans, and other races.

To use ISC ships prior to this period, delete the phaser-3s and reduce the BPV by one point per phaser.

(R13.R2) REAR PLASMA TORPEDO REFIT: The rear-firing plasma-F torpedoes on ISC ships (destroyers and larger) were added during the period Y179-181 in response to the deployment of PFs by the Gorns, Romulans, and other races. Some of these weapons were added as early as Y171 in response to advanced fighters, but the refit was accelerated after PFs appeared.

To use ISC ships prior to this refit, delete all of the rear plasma-Fs and reduce the BPV by two points per launcher. (These launchers are figured at 50% of their normal cost in the ship's BPV due to the restrictions on firing and the orientation of the firing arc.)

Some of the first ISC ships to receive this refit were heavy and light cruisers which received only one torpedo on each side. Players are welcome to experiment with this limited initial deployment.

(R13.R3) PLASMA–S REFIT: ISC ships built before Y170 had type–G torpedoes rather than type–S. These were converted to type–S in Y170, and all new production included this type of torpedo from that date. All SSDs show this type of torpedo. If using the ship prior to Y170, treat the type–S torpedoes as type–G and reduce the BPV of the ship by five points per torpedo. (It appears that the ISC ships always had swivel mounts.)

ISC STARSHIPS

(R13.2) DREADNOUGHT (DN): Designed as the core of the echelon formation, the ISC dreadnought combined heavy forward firepower with more than adequate self-defense measures. The four PPDs provided the long-range direct-fire capability that made the echelon formation work. The DN was a fearsome ship.

Most ISC ships had generous shuttle bays, based on the assumption that wild weasels would be needed.

Balcony positions: 2.

Variants include: DNT (R13.37), CVA (R13.3), and SCS (R13.4).

SSD and counter are in Module C2.

(R13.3) HEAVY CARRIER (CVA): This ship is in Module J.

(R13.4) SPACE CONTROL SHIP (SCS): This ship is in Module K.

(R13.5) FLAGSHIP CRUISER (CC): The ISC command cruiser was designed to serve as the core ship of an echelon formation. As cruisers go, it was heavily overgunned (having the maximum amount of weapons that the hull could carry) and the equal of the BCHs fielded by other races.

The CC is a variant of the CA.

Balcony positions: 2.

SSD and counter are in Module C2.

(R13.6) STAR CRUISER (CA): The ISC heavy cruiser was built as a match (or more than a match) for the Gorn battlecruiser and the Romulan Firehawk. One of the earlier ISC ships, it served on frontier patrol (in the same manner as the heavy cruisers of other races) while the remainder of the fleet and the echelon tactical system were developed.

Balcony positions: 2.

Variants include: CC (R13.5), CV (R13.7), CVS (R13.8).

SSD and counters are in Module C2.

(R13.7) CARRIER (CV): Built on a slightly enlarged heavy cruiser hull. A carrier group was often included within the standard battle fleet.

ISC carriers were usually part of larger formations, and their escorts (listed below) were integrated into the general echelon. If operated independently (perhaps in one of the carrier group campaigns in Module J), the following escorts would be appropriate.

Year	Escorts	Fighters
Y172-74	CE, DE, FFE	12xAF
Y174	CE, DE, FFE	8xSF, 4xTF
Y175-80	CEA, DEA, FFA	8xSF, 4xTF
Y180+	CEA, 2xDEA	8xFSF, 4xFTF

Balcony positions: 4.

SSD and counter are in Module C2.

(R13.8) STRIKE CARRIER (CVS): A slight modification of the CV, with two PPDs (FA-arc) installed in the forward position replacing the two type-S plasma torpedoes. The strike carrier was designed to replace the heavy cruiser in the standard battle fleet.

Escorts and fighters were the same as the CV.

Balcony positions: 4.

A counter is provided in Module C2. The SSD is combined with that of the CV.

(R13.9) LIGHT CRUISER (CL): While a typical workhorse, the ISC light cruiser was intentionally built with surplus interior space. This allowed it to be easily converted to several designs (listed below) for special purposes, causing it to earn (incorrectly) the appellation "the ISC war cruiser." Like all ISC ships, it was very nearly the equivalent of the next larger class in the fleets of other races.

Variants include: CVL (R13.10), CS (R13.11), CVLS (R13.12), SR (R13.13), Heavy Scout (R13.14), PFT (R13.15), CE (R13.27), CCL (R13.33), and LTT (R13.31).

Balcony positions: 2.

SSD and counters are in Module C2.

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(R13.10) LIGHT CARRIER (CVL): A variant of the light cruiser, the light carrier was intended to add a fighter capability to a standard fleet or squadron without sacrificing firepower to support the gunline. Rarely, it would be loaded with a full squadron of 12 fighters and no admin or MRS shuttles.

ISC carriers were usually part of larger formations, and their escorts (listed below) were integrated into the general echelon. If operated independently (perhaps in one of the carrier group campaigns in Module J), the following escorts would be appropriate.

Year	Escorts	Fighters
Y171-74	DE, FFE	9xAF
Y174	DE, FFE	6xSF, 3xTF
Y175-81	DEA, FFA	6xSF, 3xTF
Y180+	DEA, FFA	6xFSF, 3xFTF

Balcony positions: 4.
SSD and counter are in Module C2.

(R13.11) STRIKE CRUISER (CS): The strike cruiser was a variant of the light cruiser. This variant provided PPD firepower for smaller squadrons. A standard fleet included two light cruisers; often one was of this pattern.

Balcony positions: 2.
SSD is combined with the CL. Counter is in Module C2.

(R13.12) LIGHT STRIKE CARRIER (CVLS): A variant of the CVL with PPDs replacing the two type-S plasma torpedoes. This variant was often used with independent squadrons, providing both PPD and fighter support.

Fighters and escorts are the same as the CVL.
Balcony positions: 4.
SSD is combined with the CVL. A counter is in Module C2.

(R13.13) SURVEY CRUISER (SR): Another variant of the CL, used for survey duty in unexplored regions. Theoretically available for duty with the fleet as a scout, but seldom used in that role.

Balcony positions: 2.
SSD and counter are in Module C2.

(R13.14) HEAVY SCOUT (HSC): Another variant of the CL, with special sensors replacing the torpedoes and some of the phasers. The HSC is one of the best scouts in the game, with adequate power and a number of channels surpassed only by the unique Federation SC. While its own defenses were inadequate, it could survive and do good service in the second echelon. HSCs almost never appeared except in a full battle fleet.

Balcony positions: 2.
SSD and counter are in Module C2.

(R13.15) PF TENDER (PFT): This ship is in Module K.

(R13.16) DESTROYER LEADER (DDL): This ship was designed to be the center of the gunline in the standard fleet (or the second echelon of a small patrol group), where its heavier weapons and shielding would provide a powerful unit. Like the flagship cruiser, it was the heaviest ship that could be built on the destroyer hull. It was quite capable of operating alone on patrol and could convince most light cruisers to leave it alone.

The DDL is a variant of the destroyer.
No balcony.
SSD and counters are in Module C2.

(R13.17) DESTROYER (DD): With the frigate, the destroyer formed the bulk of the gunline. The destroyer was the smallest ship with rearward-firing plasma torpedoes and was expected to use them against any ship penetrating the line. Like the frigate, the shielding was of the all-around-equal type, again because of the possibility of enemy ships penetrating the gunline and using their own rear-firing weapons to open the door for others.

No balcony.

Variants include: DDL (R13.16), Scout (R13.18), minesweeper (R13.19), CVE (R13.30), DE (R13.28), DDG (R13.34), and Destroyer Transport (D13.36).

SSD and counters are in Module C2.

(R13.18) SCOUT (SC): A variant of the destroyer, with special sensors replacing all four plasma-torpedo launchers. This ship often served in the second echelon, providing EW support to the gunline.

No balcony.
SSD and counter are in Module C2.

(R13.19) MINESWEEPER (MS): Another variant of the destroyer. Minesweepers were often added to a fleet or squadron. They remained in the second (or third, or fourth) echelon until called forward to clear a minefield.

The MS has two Minesweeping Shuttles; see (M8.312).
No balcony.
SSD and counter are in Module C2.

(R13.20) FRIGATE (FF): The smallest regular warship, the frigate was the fastest and cheapest ship to build and was used in great numbers on the gunlines of fleets. It was once said that every ISC fleet had two frigate squadrons, the one you would destroy in this battle and the one you would destroy in the next. The all-around-equal shields were necessary on the gunline, where enemy penetrations could be expected.

Variants include: FFL (R13.35), FFE (R13.29), and FFA (R13.29A).

No balcony.
This ship is nimble (C11.0).
SSD and counters are in Module C2.

(R13.21) POLICE CORVETTE (POL): Designed for local defense, tariff and customs, and anti-piracy work, police corvettes were seldom seen on the Romulan or Gorn border due to the large number of military ships in the area. Police corvettes were rarely used within fleets and squadrons as emergency replacements for frigates.

No balcony.
This ship is nimble (C11.0).
SSD and counters are in Module C2.

ISC FLEET TUG AND PODS

(R13.22) FLEET TUG (Tug): Based very loosely on the cruiser design, the tug was unusual in that it could operate with two pods or none, but could not operate with a single pod due to balance problems. As the ISC did not have years of continuous combat, they did not develop as many types of tug pods as the other races.

Balcony positions: 2.

SSD and counters are in Module C2.

(R13.23) CARGO POD (P-C): A standard container pod; various types carried dry goods, bulk products (grain, ore) or liquids.

SSD is on the ISC Pods sheet of Module C2.

Pod counters are provided in Module C2.

(R13.24) TRANSPORT POD (P-T): This pod could be used to carry colonists or workers, but it was primarily encountered by the other Galactic Powers as a troop transport.

Shown on the Master Ship Chart in a troop transport configuration, the transport pod was capable of independent movement under impulse power. When attached to the tug, the impulse engines can be used for power but not movement.

The 32 BPs include 2 commando and 3 HWS. There are three GCVs. If carrying such a pod, the tug might replace two of its admin shuttles with GAS shuttles or one HTS.

This pod can use the gravity landing system (P2.432).

SSD is on the ISC Pods sheet of Module C2.

(R13.25) BATTLE POD (P-B): The ISC produced only two pairs of these pods. They must be used in pairs for balance purposes; the tug cannot carry one battle pod and one pod of another type. Note that the SSD shows the "left" pod; the "right" pod is its mirror image. The pods turned the tug into a formidable (if slow) warship.

SSD is on the ISC Pods sheet of Module C2. An SSD of the tug with battle pods is in Module R4.

(R13.26) REPAIR POD (P-R): These were used to create mobile repair stations. Normally the tug carried one repair pod and one cargo pod (with spare parts).

SSD is on the ISC Pods sheet of Module C2.

(R13.F) ISC FIGHTERS:

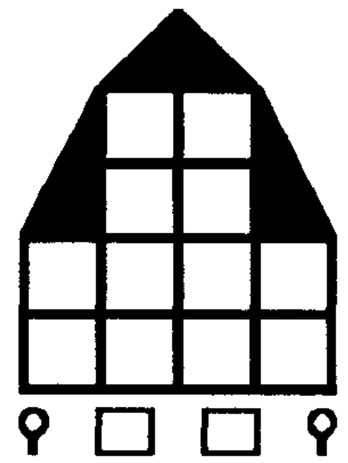
The ISC presumably built a series of fighters before the designs listed here, gradually evolving their technology. However, only the types listed here were used in combat.

Each carrier organized its fighters into groups of three (two SF and one TF); the balconies usually had one flight on ready status.

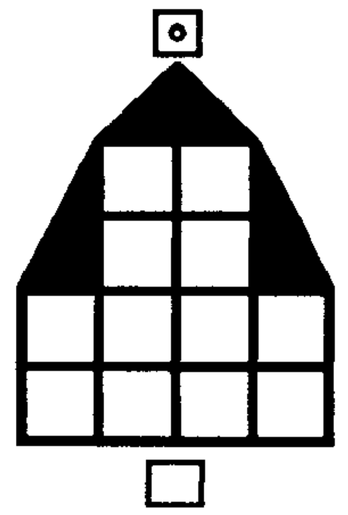
Each carrier has a number of plasma reload boxes (J4.86) equal to one-third of the total number of all fighters.

The fighters below are included to provide fighter groups for the ISC carriers in Module C2. Additional ISC fighters will be available in Module J. Counters for ISC fighters are in Module C2 and other products.

(R13.F1) ISC SUPERIORITY FIGHTER (SF): Designed for anti-fighter work and dogfighting, the SF is fast and agile.



(R13.F2) ISC TORPEDO FIGHTER (TF): Carrying a type-F plasma torpedo, TFs were used for the few long-range strikes and to attack selected targets penetrating the gunline. Typically these fighters remained on their carrier until a target was designated, then launched in groups of three (two SF and one TF) to carry out the attack.



END OF SECTION (R13.0) MODULE C2

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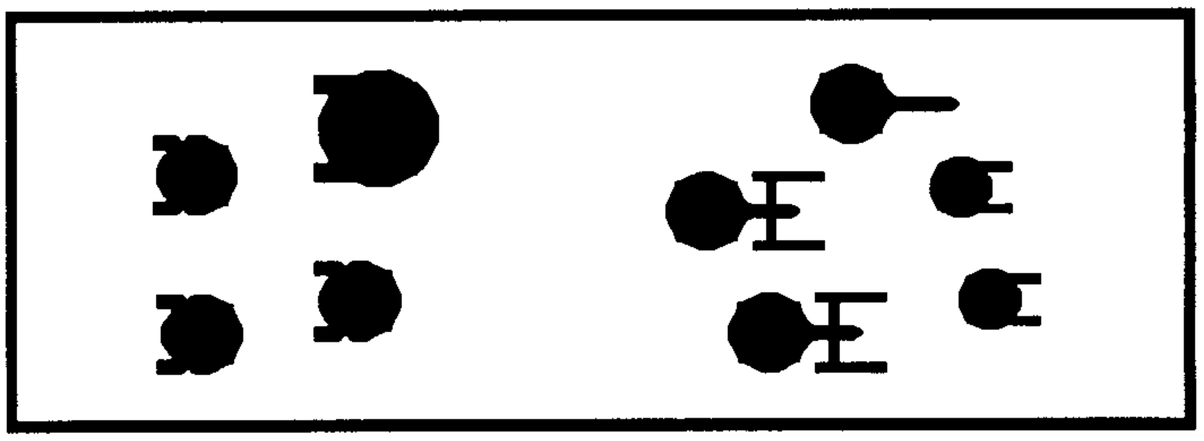
(SG10.0) VISITOR FROM ANDROMEDA



by Stephen V. Cole, Texas

What does the Andromedan want? Information? Combat? Prisoners? Friendly contact?

(SG10.1) NUMBER OF PLAYERS: 2; the Andromedan player and the Galactic player.

(SG10.2) INITIAL SET UP

ANDROMEDANS: Intruder carrying two Cobras and one Courier in hex 0202, heading C, speed 10, WS–I.

GALACTIC: Two size class 3, two size class 4, and one scout of any size class, totalling no more than 600 BPV, within four hexes of 3927, heading A, speed 10, WS–I.

YEAR: Players may select any year from Y166-188 for this scenario. Both players must agree on the year. This will define the availability of ships, refits, fighters, drone speeds, and other items.

(SG10.3) LENGTH OF SCENARIO: Depends on Andromedan objective.

(SG10.4) SPECIAL RULES:

(SG10.41) MAP: Use a floating map.

(SG10.42) SHUTTLES AND PFs: All shuttles and PFs may have warp booster packs if the year selected allows their use.

(SG10.421) MRS shuttles may be purchased by the Galactic player [up to the limits in (J8.5)] under (SG10.431).

(SG10.422) If fighters are used, one fighter in any single squadron of eight or more fighters can be an EW fighter. If not using EW fighters, the EW fighter would be a standard fighter.

(SG10.423) If the players have Module K, and select a year in which PFs are available the Galactic player may purchase PFs in place of one or more of his ships.

(SG10.43) COMMANDER'S OPTION ITEMS

(SG10.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g. T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Standard Victory Conditions (S2.2) as victory points for the enemy; see (SG10.452).

(SG10.432) All drone speeds and types are available subject to the year of the scenario.

Special drones up to the historical racial percentages may be used by the Galactic player if the Galactic units are armed with drones. Note that (S3.2) allows drone ships a special exemption for this purpose.

(SG10.44) Players are free to determine the refit status of the Galactic player's ships, although this may reduce the number of ships that the Galactic player may have in his force. Note that the year selected will define what refits are available.

(SG10.45) ANDROMEDAN OBJECTIVES

Before the scenario begins, the Andromedan player must select one of the following objectives. This selection is secret and recorded in writing. It is revealed at the end of the scenario and used as the basis for evaluating victory.

(SG10.451) INFORMATION: The Andromedan player is trying to gain information about the other ships. He does this using his labs (G4.1) based on the Galactic ship closest to each of his ships. Satellite ships in the bay cannot collect information (C13.48). The defending player also rolls for information (and can use probes and shuttles) but receives one-half of the amount shown (keep fractions). Note that the defending player must record this regardless of the objective. The Andromedan may initiate combat (or the defending player may), but combat has no bearing on victory. The Andromedan player wins the game if he collects 200 points of information and successfully disengages. If the Andromedan mothership is destroyed or captured, or the defending player collects more points of information than the Andromedan, the defender wins. Any other result is a draw.

(SG10.452) COMBAT: The Andromedan player is simply looking for a fight. This may be to test enemy ships in combat, for the personal glory of the Andromedan captain, or to defend some area being used by the Andromedans. Victory is determined by the Standard Victory Conditions (S2.20).

(SG10.453) PRISONERS: The Andromedan player is attempting to capture some crewmen from our galaxy for evaluation. This can be accomplished by successfully executing a hit-and-run raid (D7.8) against a defending ship or by capturing a manned shuttlecraft through (D7.6) and flying through the hatch or transporting the prisoners aboard. Combat may be initiated but has no effect on victory. If the Andromedan captures crewmen and disengages, he wins the scenario. Otherwise he loses.

(SG10.454) CONTACT: The Andromedan player wins the game if he is fired on by the other player or if he maneuvers his largest ship into a hex adjacent to a defending ship (at which point communications will be begun using visual light TBS [Talk Between Ships] systems.) He may not fire on the other ship when using this objective. The other player wins if contact is successfully made (that is, both players win if peaceful contact is made). Historically, this never happened.

(SG10.5) VICTORY CONDITIONS: Depend on Andromedan objective; see (SG10.45).

(SG10.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG10.61) The scenario is set in Y166. Equip the Intruder with three Viper frigates in place of the two Cobra destroyers; allow the Galactic player no refits, and limit all drones to medium speed only.

(SG10.62) Use a Conquistador with one Cobra, and limit the Galactic player to 300 BPV, which can include only one size class 3 ship and no size class 2 ships or battle tugs.

(SG10.63) Equip the Intruder with two Mamba destroyers, and make no changes to the Galactic player's force.

(SG10.64) Allow the Galactic player to form his force from any allied races. Note that, if the scenario date is set for the period after the ISC Conquest, all Galactic races will then be considered allied. Note that, prior to this, combined fleets would be limited by geography and the ongoing General War.

(SG10.65) Select four unused counters numbered from #1 to #4. Place these face down and shuffle them. The Andromedan player blindly selects one of these to establish his victory condition under (SG10.45). The only real change this will cause is that it makes it difficult for an opponent who knows you to outguess your selection. This number is shown to the Galactic player when the scenario ends to confirm the victory condition selected.

(SG10.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following changes:

(SG10.71) Increase the BPV available to the Galactic player to buy his force.

(SG10.72) Decrease the BPV available to the Galactic player to buy his force.

(SG10.73) Require the Andromedan to announce which objective he is trying to accomplish.

(SG10.74) Replace the Courier with a Bull Snake or an Eel.

(SG10.75) Replace the Cobras with Vipers.

(SG10.8) TACTICS

The Andromedan objective is a secret; the Andromedan player may (and should) attempt to deceive the other player as long as possible as to his objectives. For example, the Andromedan might begin the game by not firing and trying to maneuver close to the other ship. The other player does not dare fire, or he will lose the game (if the Andromedan really is peaceful). Closing to point-blank range, the Andromedan opens fire and begins a savage dogfight with the other ship. Suddenly, he breaks away, revealing that all he really wanted was information. The "peace" ploy allowed him to get close to the other ship, and the dogfight allowed him to stay close enough to get it.

ADDITIONAL FORCES FOR BASIC SET SCENARIO (SG2.0)

(SG2.66) With the addition of "Module C2" some new races have been added to the game. The following are some suggested fleets to use in playing (SG2.0) "Fleet Action" in order to allow players more variation and a feel for the capabilities of these new races' ships. Any of the following forces may be used as Force "A" or Force "B":

RACE	POSSIBLE FORCES
ANDROMEDAN	1xIntruder, 4xViper -or- 1xIntruder, 2xMamba -or- 1xIntruder, 3xCobra -or- 2xConquistador, 2xCobra -or- 1xIntruder, 2xCobra, 1xTerm-or- 1xIntruder, 1xMamba, 1xEel -or- 1xIntruder, 2xCobra, 1xEel -or- 1xIntruder, 3xViper, 1xCourier
INTERSTELLAR CONCORDIUM	1xCS, 1xDDL, 1xDD, 3xFF -or- 1xDN, 1xCL, 1xDDL, 2xPOL -or- 1xCC, 1xDDL, 1xDD, 1xFF, 2xPOL -or- 1xCVLS (6xSF and 3xTF), 1xDD, 1xDD, 1xFF, 2xPOL -or- BT, 2xDD, 3xPOL, 1xSC -or- 1xCA, 2xDD, 3xFF
THOLIANS AND NEO-THOLIANS	1xNDN, 1xNCA, 1x NCL -or- 1xNDN, 2xCW, 2xPC - or- 1xNCA, 2xCW, 2xDD -or- 1xNCA, 1xNCL, 2xPC, 1xSC -or- 1xDPW, CA, CW, 2xPC

Players will no doubt design their own forces as they gain experience in the game system. The forces provided for (SG2.0) vary substantially (between 500 and 600 points), and some combinations may not be perfectly balanced. Players can balance the scenarios by calculating the BPVs and adjusting refits, Commander's Options, and other factors. Captain's Log #7 included a series of 500-point fleets.

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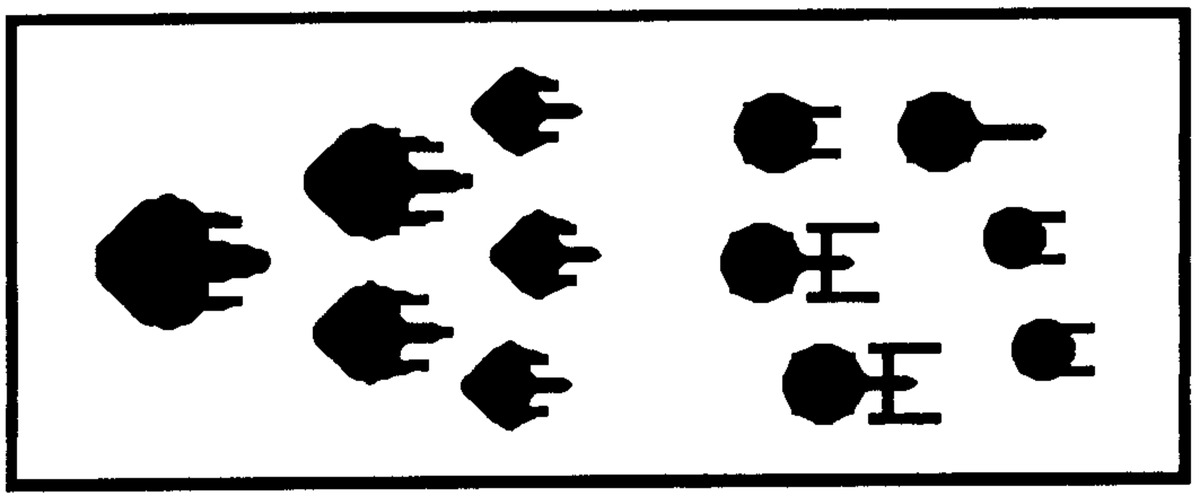
(SG25.0) ECHELON TACTICS



by Josh Spencer, Michigan

The most common thing said about the ISC was: "There is no such thing as *one* ISC ship." This was because of their echelon tactics, in which the ships operated in a layered formation with the front row firing plasma torpedoes while the second (and third) echelon destroyed selected ships with their long-range plasmatic pulsars.

(SG25.1) NUMBER OF PLAYERS: 2; the ISC player and the opposing player.

(SG25.2) INITIAL SET UP: There are three levels of force that can be used in this scenario, depending on the number of players and amount of time available.

DIVISION LEVEL
ISC FORCES: CS in 4127, DD in 3924, FF in 3727.
All units heading F, speed 4, WS–III.
OPPOSING FORCES: Exactly three ships, totalling no more than 325 BPV, within 5 hexes of 0505, heading C, speed 10, WS–III.

SQUADRON LEVEL
ISC FORCES: CC in 4127, CL in 3727, CS in 3924,
DD in 3422, FF in 3721, FF in 3326.
All units heading F, speed 4, WS–III.
OPPOSING FORCES: Exactly six ships, totalling no more than 775 BPV, within 5 hexes of 0505, heading C, speed 10, WS–III.

FLEET LEVEL
ISC FORCES: DN in 4127, CA in 3726, CL in 4023, CS in 3729, DDL in 3322, FF in 3620, DD in 4018, FF in 3223, FF in 3225, DD in 3228.
All units heading F, speed 4, WS–III.
OPPOSING FORCES: Exactly 10 ships, totalling no more than 1300 BPV, within 5 hexes of 0505, facing C, speed 10, WS–III.

YEAR: Players may select any year from Y185-188 for this scenario. Both players must agree on the year. This will define the availability of ships, refits, fighters, drone speeds, and other items.

(SG25.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one side have been destroyed, captured, or have disengaged.

(SG25.4) SPECIAL RULES
(SG25.41) MAP: Use a floating map.
(SG25.42) SHUTTLES AND PFs: All shuttles and PFs may have warp booster packs if available in the year selected.
(SG25.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SG25.431).
(SG25.422) If fighters are used in a variant [see (SG25.45)], one fighter in any single squadron of eight or more fighters can be an EW fighter. If not using EW fighters, the EW fighter would be a standard fighter.
(SG25.423) There are no PFs in the basic scenario; if they are added in a variant, they may be in standard flotillas or casual flotillas. See (SG25.45).

(SG25.43) COMMANDER'S OPTION ITEMS
(SG25.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g. T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.
(SG25.432) All drone speeds and types are available subject to the year selected for the scenario.
Each drone-armed ship could purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.
(SG25.44) All refits are available subject to the year selected, historical data, and (S8.0).
(SG25.45) For purposes of the opposing forces, consider a flotilla of 6 PFs or a squadron of 12 fighters to be a "ship" which counts against the point total. Obviously, if fighters are used, one of the other ships must be a carrier (and others *must* be its escorts). If PFs are used, one of the ships must be a PFT, unless these are casual PFs (K2.114).

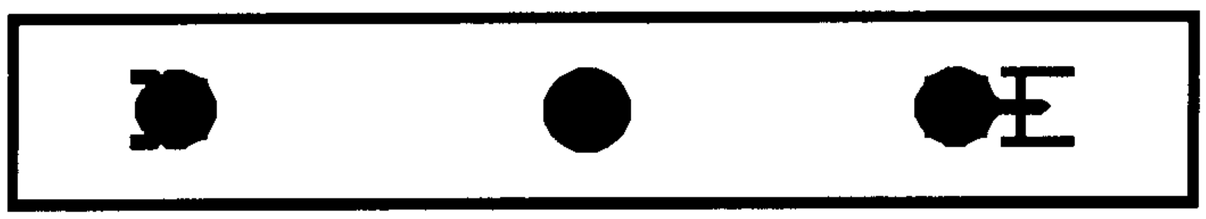
(SG25.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201).

(SG25.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SG25.61) Substitute a PFT with a PF flotilla for a size class 3 ship in the ISC forces, and allow the opposing force player an increase in BPV equal to the cost of the ISC PFT and PF flotilla minus the cost of the size class 3 ship replaced.
(SG25.62) Replace some of the ISC ships with a carrier and its escorts. Allow the opposing player an increase in BPV equal to the cost of the ISC carrier and its escorts and fighters less the BPV of the ships they replaced.
(SG25.63) Add a scout to the ISC forces and increase the BPV of the opposing force by the cost of the scout.
(SG25.64) It has been noted that the Hydrans could form an echelon as well as the ISC. Do this by substituting fusion-armed ships for the plasma ships of the same size class and hellbore armed ships for the PPD ships of the same size classes. Adjust the opposing force BPV to compensate for any changes.

(SG25.7) BALANCE: This scenario can be balanced between players of different skill levels by one or more of the following:
(SG25.71) By bidding for the opposing position with the low bidder buying his opposing forces with the points he bid.
(SG25.72) By increasing the BPV the opposing player has to buy his force if the better player wishes to be the ISC.

(SG25.8) TACTICS
ISC: Maintain your formation, and adjust your speed as necessary. Concentrate the PPDs on one ship at a time, and support their fire with your scout if you have one. Retrograde if you can as it maximizes the effects of your plasma and greatly degrades the effect of any seeking weapons launched at you. The echelon can be difficult to handle and is an art to be learned. If he splits his force, you must go all out to attack one segment while they are separated.
OPPOSING FORCE: Look carefully at your weapons because this will be a battle of time. You can not afford to charge straight in even if you have overloaded photons. Select your targets and concentrate your fire. Killing a large ship will be a plus, but you have to get through the gunline. It may be best to stand at your maximum range, if possible outside PPD range but close enough to fire on the frigates in the gunline. Eliminate them, then start on the destroyers. Once they are gone, get a little closer and start on the next level. This will minimize your exposure to the PPD and may force the echelon to break up to fight. Use patience, but do not split your force.

(SG26.0) BASE BUSTERS



by Frank Crull, Texas

Once it was discovered that the Andromedans used a series of beacon stations to operate their strategic transportation network, the key to their defeat was in hand. Moving from base to base, the Andromedans were more than four times as fast as the Galactic ships in covering long distances. Without the beacons, they were not as fast as Galactic ships.

Destroying the network proved to be a task more easily defined than accomplished. By one means or another (usually pure luck), one of the routes would be located. From that point, a scout or survey cruiser would follow the route, searching out the traces left by passing Andromedan ships, until it found the next base on the network. The search could take weeks or months and might prove fruitless in the end. Due to the sensitivity of the search, ships escorting the survey ship had to remain at a considerable distance. This created a tense moment when a base was actually discovered as this scenario portrays (and demonstrates why the Kzinti built the SSCS *Goliath*).

Even if the base survived the initial battle, it was doomed. With its location known, enough force could be sent to deal with it. Once a given base was attacked, the Andromedans would cut the links to it so that they could not be traced and would cover the ion trails with false tracks that led nowhere in an effort to prevent the entire network from unraveling. It was, however, a losing battle. The Andromedans had spent almost 30 years building their network, and the Galactic Powers were able to destroy it in only six.

(SG26.1) NUMBER OF PLAYERS: 2; the Andromedan player and the Galactic player.

(SG26.2) INITIAL SET UP

ANDROMEDAN: Satellite base in 2215, initial facing and rotation rate at player's option, WS–III.
See (SG26.45) concerning reinforcements.

GALACTIC: Survey cruiser, exploration ship, or scout (not PFT) in 0130, heading B, speed 4, WS–I.
See (SG26.45) concerning reinforcements.

YEAR: Players must select a year for this scenario. Scenarios of this type generally occurred from Y195-202. The year selected will define the availability of ships, refits, fighters, drone speeds, and other items.

(SG26.3) LENGTH OF SCENARIO: The scenario continues until all units (including reinforcements) belonging to one player have been destroyed, captured, or have disengaged. A player may voluntarily cancel his reinforcements.

(SG26.4) SPECIAL RULES

(SG26.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

(SG26.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SG26.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SG26.431).

(SG26.422) If fighters are used in a variant of this scenario, one fighter in each squadron of eight or more fighters can be an EW fighter. If not using EW fighters, the EW fighter would be a standard fighter.

(SG26.423) If the players have Module K, and PFs are available in the year selected and to the races used, PFs may appear as part of the reinforcements (SG26.45).

(SG26.43) COMMANDER'S OPTION ITEMS

(SG26.431) Each ship can have additional or special equipment as Commander's Option Items up to 20% of its combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SG26.432) All drone are "fast," speed 32. Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option items. Note that (S3.2) allows drone ships extra points for this purpose.

(SG26.44) All refits are available based on the year of the scenario.

(SG26.45) When the base spotted the approaching ship, it sounded the alarm, as did the ship when it spotted the base.

(SG26.451) At the start of each turn, both players roll one die. If the result is less than the number of the current turn, reinforcements have arrived for that player. Both players will eventually receive reinforcements; once reinforcements arrive, that player ceases rolling.

(SG26.452) Galactic reinforcements will consist of a cruiser in 0130 and a frigate in 0128, both ships heading B, speed max, WS–III (the two ships must total no more than 225 BPV points).

(SG26.453) Andromedan reinforcements are determined by die roll as follows:

1	=	Conquistador with Cobra in hangar
2-3	=	Python
4	=	Mamba
5	=	Cobra
6	=	No reinforcements (cease rolling)

The reinforcing ship is placed in a hex determined by die roll below, facing the base, speed max, WS–III.

1 = 0101	2 = 2101	3 = 4201
4 = 4230	5 = 2130	6 = 0116

(SG26.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). Use the economic BPV of the base. Irrespective of any other event, if the scout is destroyed, the Galactic player can score no more than a draw.

(SG26.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG26.61) Give the base a pair of Cobras, and use a PFT with a full PF flotilla as the scout ship [exception to (G26.2)].

(SG26.62) As search teams can be from any race (or combination of races), use ships of three different races for the Galactic player (example: Hydran SR reinforced by a Lyran CA and a Klingon F5).

(SG26.63) Ignore the Galactic reinforcements and just use the Kzinti SSCS (which is in Module R2) by itself. The Galactic player may have two flotillas of PFs in this variant: one will be a standard flotilla of Needles, and the other will be a standard flotilla of Multi Role Needles. Both flotillas will include one leader and one scout variant. Give the Andromedan player a Conquistador with a Cobra at the base at start in addition to any reinforcements in this case.

(SG26.64) Galactic player uses a survey carrier (survey ship with fighters in shuttle bay) and does not get reinforcements or escorts.

(SG26.7) BALANCE: This scenario can be balanced between players of different skill levels by one or more of the following:

(SG26.71) Select specific arrival times for the reinforcements.

(SG26.72) Add a small minefield of no more than 12 transporter bombs to the base.

(SG26.73) Select specific Andromedan reinforcements.

(SG26.74) Delete the Galactic FF or CA from the reinforcements.

(SG26.8) TACTICS

GALACTIC PLAYER: Depending on which ship you have and how much firepower *it* has, do not wait — go in and kill the base if you can. While a Conquistador with a Cobra does not seem like much, they can easily give your force fits and you do not want to risk their arrival. Destroying the base is your number one objective (even if the victory conditions do not make it seem so). Once the base is gone, you can safely withdraw if the Andromedan reinforcements look too tough. In any case, after the Andromedan reinforcements arrive, it may be time to move the scout off the map. Of course, depending on whether or not you have killed the base, this could give the battle to the Andromedan because of the points you give him for retreating. However, at least in the future you will be able to find his next base.

ANDROMEDAN PLAYER: Pray help gets there soon. In the meantime, and after it arrives, kill the scout. Basically, you already know the base is compromised, and even if you win this battle, a larger force will come and destroy the base. So, if you kill the scout, it will be a little harder for them to find your next base. Besides, if all else fails, killing the scout will at least assure you a draw.

END OF SECTION (SG0.0) MODULE C2

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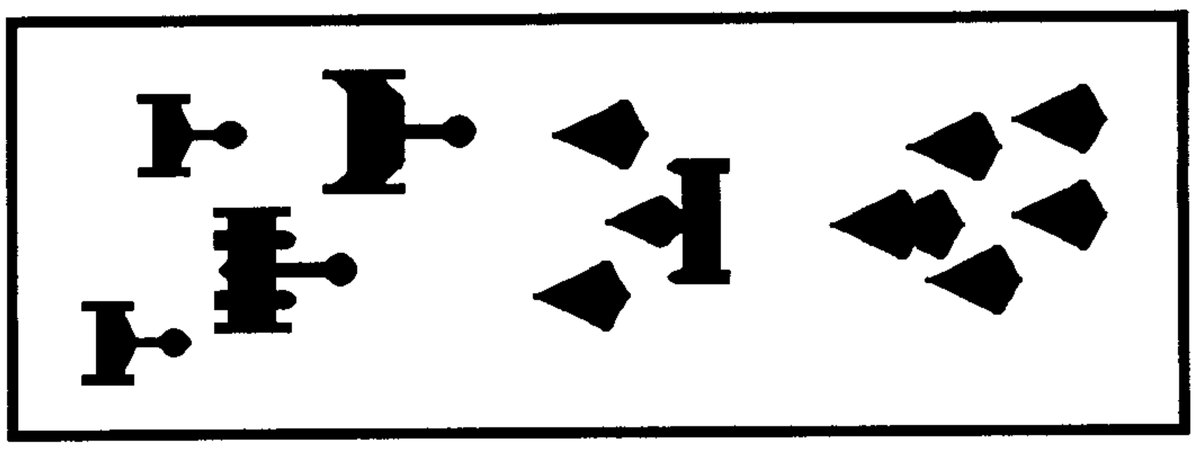
(SH43.0) WEBBED ESTABLISHMENT



(Y179) *by Targis Ketrick, Klinshai*

With the increased combat power of the newly arrived Neo-Tholian ships, the Tholians went, not exactly onto the offensive, but onto a more aggressive defense. The first phase of this new strategy was to re-establish the border stations destroyed by us and the Romulans in the previous years.

This battle took place while I was serving as a Tactical Training Officer in the Red Fleet, and, sad to say, my primary involvement was in training other captains to be prepared for the effect of the new web caster ships. I seized on this one as a model of what could be accomplished with minimal forces. It was my goal to keep morale at a high level by emphasizing successes in the face of heavy odds, particularly in light of the recent reverses the Empire had suffered.

The Tholians had deployed some components for a new base to a forward area (the cargo pods) and were bringing in more (the key base pods). Commodore Kavorian, left in command of the remnants of the Tholian Border Harassment Squadron after the units from the failed Operation Nutcracker had been withdrawn, waited until the final shipment was due to arrive before launching his attack. Kavorian wanted to destroy the CPCs to delay the Tholian ability to construct more bases.

(SH43.1) NUMBER OF PLAYERS: 2; the Klingon player and the Tholian player.

(SH43.2) INITIAL SET UP
THOLIANS

BASE AREA: Four (Federation Type) Cargo Pods in 2215, guarded by NCA *Intensity,* DD *Triax,* PC *Stalwart,* set up within 8 hexes of 2215, speed 8, WS–II, heading at Tholian option.

CONVOY FORCE: Two CPCs *Serenity* and *Tranquility,* each carrying one (Federation type) cargo pod, escorted by CW *Pyrite,* DD *Helix,* and PC+ *Sturdy,* arrive on turn 1, 42xx hex column, speed 16, WS–II, heading toward 2215.

KLINGONS (Tholian Border Squadron): D7L *Deedslayer,* Battle tug-AK *Commissar Ter Mikon,* F5K *Blood Lust,* E4B *Watch,* arrive turn 1, 01xx Hex column, speed max, WS–III, heading B or C.

(SH43.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH43.4) SPECIAL RULES
(SH43.41) MAP: Use a floating map.
(SH43.42) SHUTTLES AND PFs: No shuttles have warp packs.
(SH43.421) If using the optional MRS shuttles, the D7C and NCA each have one.
(SH43.422) There are no fighters in this scenario. If playing a variant with a carrier, the normal allocation of EW fighters (one per squadron) could be used.
(SH43.423) There are no PFs in this scenario.
(SH43.43) COMMANDER'S OPTION ITEMS
(SH43.431) Each ship can have 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.
(SH43.432) All drones are "medium," speed–20. Fast drones are available for purchase as restricted availability weapons. Each Klingon ship can have special drones up to the historical racial percentages as part of the Commander's Option Items.
(SH43.44) REFITS: All Klingon ships have received all refits available at this time. No Tholian ship has been refitted beyond what is indicated in (SH43.2).
(SH43.45) A Tholian CPC cannot drop the pod it is carrying unless it, or the pod, has suffered 50% internal damage. Tholian CPCs cannot disengage by acceleration while carrying a pod. Note that none of the pods are self mobile and cannot disengage by any means unless towed by a ship. The Klingons can return to any pod dropped or on the board at start to destroy it. Unless the Klingons are all forced to disengage, are captured, or destroyed, they will be considered to have destroyed the pods.

(SH43.5) VICTORY CONDITIONS: The entire point of this scenario is the Tholian's capability to deploy new bases and the completion of the current base.

The Klingons win a decisive victory if both CPCs, the pods they are carrying, and the pods at the new base site are destroyed.

They win a substantive victory if they only destroy the CPCs and the pods they are carrying.

They win a marginal victory if they only manage to destroy the pods the CPCs are carrying.

Both of the CPCs and their pods must be crippled or destroyed for the higher level of victory to be achieved; if only one is crippled, it is treated as if neither was crippled.

Any other result is a Klingon defeat.

If the battle tug is destroyed, the Klingon victory is reduced by one level. If the Tholian NCA rear section is destroyed, the Klingon victory is increased one level.

The Tholians win a decisive victory if the CPCs and the pods they are carrying and the pods currently on site are not destroyed.

The Tholians win a substantive victory if the CPCs and the pods they are carrying are not crippled.

The Tholians win a marginal victory if the CPCs and the pods they are carrying are not destroyed.

If the rear section of the NCA is destroyed, the Tholian victory level is reduced by two levels. If the Klingon BT is destroyed, the Tholian victory is increased by one level. Both of the CPCs and their pods must be uncrippled or undestroyed for the higher level of victory to be achieved; if one is crippled, it is treated as if both were crippled.

Note that it is possible for both sides to lose or both to achieve a low victory level.

(SH43.6) VARIATIONS: For variety, players could:
(SH43.61) Replace the Klingons with a Romulan force of a KRL, KF5R, K4R, and a SparrowHawk.
(SH43.62) Add a small scout to each side (included in the Tholian Convoy Force for the Tholians).
(SH43.63) For a smaller (faster) scenario, use only the Tholian NCA, DD, and the CPCs with pods on the Tholian side (all in the convoy force), and the battle tug and an F5K on the Klingon side.
(SH43.64) Add a small carrier and escort to each side: Klingon E4V with E3A escort and 6xZ-V fighters, Tholian BW and PCA escort with 4xSpider-II and 4xSpider-III fighters.

(SH43.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH43.71) Change the NCA to an NCL.
(SH43.72) Replace the Klingon battle tug with a D7D.
(SH43.73) Delete/add a Tholian PC or a Klingon E4B.

(SH43.8) TACTICS

THOLIAN: Forget the deployed pods; use your web casters to slow the Klingons and gain time for the CPCs to get away with their loads. Attack the Klingon ships only to slow them. Remember, you can cast webs from behind them, so do not get too worried if they get past the NCA; just keep fouling them up and forcing them to turn in directions they do not want to go. Look for opportunities to force a breakdown by creating a cast anchored web with a Klingon already in it by flanking it with two of your smaller ships. This could be the best way to take out that battle tug given its breakdown rating.

KLINGON: You might consider detaching the E4B and the F5K to take care of the pods left in place, but don't do it. You need to keep your whole force together to run down those CPCs. Once you have taken care of them, you might want to think about taking care of the NCA and then disengaging. Killing the other pods can be done if all the Tholians disengage because they cannot move and have no

impulse engines for sublight disengagement and will be there when the battle is over to be picked off.

HISTORICAL OUTCOME: The Klingon attack caught the Tholians when they were most vulnerable; the protective minefield and webs had not been laid yet. Thrown into confusion, they attempted to block the Klingon attack but the Klingons concentrated on the CPCs to the exclusion of all else and succeeded in destroying both despite the loss of both the *Bloodlust* and the *Watch*. The Klingons then withdrew having sustained heavy damage. The Tholian plan to reestablish their border was delayed by more than six months, and ships promised to support the Federation were withheld, delaying the planned start of operation Remus by more than a year. By the next year, the Tholians refused to provide the ships and the Operation went ahead anyway.

(SH44.0) FIRST AND FUTURE SHOCK

(Y180) *by Josh Spencer, Chicago*

A Romulan ship discovered an ISC colony planet closer to Romulan territory than any previously discovered. The Romulan ship must gain information about the planet and then escape.

(SH44.1) NUMBER OF PLAYERS: Two; the Romulan player and the ISC player.

(SH44.2) INITIAL SET UP
TERRAIN: Class-M planet (P2.21) in 3322. No defenses.
Small moons (P2.23) in 2023 and 2307.
ROMULAN: SparrowHawk-A *White Hawk* in 1010, heading C, speed 12, WS–III.
INTERSTELLAR CONCORDIUM: Strike Cruiser *Celestra* in either moon hex, heading at option of ISC player, speed 0, using hidden deployment (D20.0), WS–III.

(SH44.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH44.4) SPECIAL RULES
(SH44.41) Use a floating map.
(SH44.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.
(SH44.421) No ship in this scenario is qualified to carry an MRS shuttle, but in a variant of the scenario where that is possible, the players may decide to use them.
(SH44.422) There are no fighters in this scenario, but in a variation where fighters are used, one fighter in any squadron of eight or more fighters can be an EW fighter if the players agree to use EW fighters. If not using EW fighters, it will be a standard fighter of the most common type in the squadron.
(SH44.423) There are no PFs in this scenario.
(SH44.43) COMMANDER'S OPTION ITEMS
(SH44.431) Each ship can have additional or special equipment as Commander's Option Items (e.g. T-bombs, extra marines, etc.) up to 20% of its combat BPV if the players agree to their use. If the players do not agree, no Commander's Option Items can be used. Historically, neither ship had any Option Items.
(SH44.432) There are no drone-armed ships in this scenario; in a variant, fast drones would be used (Y180).
(SH44.44) REFITS: The ISC CS has the rear-firing torpedo and phaser–3 refits; the Romulan SparrowHawk has the plus refit.
(SH44.45) The ISC player must secretly record the position of his ship in writing before the game begins. If the ship is on the surface of the moon, use (D20.11). When the ship moves, activates his fire control, or fires weapons (via passive control), or otherwise loses the benefit via (D20.2), the ISC player reveals the written information and places the counter for his ship on the map. If the ship is behind the moon, use (D20.12). The ship must be placed on the map when the Romulan ship first has a clear line of sight to it.
(SH44.46) The Romulan crew consists entirely of a disgraced family of nobles and their household guards. They are under orders from the Praetor not to commit suicide, so they cannot self-destruct their ship.
(SH44.47) As an exception to the restrictions of (S4.14), the Romulan ship begins this scenario cloaked.
(SH44.48) The Romulan ship can only disengage by acceleration and only in direction E or F.

(SH44.5) VICTORY CONDITIONS
To win a tactical victory, the Romulan player must gain 40 points of information about the planet and successfully disengage. Note that (J2.212) does not allow shuttles to gain information except on monsters.
If the Romulan player gains 40 points of information, destroys the ISC ship, and successfully disengages, he wins a decisive victory; the Romulan crew is no longer disgraced.
If the Romulan player gains 40 points of information, captures the ISC ship, and disengages, he wins an astounding victory. The Romulan crew is no longer disgraced and the captain will command a squadron of the new ISC border fleet.
If the Romulan ship is destroyed before it can disengage, the ISC wins.
If the Romulan ship is captured rather than destroyed, the ISC captain will win a decisive victory and will be promoted to command a Star Cruiser.
If both ships are destroyed, the ISC wins a marginal victory.

(SH44.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH44.61) Replace the ISC strike cruiser with a light cruiser.
(SH44.62) Replace the SparrowHawk-A with a KER survey ship, Pioneer Eagle, or SparrowHawk-C+ scout.
(SH44.63) Replace the Romulan ship with a Gorn ship. In a non-historical setting, or perhaps a similar battle during the Pacification Program, a ship from any race could be used.
(SH44.64) Select a ship for the non-ISC side. Both players then bid, with the high bidder getting the Romulan ship and needing a number of points of information equal to his bid.
(SH44.65) Replace the ISC cruiser with a DD, but add three ground-based phaser-4s and a large fighter base to the planet.

(SH44.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH44.71) Change the number of information points required.
(SH44.72) Replace the SpH with a FH or the Strike Cruiser with a Star Cruiser.
(SH44.73) Delete the rear plasma refit on the ISC ship or the plus refit from the Romulan ship.

(SH44.8) TACTICS
ROMULAN: Move to the planet, gather the necessary information, and disengage. It will normally take four turns of close observation to gain 40 points of information with a SpH-A. Remember to charge the probe launcher before you reach the planet as using it could cut this to three turns. One strategy is to make runs at the planet, uncloaking before you approach, firing a probe and making a close pass, then cloaking again while you recharge the probe launcher.
INTERSTELLAR CONCORDIUM: Catch the Romulan when he's uncloaked and lock on the PPDs. If he cloaks, get close and hit him when he uncloaks. Pick off any shuttles before they can be counted for information gathering.

HISTORICAL OUTCOME: The Romulan ship was caught uncloaked by the ISC ship and crippled. Before it could even attempt to make repairs, it was captured by the ISC.
This scenario first appeared as scenario (SN19.0) in Nexus #16 along with a story of the same name by the same author, and was reprinted under that number in Update #2.

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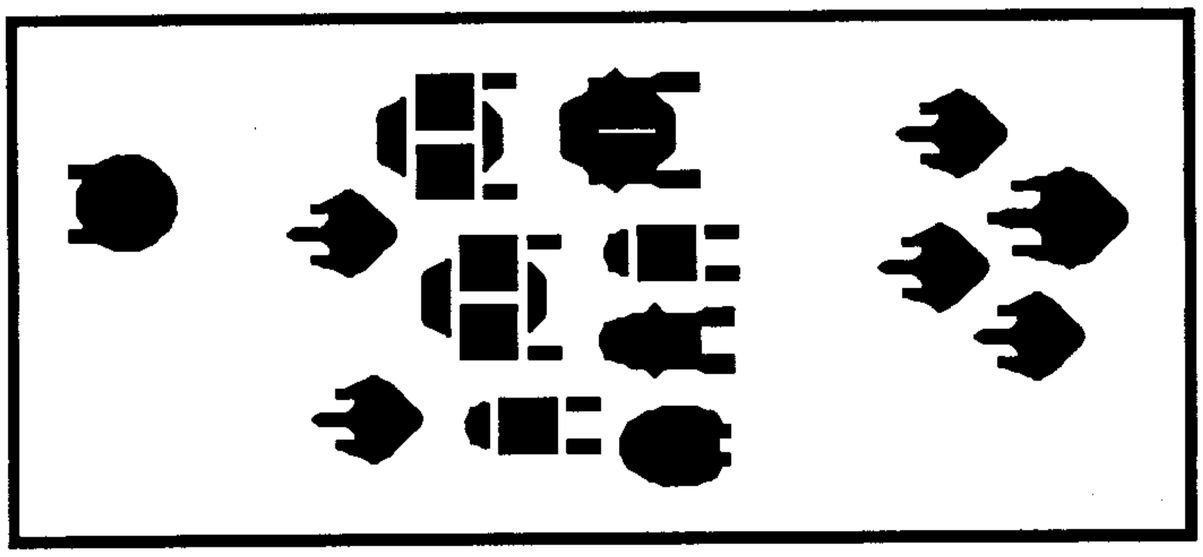
(SH45.0) LOGISTICS STRIKE



(Y190) *by Steven Petrick, Texas*

The ISC had completed the initial stages of its "pacification program" in Y188 and spent the next two years solidifying its logistics net in preparation for disarming (i.e. reducing) the capitals of each of the major races. During this intervening period, the Andromedans were quiescent, with only a few rare sitings. Some thought that they had wandered on, like galactic Gypsies.

Unfortunately for the ISC, this was not the case, and while the ISC was preparing its logistic net to complete its "program," the Andromedans were finishing the final preparations for their own attempt to subjugate the Galaxy.

Perceiving the ISC to be the largest power, the first attacks by the Andromedans aimed at disrupting the ISC logistics system in order to cut off their fleet's supply and subsequently defeat them in detail.

This scenario depicts one of the first attacks by the Andromedans to accomplish this end.

(SH45.1) NUMBER OF PLAYERS: 2; the ISC player and the Andromedan player.

(SH45.2) INITIAL SET UP

ISC: 2xF–L, 1xFA–L, 2xF–S, 1xFA–S, 1xFT (phaser-1), 2xPol, within three hexes of 2215, heading E, speed 4, WS–I.

REINFORCEMENTS: CS, DD, 2xFF, arrive turn 6 from any direction. (This arrival direction must be recorded before the scenario begins, and this record is revealed to the Andromedan player when the ships arrive.) Set up no closer than 20 hexes from the Andromedan ship, heading at the option of the ISC player, speed max, WS–III.

ANDROMEDAN: Python, arrives from any map edge on turn 1, heading at option of the Andromedan player, speed max, WS–III.

(SH45.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH45.4) SPECIAL RULES

(SH45.41) MAP: Use a floating map.

(SH45.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs. There are no MRS shuttles, EW fighters, or PFs in this scenario, but they could be added in a variant with appropriate conditions.

(SH45.43) COMMANDER'S OPTION ITEMS

(SH45.431) 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.

(SH45.432) There are no drone-armed ships in this scenario, but they could appear in a variant. In that case, all drones are "fast," i.e. speed–32. Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SH45.44) REFITS: All ships in this scenario will have received all applicable refits available in the year of the scenario.

(SH45.5) VICTORY CONDITIONS: The purpose of the Andromedan attack is to cripple the ISC's logistics chain. To this end, victory will revolve around the status of the freighters (including the armed freighters) and the free trader when the scenario ends. These are collectively known as "the cargo ships."

If 5 or more of the cargo ships have been crippled, the Andromedan wins a decisive victory.

If 3-4 of the cargo ships have been crippled, the Andromedan wins a substantive victory.

If 1-2 of the cargo ships have been crippled, the ISC wins a substantive victory.

If 0 of the cargo ships have been crippled, the ISC wins a decisive victory.

For purposes of this scenario, each small freighter and the free trader count as 1/2 a cargo ship (i.e. two small freighters equals one large freighter). A destroyed freighter counts double (a destroyed large freighter counts as two cargo ships).

If the Andromedan ship is destroyed, the ISC wins at least a marginal victory even if the Andromedan has otherwise won a decisive victory.

(SH45.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH45.61) Replace the ISC convoy with a Hydran convoy escorted by two Hunter frigates. In this case the reinforcements will be a Tartar, Knight, and a Cuirassier.

(SH45.62) Allow the ISC player to use one small Q–ship in place of the small armed freighter.

(SH45.63) Delete the ISC reinforcements and downgrade the Python to a Cobra.

(SH45.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH45.71) Change the Python to a Conquistador (no satellite ship aboard, except when a very inexperienced player is controlling the Andros).

(SH45.72) Replace the CS with a CL.

(SH45.73) Delete or add a Pol to the ISC force.

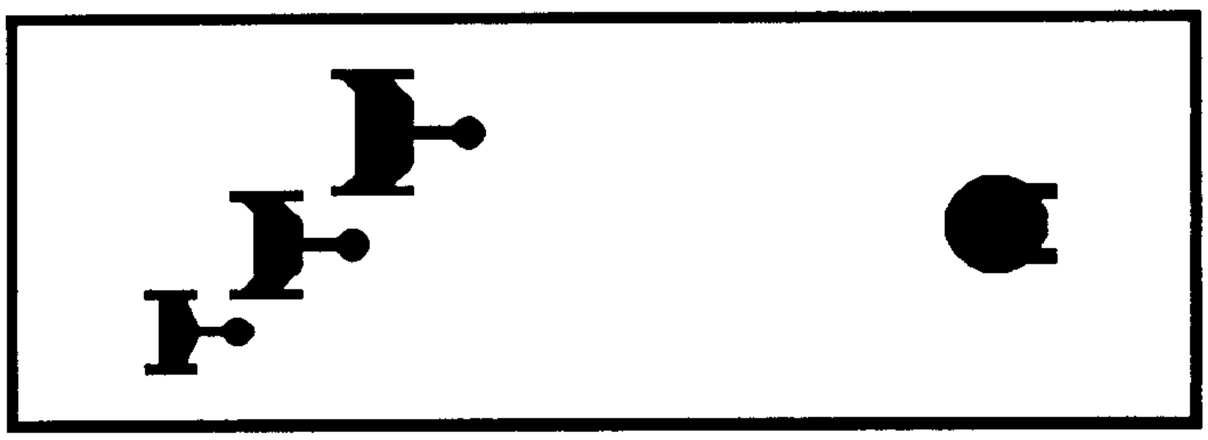
(SH45.74) Replace one of the armed freighters with an AxCV or AxPFT.

(SH45.8) TACTICS: The ISC should circle the wagons and hold out for the reinforcements. Use tactical maneuvers to bring weapons to bear. Use low-powered fire control and passive fire control to save energy. Use a steady barrage of torpedoes to delay the Andromedan. Launch all of your shuttles for extra firepower.

The Andromedan player should close to range 4 and fire to cripple the small freighters. Use T-bombs to increase damage and keep those dangerous police ships at bay.

HISTORICAL OUTCOME: The Andromedans damaged the convoy but learned that a larger force would be needed to effectively destroy them in detail. They began using Conquistador/Cobra combinations on convoys of this size.

(SH46.0) THREE AGAINST *CORTEZ*



(Y173) *by Steven Petrick, Texas*

Andromedan ships were a strategic nuisance in the middle years of the General War, rampaging through the rear areas of the Galactic Powers (who were busy enough fighting each other). One such raider was the Conquistador-class ship codenamed *Cortez,* which blazed a trail of wrecked freighters and dispersed convoys across Klingon space in Y173. The *Cortez,* operating away from the embryonic Rapid Transport Network, was pursued by a Klingon squadron and, for whatever reason, decided to turn and offer battle.

(SH46.1) NUMBER OF PLAYERS: 2; the Klingon player and the Andromedan player.

(SH46.2) INITIAL SET UP
KLINGON: D7 *Chieftain*, D5 *Reaper*, F5 *War Demon*. Set up within 3 hexes of 0825, speed max, heading B, WS–III.
ANDROMEDAN: Conquistador *Cortez,* carrying one Cobra, in hex 3604, facing E, speed max, WS–III.

(SH46.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH46.4) SPECIAL RULES
(SH46.41) MAP: Use a floating map.
(SH46.42) SHUTTLES AND PFs: No shuttles have warp booster packs. There are no EW fighters or PFs in this scenario, but they could be added in a variant with appropriate conditions. An MRS shuttle could be purchased by the D7 as a Commander's Option.
(SH46.43) COMMANDER'S OPTION ITEMS
(SH46.431) 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.
(SH46.432) All drones are medium speed (i.e. speed 20). Each Klingon ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.
(SH46.44) REFITS: The D7 and F5 have B-refits. The D7 has two UIMs. There are no other refits.

(SH46.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201).

(SH46.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH46.61) Replace the Klingon force with a Kzinti BC, CM, and FF+.
(SH46.62) Replace the Klingon force with a Federation CAR+, NCL+, and FFG.
(SH46.63) Replace the Klingon force with a Lyran CA, CW, and DW.
(SH46.64) Play the scenario in Y180 with fast drones and the drone rack refits.

(SH46.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH46.71) Change the Conquistador to a Python and delete the Cobra.
(SH46.72) Delete the Cobra or replace it with a Viper.
(SH46.73) Replace the F5 with a D5 or the D5 with an F5.
(SH46.74) Add a Python to the Andromedans (perhaps deleting the Cobra or replacing it with an EM-M.

(SH46.8) TACTICS: See (D10.6).

HISTORICAL OUTCOME: The *Cortez* disengaged after the Cobra was destroyed, leaving two of the Klingon ships badly crippled. The Klingons readily admitted that the *Cortez* could have easily destroyed one of the Klingon ships if it had made another firing pass, but this would have risked destruction.

END OF SECTION (SH0.0) MODULE C2

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(T7.0) THE RUN FOR HOME

Y184 *by The Houston SFB Association, Texas*

In Y184, an Andromedan Dominator-class ship (possibly the first of that class seen in the galaxy) suffered an unexplained problem in Federation territory and was abandoned by its crew, who escaped in the satellite ships after setting demolition charges. The small ships were a long way from home.

This mini-campaign, consisting of three scenarios, depicts the flight of these ships as they headed for a rendezvous point. This scenario shows that (G19.13) is not as simple an operation as it sounds.

(T7.1) FORCES

(T7.11) SHIPS: The Andromedan force initially consists of one Terminator, one Eel, and three Cobras. (While not known for certain, it is thought the missing sixth satellite ship was an energy module.) The Andromedans have the crew of the Dominator distributed among the satellite ships and begin with a full load of T-bombs. They cannot have more T-bombs (including more dummies) or marines than they begin the campaign with, but can replace those expended through (T7.31) or (T7S3.431). They can reshuffle the survivors of the Dominator between scenarios, but each satellite ship must have at least 1/5th of the total survivors at start. (If a satellite ship is destroyed, the remainder would each have to have 1/4th of the Dominator's surviving crew aboard at the start of the next scenario, plus any survivors from the destroyed ship and so on.) The Andromedan player can apportion the marine "crew units" of the Dominator as he sees fit (equally among all the ships or concentrated on one ship or only a few of the ships) and can change this between each scenario. Wounded crew units and BPs recover between each scenario (G9.23).

(T7.12) DRONES: All drones are fast (speed 32).

(T7.13) ELECTRONIC WARFARE: If not using electronic warfare, replace each scout with the corresponding warship.

(T7.2) REPAIRS

(T7.21) SELF REPAIR: Between scenarios, Andromedan repair capability is limited to completing any (D9.7) repairs up to the per-scenario limit (D9.76). This is a function of the supplies that they receive from the Orions during the second scenario and not a special rule for use in other campaigns involving Andromedans, unless they also have a source of supply. Note specifically that this means each satellite ship can repair two systems during and between each individual scenario of the campaign. Emergency damage repair (D14.0) can also be used during a scenario (but not between scenarios), and any damage control box used for (D14.0) cannot be repaired between scenarios.

(T7.22) MOTHERSHIP: Once the satellite ships reach the Dominator in the last scenario of the campaign, that ship can use its repair systems on any satellite ships it recovers within the limits of (G17.0).

(T7.3) CAPTURED SHIPS

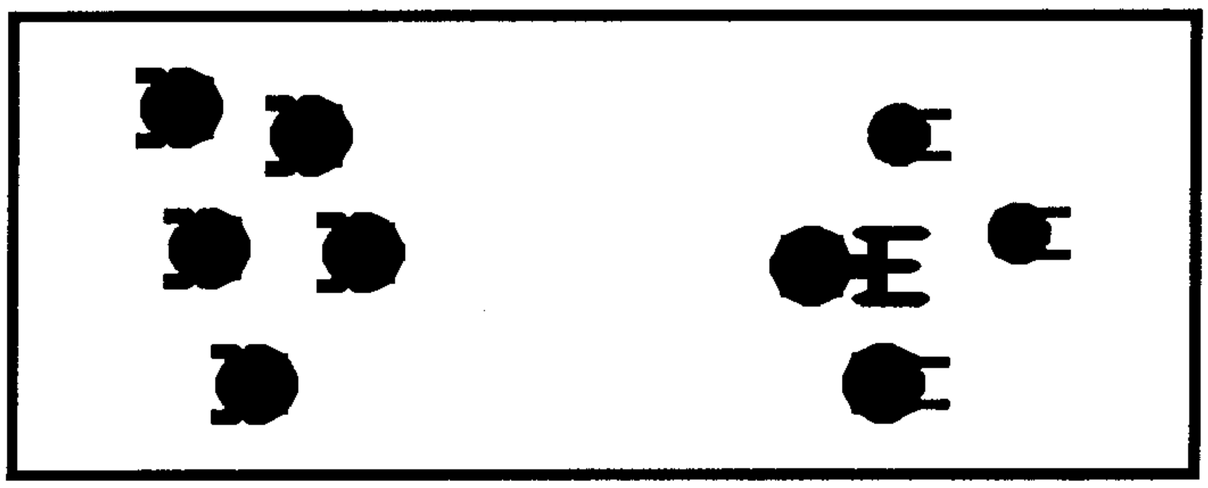
Any ships captured during scenarios (T7S1.0) and (T7S2.0) are treated as follows:

(T7.31) LOOT & BURN: Ships captured by the Andromedans are looted of anything of value and then destroyed (no one knows if the Andromedans took the crews off or killed them). The only items of value that the Andromedans can get from a captured ship in campaign terms are T-bombs and dummy T-bombs and the equivalent in cargo spaces of fuel for each size class as follows:

DN = 150 spaces.
CA (or other size class 3 unit) = 75 spaces
DD (or other size class 4 unit) = 40 spaces
PF = 5 spaces

(T7.32) STATUS: Ships captured by the Andromedans in (T7S3.0) have no special effect and will not counter-balance any destroyed satellite ships.

(T7S1.0) INTERCEPT!



The Andromedan ships raided a small Federation colony for supplies, then set off at a fuel-conserving speed while storing the cargo. A Federation task force arrived shortly thereafter, found the base in ruins, and roared in pursuit.

(T7S1.1) PLAYERS: 2; Andromedan vs. Federation.

(T7S1.2) INITIAL SET UP
FEDERATION: DNG *Unification* in 0505, NCL+ *Michigan* in 0406, FFG *Burke* in 0607, FFS+ *Tensing* in 0303. All ships at speed max, heading C, WS–III.
ANDROMEDANS: Force (T7.1) within 3 hexes of 3115; all ships at speed 10, heading C, WS–I.

(T7S1.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(T7S1.4) SPECIAL RULES
(T7S1.41) MAP: Use a floating map.
(T7S1.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.
(T7S1.421) If using the optional MRS shuttles, the DNG has an MRS-A.
(T7S1.422) There are no fighters in this scenario.
(T7S1.423) There are no PFs in this basic scenario.
(T7S1.43) COMMANDER'S OPTION ITEMS
(T7S1.431) Each galactic ship can purchase additional or special equipment as Commander's Option Items (e.g. T-bombs, extra marines, etc.) up to 10% of its combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy. Each Andromedan ship starts with a full load of T-bombs and has elements of the Dominator's crew aboard, including marines, and cannot purchase any option items.
(T7S1.432) All drones are "fast," i.e. speed-32.

Each ship can purchase special drones up to the historical percentages as part of the Commander's Option Items. This is limited by (T7S1.46) below. Note that (S3.2) allows drone ships extra points for this purpose.

(T7S1.44) REFITS: The Federation ships have received all refits.
(T7S1.45) The Andromedan ships cannot exceed speed 20 or disengage by acceleration until the cargo has been properly stored. Each Andromedan ship rolls one die at the start of each turn (before energy allocation); the total is recorded separately for each ship. When the total of these die rolls exceeds 12, the cargo has been stowed and that ship can operate at full speed and/or disengage by acceleration. Andromedan ships that disengage by sublight evasion are considered destroyed.
(T7S1.46) The Federation ships cannot use scatter-packs; each Federation ship has only four drones left. They had been en route to the colony to pick up a resupply of drones and other materials (such as additional admin shuttles, all the ships having already broken their spares out of storage). Note that this is the reason the ships are limited to only 10% of their BPV for Commander's Option items (T7S1.431) in this scenario.
(T7S1.47) To qualify for the next scenario, each Andromedan ship must complete the storage of its cargo and disengage in direction C (toward the Romulan border).

(T7S1.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201) for the Federation. In a non-campaign scenario, give the Andromedans a 100-point bonus for each of their ships that successfully disengages by acceleration or distance. Use this bonus to calculate the Andromedan, but not Federation, victory level.

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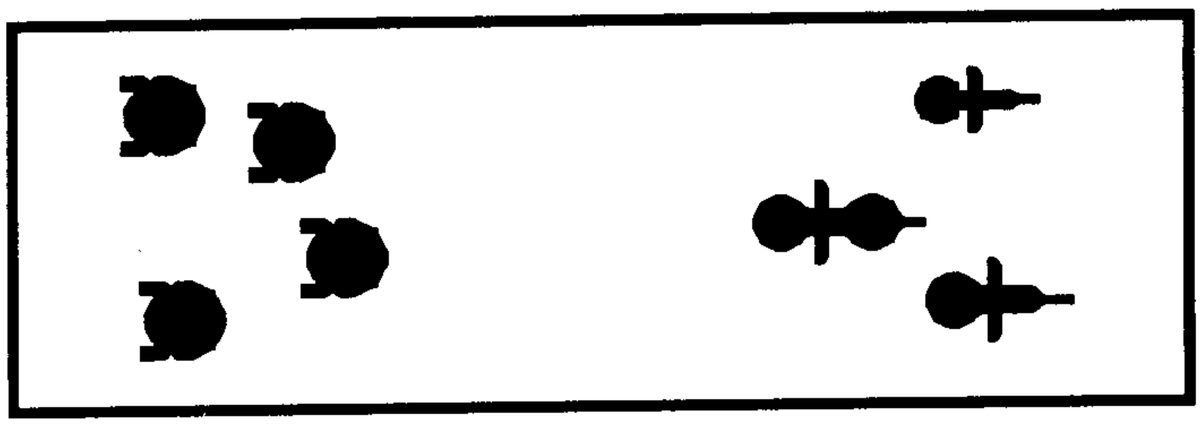
(T7S2.0) RENDEZVOUS



Needing more supplies to reach the rendezvous, the Andromedans contacted an Orion and arranged to pick up more fuel at a series of remote areas. Unfortunately, a Gorn task force on its way to link-up with a Federation squadron for a raid into Romulan space blundered into the Andromedan force while it was refueling.

(T7S2.1) PLAYERS: 2; Andromedan vs. Gorn.

(T7S2.2) INITIAL SET UP
GORN: BC *Reptilicon*, HDD+ *Champion*, PFT–F (DD hull, not HDD) *Sarmanix* (four PFs docked) within two hexes of 3803, 1xPF each in 3410 and 3612 (cannot be leader or scout PFs). All ships heading E, speed 10, WS–I.
ANDROMEDANS: Survivors of (T7S1.0) or:
2xCobra, 1xTerminator, 1xEel within two hexes 2020. All ships heading C, speed 0, WS–I.
ORIONS (Penzance Cartel): 1xSalvage cruiser *Cyclone* in 2020, 1xSlaver *Golden Harvest* in 2019, both ships heading A, speed 0, WS–I.

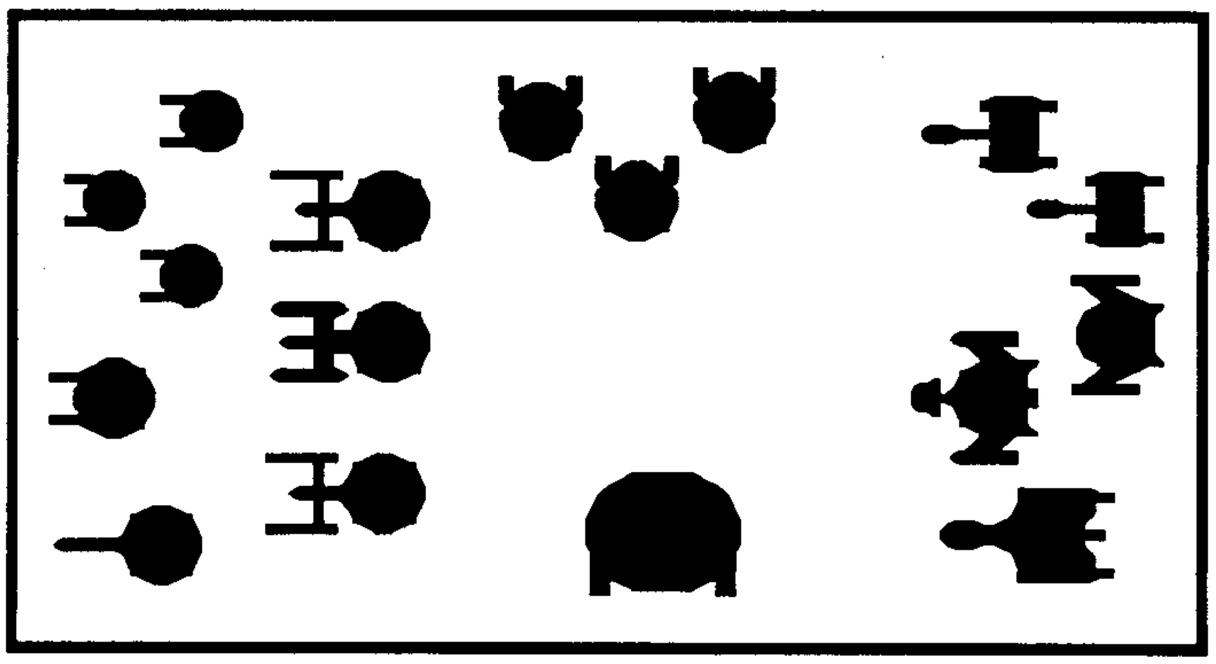
(T7S2.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(T7S2.4) SPECIAL RULES
(T7S2.41) MAP: Use a floating map.
(T7S2.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.
(T7S2.421) If using the optional MRS shuttles, the Gorn BC has an MRS-A.
(T7S2.422) There are no fighters in this scenario.
(T7S2.423) The six Gorn PFs are a flotilla of standard Pterodactyls, including one leader and one scout. If you do not have Module K, replace the PFT and its PFs with two HDDs.
(T7S2.43) COMMANDER'S OPTION ITEMS
(T7S2.431) Each Galactic ship can purchase additional or special equipment as Commander's Option Items (e.g. T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy. If played as part of the total campaign, the Andromedans have only what T-bombs and marines remained from the prior scenario and can purchase no other option items. If not played as a part of a campaign, each satellite ship has two T-bombs and 1/4th of the crew of a Dominator aboard. The marines of the Dominator can be apportioned as per (T7.1).
(T7S2.432) There are no drones in this scenario; the Orion Salvage Cruiser is equipped with plasma-D racks (2 LS and 2 RS) in place of its drone racks.
(T7S2.44) REFITS: The Gorn ships have received all refits, and the PFs have received the shield refit. Both Orion ships have cloaking devices.
(T7S2.45) The Orion ships are under (limited) control of the Andromedan player. Their option mounts have phaser-1s. The Orion ships cannot exceed speed 15 and will fire their phasers only to protect themselves from plasma torpedoes within two hexes. They will not voluntarily drop a shield that is facing a Gorn ship. If either Orion ship receives 10 points of internal damage (including engine doubling), it will immediately cloak and automatically disengage (regardless of damage).
(T7S2.46) The Andromedans must receive 100 spaces of cargo for each of their ships which will go to the next scenario [note that Orion cargo boxes only hold 25 spaces of cargo (G25.12)]. This is a fleet total, not a ship-by-ship basis. The Andromedans can redistribute cargo and (if there is not enough for each ship to have 100 points) abandon one or more ships after the scenario. If abandoned, the crew can be transferred, but other items cannot be (due to lack of time).
(T7S2.47) Cargo can only be transferred by (G25.0) and (C13.953). Orion ships will not transfer cargo under (D21.0).
(T7S2.48) To qualify for the next scenario, each Andromedan ship must disengage in direction C and must have enough cargo (T7S2.44) to supply it for the remainder of the voyage.

(T7S2.5) VICTORY CONDITIONS: Same as (T7S1.5), except Gorns replace Federation.

(T7S2.6) TACTICS
ANDROMEDANS: The Andromedans should send some of their ships to fight while others load enough cargo for all. Remember the suicide rear-guard tactic. They should have all the shuttles on the Orion ships prepared as wild weasels as quickly as possible to try to extend their stay since the shuttles cannot be used to transfer cargo in combat (they would be destroyed by weapons fire).
GORNS: The Gorns should try for the Orions; forcing them to disengage will strand the Andromedans.

(T7S3.0) BETWEEN A *ROC* AND A HARD PLACE



Having reached the desolate wasteland that had been the outer marches of the Romulan Star Empire, the satellite ships approached the rendezvous. They found themselves in the midst of one of the last significant battles of the General War in that area. One of the factors that made it significant was that it was the second confirmed sighting of a Dominator in our galaxy.

(T7S3.1) NUMBER OF PLAYERS: 3; the Federation player, the Romulan player, and the Andromedan player.

(T7S3.2) INITIAL SET UP

FEDERATION: DNG *Konkordium*, CVL *Richard E Byrd* (with 6xF-18), CAR+ *Potemkin*, NCL+ *Pervenetz*, DDL+ *Genghis*, 2xFFG *Hornblower* and *John Paul Jones*, FFS *Hillery*; set up within three hexes of 0310, facing C, speed 10, WS–I.

ROMULAN: ROC *Senator* (with 6xPF), SpH-A+ *Avenger*, SkH-A *Battleaxe*, KE *Carniflex*, SkH-F *Protector*; set up within three hexes of 3726, heading F, speed 10, WS–I.

ANDROMEDANS: Survivors of (T7S2.0) or:

2xCobra, 1xEel, within two hexes of 2602, heading D, speed 10, WS–I.

Dominator (one medium energy module; no other satellites) arrives 2330 at start of turn 2, heading A, speed 4, WS–I.

See (T7S3.46).

(T7S3.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to two sides have been destroyed, captured, or have disengaged. The Dominator must leave the board before the end of turn 5.

(T7S3.4) SPECIAL RULES

(T7S3.41) MAP: The map is fixed; it does not float. Any ship leaving the map has disengaged and cannot return. This is the only means by which ships can disengage. Federation ships can only disengage from the 01xx map edge, Romulan ships from the 42xx map edge. The Andromedan Dominator can disengage from the xx30 map edge of area E; the satellite ships cannot disengage independently and cannot be towed off the map; their only means of disengagement is aboard the Dominator. Any ship which disengages from an unauthorized map edge is destroyed.

(T7S3.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(T7S3.421) If using the optional MRS shuttles, the Federation DNG and CAR each have an MRS-A and the CVL has an MRS-B. The Romulan ROC and KE each have an MRS-A.

(T7S3.422) There are no EW fighters in this scenario.

(T7S3.423) The six Romulan PFs are a standard flotilla of StarHawks with all standard modules available, including one leader module and one scout module.

(T7S3.43) COMMANDER'S OPTION ITEMS

(T7S3.431) Each Galactic ship can purchase additional or special equipment as Commander's Option Items (e.g. T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy. If played as part of the total campaign, the Andromedan satellite ships will have all their T-bombs because of the successful resupply they received from the Orions, but they are still limited to the number of boarding parties they originally had plus any from the Dominator that they evacuated from, less any lost as casualties in the prior scenarios.

(T7S3.432) All drones are "fast," i.e. speed–32.

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

(T7S3.44) REFITS: The Federation and Romulan ships have received all refits, the F–18s have received the C refit, and the PFs have received the shield refit.

(T7S3.45) The satellite ships cannot exceed a speed of 20 due to lack of fuel.

(T7S3.46) The ships listed are those which historically took part, but some of them are not in Module C2, Basic Set, or Advanced Missions. Substitutes for these are suggested:

Race.....	Unit	Product	Substitute
Fed	DNG.....	Module R2	DN+
Fed	FFS	Module R2	NSC
Fed	CVL	Module J	GSC
Rom.....	ROC.....	Module K.....	Condor
Rom.....	6xPF.....	Module K.....	2xSpH-A+

The CVL should keep the 6xF–18s.

(T7S3.5) VICTORY CONDITIONS: The Federation and Romulans use the Modified Victory Conditions (S2.201), except that Andromedan ships count double for purposes of scoring victory points.

For the Andromedans, the only victory condition is that their satellite ships escape. One escapes = Draw; two escape = Tactical; three escape = significant; four escape = decisive; five escape = incredible. If the Dominator is destroyed, it is a major disaster.

(T7S3.6) TACTICS

ANDROMEDAN: The satellite ships are nearly free. Ignore the two fleets and run for home! Do not hesitate to contact either Galactic player and threaten to wreck his fleet and thereby allow the other player to win. Your best chance is to not fight them but to get them to fight each other.

FEDERATION: You can not afford to be defeated by the Romulan, so you must measure your firepower closely so as not to get "caught," but think of the victory points if you could sink the Dominator!

ROMULAN: What goes for the Federation goes for you and vice versa. You might both think very carefully about whether or not you can get the Dominator.

END OF SECTION (T0.0) MODULE C2

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(U6.0) OPERATION UNITY

The final defeat of the Andromedans was sealed in Operation Unity, the three-pronged assault on the Lesser Magellanic Cloud (LMC). The operation took two years, leading to final victory in Y202. The operation was greatly aided by the experience gained in tracking down the original Satellite Base Network and the stronger "trails" left in the fabric of space by the larger number of Andromedan ships that had moved down the three selected routes. It was only for these reasons that the Galactic powers were able to follow the Andromedans to their lair despite the many attempts made by the Andromedans to lay false or decoy trails.

NOTE: Recent astronomic observations confirm the original transmissions of 1969: the Lesser Magellanic Cloud was actually two clouds passing through each other in opposite directions. However, as the time to complete this passage is several million years, they are effectively one cloud.

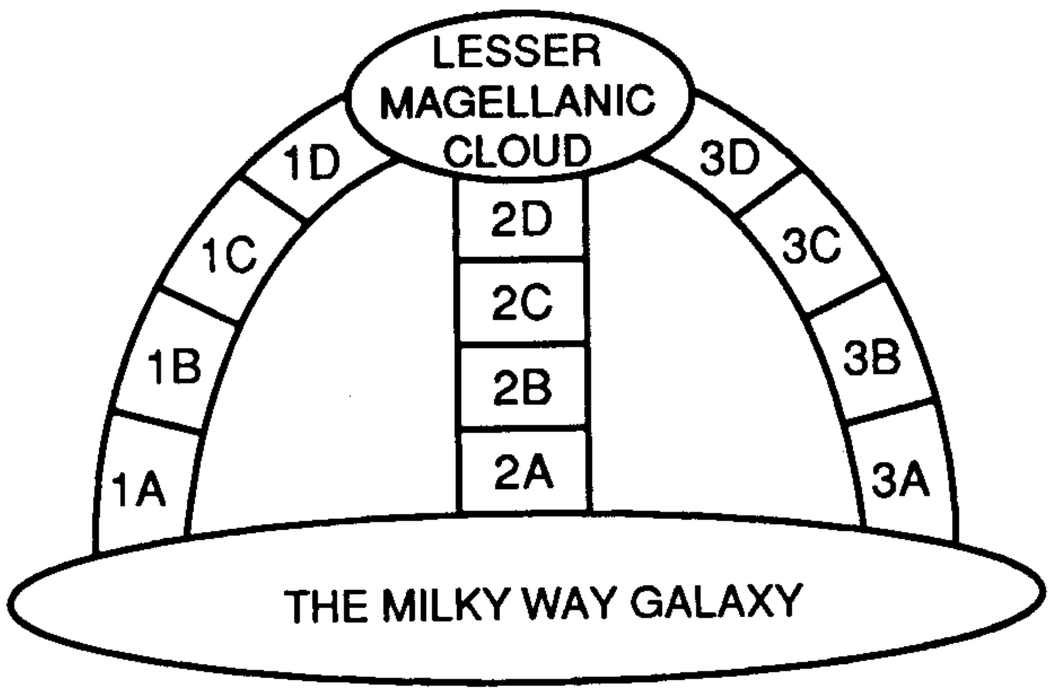
The term "Galactic Powers" (GP) refers to a coalition including the Federation, Klingon Empire, Romulan Star Empire (later Republic), Kzinti Hegemony (both parts), Gorn Confederation, Tholian Holdfast, Orion Convention (which included some of the pirate cartels), Hydran Kingdom, Lyran Empire, WYN Star Cluster, and the Interstellar Concordium. The LDR had been destroyed by the Andromedans and ceased to exist as a separate political entity. The WYN provided a token force to the campaign, as did several other minor races (these forces may be included in the materials for those races as an addendum to this campaign when they become available).

(U6.1) CAMPAIGN FORMAT

The basic format of the campaign is an advance along three routes to the Lesser Magellanic Cloud. Each of these three routes is shown on the map below and consists of four "areas," each of which is designated by a letter and number. The distances between these areas are vast; they are not simply four adjacent maps.

At the beginning of the campaign, each of the 12 areas includes a single Andromedan satellite base, forming the remainder of the Andromedan's rapid strategic transportation system. The Galactic Powers must move up the three paths toward the Lesser Magellanic Cloud. In each area, they will fight a battle to destroy the Andromedan base. The Galactic Powers cannot advance into an area until they have "secured" all of the previous/lower areas along that route, i.e. having eliminated the Andromedan Satellite Base from that area and having deployed in that area a mobile base of their own.

(U6.11) CAMPAIGN MAP



(U6.12) BATTLE FORCES: The GP player will operate three "battle forces," one on each route. Each may fight one scenario each round. If a battle force retreats from the scenario on a given round, it is placed in the next lower area on that route. If the battle force compels the Andromedans to retreat, it remains in the area where the scenario occurred. Disengaged ships from the victorious side are not required to retreat.

(U6.13) EXAMPLE SHOWING CAMPAIGN CONCEPT: During the first round, the Andromedans will deploy two major ships (plus satellite ships) on each route. The Galactic Powers will deploy up to 11 ships plus a scout (plus any PFs and shuttles carried) on each route.

As there is no initiative (U6.23) on round 1 (and as all three GP fleets are large enough to advance), the GP fleets move into areas 1A, 2A, and 3A. Three scenarios are fought. The Andromedan satellite base in each scenario is destroyed, forcing the Andromedans to retreat. However, the Klingon-Lyran-Hydran forces on route 3 are badly shot up and, even with replacements, will be weak during round 2. During the record-keeping phase, the GP forces build mobile bases in those three areas (U6.282).

On round 2, the Andromedans use their initiative to attack the Gorn-Romulan-ISC forces, sending two Dominators into area 1A (and effectively deciding that the scenario on route 1 will be fought in area A). The Federation-Kzinti-Tholian-Orion forces advance on route 2 to area 2B, and the battle on that route will be fought there. The GP forces on route 3 are too weak to advance (U6.24), and the Andromedans then exercise their option to advance into area 3A.

(U6.2) CAMPAIGN ORGANIZATION

The campaign is played in rounds, each of which will include up to three scenarios of combat (one on each route). There may be any number of rounds. The campaign continues until either the Andromedans or the Galactic Powers win. Each round consists of the following actions which are taken in precisely the order noted. These steps are defined below.

1. Andromedans receive reinforcements (U6.21).
2. Galactic Powers receive replacements (U6.22).
3. Andromedan announces initiative (U6.23).
4. GP forces determine if they qualify to advance (U6.24).
5. Galactic Powers conduct advances (U6.25).
6. Andromedan conducts advances (U6.26).
7. Resolve the battle scenarios (U6.27).
8. Record-keeping segment (U6.28).

(U6.21) ANDROMEDAN REINFORCEMENTS

(U6.211) ARRIVALS: Each round the Andromedan player receives reinforcements. These include a Dominator on every 10th round, an Intruder-class ship on all odd-numbered rounds, and a Conquistador-class ship on all even-numbered rounds. Each ship includes its standard medium-sized satellite ships. The Andromedan player can, one time, replace an Intruder with an Infestor. The Andromedan player can replace one Intruder with two Pythons in his reinforcements.

(U6.212) CONSTRUCTION: The starbase manufactures a satellite base, a Mamba, a PSS, and an energy module (size selected by the Andromedans) on every round. These can be accumulated for later use. A Bull Snake, Eel, Cobra, or Terminator can be substituted for the Mamba on every even numbered round. No Couriers or Vipers may be built by any means; production of all small-size satellite ships ended decades earlier.

(U6.213) CONVERSIONS: Mambas may not be carried by newly arriving Intruders, Infestors, or Dominators unless the mothership spends one round having its hangar converted for this purpose under (U6.281). Motherships converted to carry Mambas can carry smaller satellite ships in their hangars, but the total number of satellite ships that they can carry is limited to the number of hangar positions that they have, e.g. a Dominator configured to carry four Mambas could instead carry four Vipers (not eight). A written record must be kept of such conversions to indicate where they were sent on each round. This record will be open to examination by the GP players at the end of the campaign so that they can compare their notes on the appearance of the ships. No provision is made for converting an Andromedan ship to a different class or variant.

(U6.22) GALACTIC POWERS REPLACEMENTS: See (U6.34).

(U6.23) ANDROMEDAN INITIATIVE:

(U6.231) MAJOR SHIPS: Each round, the Andromedan player selects and assigns his units to each of the three routes. He can assign a maximum of two major ships (Dom, Int, Inf, Conq) to each route, plus whatever satellite ships the major ships hold (satellite ships, with the exception of the Python noted below, cannot deploy independently). The Andromedan is not required to deploy any ships; if he does not do so, the Galactic Player will automatically "win" that

battle and could "advance." The major ships are announced at this point; the satellites are revealed when launched. (The Andromedan deployment must be written and is revealed in the record-keeping phase.) Also, during this step, the Andromedan player selects one route on which his forces may make a preemptive advance. (Preemptive advances cannot be made into The Galaxy in the first round.) His forces advance on this route, forcing the GP forces to fight defensively. The Andromedan player is not required to use his initiative.

(U6.232) PYTHONS: The Python, being a satellite ship with its own DisDev, can move independently. In this case, it could replace a "major ship" or be carried by one, but the Andromedan may not deploy a Python in addition to the two "major ships" allowed by this rule. This reflects the limit on two DisDevs in one area (G18.8).

(U6.233) EXTRA SHIPS: There is no provision to deploy extra ships at bases along the route, so the Andromedan force cannot retreat to a reinforced base and avoid the limit on the number of ships. The ships designated by this rule are the only force that the Andromedans can use in combat.

(U6.24) GALACTIC POWERS ADVANCE QUALIFICATIONS: In order to advance, the GP forces on that route must have a certain strength in relation to the Andromedan forces deployed.

Two or more Intruders: GP forces must include at least five cruisers to advance.

One but less than two Intruders: GP forces must include at least three cruisers to advance.

Less than one Intruder: GP forces must include at least one cruiser to advance.

Andromedans count a Dominator as 2 Intruders, a Conquistador as 0.67 Intruders, and a Python as 0.34 Intruders.

GP forces count size 4 ships as 0.5 cruisers, size 3 ships as 1.0 cruisers, and size 2 ships as 1.5 cruisers. Carriers and PFTs count as cruisers if they have at least half of their fighters and half of their PFs (if any); SCS and CVA count as 2.0 cruisers if they have at least half of their fighters and half of their PFs (if any) and 1.0 if they do not.

(U6.25) GALACTIC ADVANCES: GP forces which are qualified to advance (and not on the route where the Andromedan used his initiative) may advance to the next area. The battle for that route (for the current round) will be fought in that area. The Star Fleet Corps of Engineers will build a mobile base in this area between rounds (U6.282).

(U6.26) ANDROMEDAN ADVANCES: Andromedan forces on any route where the GP forces did not advance may themselves advance, again forcing the GP forces to fight defensively. This is not initiative; the Andromedans can enter the Galaxy in this manner, and any such penetration of the Galaxy will be the focus of operations, delaying any other offensives until the penetration is destroyed. This rule is necessary to prevent the Galactic Players from simply combining all of his fleets onto a single axis of advance.

(U6.27) SCENARIOS: There will be three scenarios in each round (or fewer if both sides refuse to advance on a given route). Each of the three scenarios is resolved as per (U6S0.0) below.

(U6.28) RECORD KEEPING: At the end of each round:

(U6.281) REPAIR: Between scenarios, repair is limited to (D9.4). Ships can be completely repaired by sending them to the Galaxy (for GP forces) or the Andromedan starbase (for the Andromedans). Doing so, however, will take them out of service on the subsequent round, after which they return to the Forces Pool. Repair by the Desecrator is the only way in which an Andromedan mothership can have its hangar spaces reconfigured to carry different satellite ships. Ships that drop their warp engines are returned there and out of play for three rounds; booms and saucers return as complete ships after four rounds. Note that Andromedan motherships include repair facilities to repair their satellite ships, allowing them to repair their satellite ships between rounds (G19.26).

The Andromedan starbase repairs itself under (D9.4).

(U6.282) BASES: If there was not a base in an area at the end of the scenario, the player with forces remaining has the option of placing a base there during the record-keeping phase. (GP builds a mobile base with pods of the local races, including at least two cargo pods, two other pods, and two augmentation modules; Andromedans send a mothership to plant a satellite base.) Note that the Andromedans, may decline this option, but cannot place a base in an area unless they have bases in all higher areas. Andromedan satellite bases can only be deployed in the 12 numbered areas, one per area. Also note that each race will begin each round at the point (along each route) of its most advanced base.

A satellite base could be deployed in the LMC, but each such base deployed must be at least 13 and not more than 24 hexes from the starbase and from any other satellite base deployed. In addition, each such base deployed replaces one of the nine satellite ships allowed to be in action under (U6.5).

(U6.283) RESUPPLY: This is governed by the standard rules in (U1.0) for both players, except that (U1.4) is replaced by (U6.281) and (U1.33) is limited to 100 points for EACH race (total for the campaign); in addition, the Kzintis and Klingons get 100 extra points, and the Federation and Orion Pirates get 50 extra points to be used only for drones. Speed cost upgrades do not count for this purpose.

(U6.3) GALACTIC POWERS FORCES

Due to the distance to the LMC, the battle forces on each route are limited by the available supplies. The Galactic Powers are assigned the fleets listed below. Each round, the GP player must organize a battle force of up to 12 ships (if one is a scout, only 11 if no scout is used) from the forces pool for each of the three routes.

(U6.31) FLEET ASSIGNMENTS: These ships constitute the "forces pool" for that route. During the record-keeping phase, the forces pool of a route may send one ship to the forces pool of another route; that ship cannot be added to the battle forces of the receiving route until the next round.

ROUTE #1: ROMULANS: Phoenix (Condor-SCS), 2xFirehawk-K, 3xSparrowHawk, 3xSkyHawk, 2xSkyHawk-E, SuperHawk-K, SeaHawk-A.
GORNS: SCS, BCH, BC, LSC+, HDP+, HDD+, HDA+, BDL, 4xBDD+, 2xBDE+.
ISC: SCS, CC, CA, CS, PFT, CS, CL, CLE, SC, DDL, 3xDD, 2xDE, 6xFF.

ROUTE #2: THOLIANS: DPW, NCA, CA, 2xNCL, 3xDD, 4xPC+.
FEDERATION: SCS, CX (or BC), BCG, BCF, 2xCAR+, GSC+, SC+, 6xFFG, 2xNAC, NEC.
ORIONS: BCH, PFT, 2xBR, 4xCR, 9xLR.
KZINTIS: SCS, CVS, PFT, BCH, 2xBC 4xFFK, 2xDF+, MSC, 2xMAC, 3xDWA.

ROUTE #3: KLINGONS: C8S, DX (or C7), C7, D7L, 3xD7K, D7D, D6MB, D6SB, FX (or F6), F6, 2xF5L, 3xF5K, F5D, 2xF5E, D6E, AD5.
HYDRANS: LP, LB, LM, OL, 2xR, 2xD, 2xDE, 2xCM(T), Uhlan, NSC, PFT, 4xA-Hntr, 2xCuir, 4x Hntr.
LYRANS: Siberian Lion, Hellcat, Bengal Tiger, 2xTiger, Saber-toothed Tiger, 2xJaguar, Alleycat, WPFT, WSC, 2xDWA, 4xCheetah.
WYN: WYN-Orion CR, 2x WYN-Orion LR.

NOTES ON FORCES:

1. SHIPS: Many of the ships listed are in Modules R2, R3, R4, J, K, and other products. If you do not have the product containing a given ship, use an appropriate and equivalent substitute. (SCSs and CVAs could be replaced by DNs or CVSs.) Many other ships exist within the forces of the various races, but these are involved in hunting down several dozen renegade Andromedans and in watching each other. Players could substitute other classes for those listed above, so long as the number of ships in each racial contingent remains the same and the total ship-BPV in each racial contingent is not increased.

2. REFITS: All ships have all available standard refits.

3. CHANGES: Romulan modular ships can only change modules if sent back to The Galaxy for repair.

4. BATTLESHIPS: Klingons may exchange their C8S and their DX for a single B10K or B10S before the campaign begins. If you have Module R5, other races can use battleships.

5. X-SHIPS: If you have Module X1, you can substitute an X-cruiser for a DN.

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6. WAR CLASSES: The equivalent war cruiser variant can replace any size 3 ship listed above; the equivalent war destroyer variant can replace any size 4 ship listed above. No more than three ships in each battle force can be war cruisers, war destroyers, or variants of those classes due to the excessive supply demand by these units. Escort versions of these ships accompanying the ships they are required to escort are not counted against this limit.

7. KZINTIS: The Kzintis can trade an SCS and a PFT for an SSCS. The Kzinti SSCS, if used, can carry 12 PFs.

8. THOLIANS: The Tholians can never have more than seven photon torpedoes in their available expeditionary ships. Note that Neo-Tholian ships CANNOT use photons. The Tholians can never have more than six web casters in their available expeditionary ships.

9. ORIONS: The Orions can only change option mounts in the Galaxy (this is NOT the actual overhauling of the ship, but a different similar ship being sent in place of the original one). At the end of each round, any damaged Orion ships which cannot fully repair themselves (D9.4) are removed from the campaign permanently. Orions get no replacements. For purposes of judging what weapons can be in the Option mounts of the Orions, assume all Orion ships are drawn from the Pharaoh's cartel (they are not all actually from that cartel, but the support facilities were provided by that cartel). In the case of "Special items" [see (U7.0)], each non-pirate race can provide one special item to the Orions (such as a Klingon SFG) before the campaign begins and, of course, the Orion might not choose to use the system (whatever it is) in the best interests of the race that gave it to them and will not return it.

10. WYN Option mounts are limited to disruptors or drone racks.

11. ESCORTS: Each carrier must have the appropriate escorts assigned by its ship description. Missing escorts (not assigned or destroyed/damaged and not replaced) cannot be replaced with standard warships (i.e. they count against the 12-ship limit even if they are not there) and will result in a smaller GP battle force.

(U6.32) FORCE ORGANIZATION: Each of the three forces can consist of no more than 12 ships (the 12th ship must be a scout), including: 1 ship of size class 2 or 3, 5 ships of size class 3 or 4, and 6 ships of size class 4.

(U6.321) CARRIERS/PFTs: The force can include no more than one scout, one PF tender, and one fighter carrier. Note that a space control ship would count as both the only PF tender and carrier allowed. Carriers and Space Control Ships must have their escorts included in the battle force. Hydran ships (except Uhlan, Lord Paladin, and Cavalier) are not considered carriers.

(U6.322) MINESWEEPERS: No mines or minesweepers are used (even by older Romulan ships). Each ship can have a supply of transporter bombs as part of the Commander's Option Items.

(U6.323) FIGHTERS: Only carriers, SCSs, and Hydran ships can carry fighters. Fighters must be operated by a ship of the same race as the fighter (exceptions: Lyran and Klingon carriers can both service Z-YC fighters. Orion carriers can service fighters of another race if that was the type of fighter they themselves were operating). Latest technology is available (G-SFD vs G-FD, Z-YC vs Z-V, etc.).

(U6.324) PFs: Only PFT and SCS can carry full PF flotillas, and only of their own race. Romulan PFTs are operating StarHawk PFs; Kzinti PFTs are operating MRN PFs. Hydran PFTs may be operating Howlers at the Hydran player's option. Other races may select the PFs they wish to use. Each battle force can have one flotilla of up to six PFs (no scout or leader) in place of one size class 3 ship. These can be distributed among various ships with mech-links.

(U6.325) COMMAND: No more than two ships with command ratings of 10 or more can be included in any one battle force. At least one ship with a command rating high enough to command the entire force must be present, or less than 12 ships will be able to be used in a given scenario. Note that the 12th ship is always a scout (except when attacking the Desecrator), and if a scout is not used, then no more than 11 ships may be present. The exception is the attack on the Desecrator, where each race is assumed to have used special planning before hand, and up to 14 ships (including the scout) can be included in the battle force. See (S8.2).

(U6.33) FORCES IN PLAY: The GPs will have three "battle forces" in play at any given time, one on each route.

(U6.331) REORGANIZATION: At the beginning of the first round, the GP player will form his three battle forces from the forces pool of the three routes. At the end of each round, the player reorganizes the survivors of each battle force and may add new ships to that force. This is resolved as follows:

(U6.332) REPAIRS: For each force, take the survivors and repair them as specified under (U6.281). Any of these ships can be returned immediately to the Galaxy for major (complete) repairs.

(U6.333) REINFORCEMENT: The GP player can then add up to five ships from the forces pool for that route to the battle force on that route. Note that, if more than five ships are destroyed and/or sent back for repairs, the force will be less than full strength at the start of the next round. If the force did not advance on that round (or was not successful in doing so), the player may add up to seven ships to it. Note that the force must still satisfy (U6.32). [Replacement PFs are covered under (U1.27), or you can replace the PF tender itself.] In contrast, the Andromedans redeploy their forces each round, withdrawing all ships except bases to the LMC for reassignment.

(U6.34) REPLACEMENTS: Any ships lost in combat, except SCSs, are replaced in the forces pool at the beginning of the next round (U6.2) Step 2. However, each race can only replace one size 4 ship each round (or one size 3 ship, in which case no replacement is received on the next round). Casualties in excess of this rate can be replaced in later rounds (within the per-round limit). During the campaign, one destroyed SCS on each route can be replaced by a DN of the same race. No BCHs or X-ships beyond those present at start can be received, nor will they be replaced by anything other than a Command Cruiser if lost. The Tholians can one time take an NCL as a replacement ship (to replace another Neo-Tholian ship), but after this is done, they can never have another Neo-Tholian ship as a replacement. PFs and fighters (and certain other items) are replaced as per (U1.2).

(U6.4) ANDROMEDAN FORCES

(U6.41) STARTING FORCES:

12 satellite bases (deployed in the 12 areas)
1 starbase (in the Lesser Magellanic Cloud)
2xDominator, 1xInfestor, 5xIntruders, 9xConquistadors, 12xPythons, 8xMamba, 5xEM, 2xTerm, 3xEel, 21xCobras, 2xCour, 2xBull Snake, 6xVipers.

(U6.42) CONDITIONS AND RESTRICTIONS: Before play begins, the Andromedan player may designate hangar conversions of Dominator, Infestor, and Intruder ships to accommodate satellite ships other than medium size. Thereafter, changing hangar bays is considered major repair and done only through (U6.281). Andromedans can freely transfer their satellite ships between motherships (with appropriate hangars) during a scenario or when deploying from the LMC. A written record of the configuration of every Andromedan mothership, including the turn it was reconfigured, must be kept for examination by the Galactic player(s) after the campaign to verify Andromedan deployments and construction.

(U6.5) LESSER MAGELLANIC CLOUD

(U6.51) FORCES WHICH CAN ATTACK: Battle forces which start the round in a "D" area and which are eligible to advance may enter the Lesser Magellanic Cloud.

(U6.52) MULTIPLE ATTACKS: If several forces are eligible to advance, all may enter the LMC area and participate in a scenario that takes place there giving the Galactic Powers multiple attacks on the Desecrator one after the other. After (and if) the individual battle forces are defeated, the Galactic players may pool all the surviving ships and form a fourth or fifth or even more battle forces from the combined mass until they are willing to admit defeat and retreat, but no more than 14 ships can make any single attack on the Desecrator.

(U6.53) REPAIRS: The Andromedan player can conduct repairs to his base and other ships after the battles are over. In the case of multiple attacks, the Andromedan is allowed no "between round repairs" before the next fleet attacks, until (and if) all attacking battle forces have been defeated. For purposes of allowing the Andromedan to conduct his repairs, the time interval between each Galactic attack in this case is regarded as a single turn. This same period will be used by the Galactic ships in making their repairs. Galactic ships can make

repairs to themselves and their shields within the limits of (D9.7) while waiting to attack the Desecrator.

(U6.54) SCENARIO: This scenario is resolved as in (U6.27) except that:
(U6.541) All otherwise undeployed Andromedan ships are docked at the starbase.
(U6.542) No more than three major ships and nine satellites (including those of the major ships, including Pythons) can be undocked at any given time due to the distortion they cause in local space. This supersedes (S8.221).

(U6.6) VICTORY CONDITIONS

(U6.61) THE GALACTIC POWERS win if they destroy the starbase.

(U6.62) THE ANDROMEDANS win if, at the start of any round, there are no GP ships outside of The Galaxy and no more than one GP battle force is qualified to advance into an "A" area, or if he can establish a foothold in the Galaxy and maintain it for two rounds, including the round in which he established it.

(U6S0.0) CAMPAIGN SCENARIO FORMAT

(U6S.1) NUMBER OF PLAYERS: 2 or more; the Andromedan player(s) and the Galactic Powers player(s).

(U6S.2) INITIAL SET UP
DEFENDING PLAYER: If there is a base, deploy it in 0505 (Andromedan payer's base) or 3725 (Galactic player's base), initial facing and rotation rate at the owning player's option, and deploy the forces friendly to that base within 5 hexes of it, heading at players' option, speed 10, WS–III. Andromedan motherships may have deployed their satellites prior to the enemy entering the map.
ATTACKING PLAYER: Deploy the arriving forces within 5 hexes of 0505 (Andromedans) or 3725 (GP), heading at players' option, speed max, WS–III. Andromedan motherships may have deployed their satellites prior to entering the map.

(U6S.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(U6S.4) SPECIAL RULES
(U6S.41) MAP: Use a floating map.
(U6S.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.
(U6S.421) If using the optional MRS shuttles, the Galactic player(s) may employ their race's MRS shuttles so long as the total number present in any given battle force does not exceed the deployment limits or restrictions of (J8.5).
(U6S.422) If using EW fighters, one fighter in every squadron (J4.46) of 8 to 12 fighters can be an EW fighter. If not using EW fighters, the fighter designated as being an EW fighter will, in fact, be a standard fighter of the most common type found in that squadron.
(U6S.423) The six PFs carried by any true PFT will be a standard flotilla, including one leader and one scout.
Up to six casual PFs may be present in this scenario on the mech-links of various ships; none of these can be a scout or leader version. They may be of different races and types so long as each is transported on a ship of its own race. For example, on route 3 this casual flotilla might have a Hydran Howler, a Hydran Valkyrie, a Klingon G1D, and three Lyran Bobcats.
(U6S.43) COMMANDER'S OPTION ITEMS
(U6S.431) Each ship can have 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.
(U6S.432) All drone are "fast," speed 32.
Each Galactic player(s) ship equipped with drone racks can have and select special drones up to his racial historical percentages. Note that (S3.2) allows drone ships extra points for this purpose.

(U6S.44) REFITS: All ships have all refits except "X" refits which are under a separate limitation.
(U6S.45) ANDROMEDAN RETREAT: Andromedan satellite ships can not retreat to the Lesser Magellanic Cloud, or even to the next satellite base, by themselves (exception, Pythons). If their mothership is destroyed, the Andromedan player has three choices.
A.) Fight to the death.
B.) Retreat the ships off map and send a mothership with enough room to recover them all to pick them up as part of the next round (this might not be possible if the Galactic player advances on this route in the following round). If a mothership does not pick up the satellite ships during this next round (or abandons other satellite ships to pick them up), the abandoned ships are considered to be destroyed.
C.) Have the satellite ships raid the area they retreated off of in the next round to try to destroy the Galactic base. This may be a suicide mission because, whether they succeed or not, they will be destroyed at the end of the scenario (out of fuel and supplies) unless the Galactic players did not advance on this route and a mothership arrives to aid the attack with enough empty hangar space to carry all the satellite ships that had not been able to retreat previously.
Note specifically that a Dominator configured to carry four Mambas sent to attack a Galactic base where four Vipers were left behind could NOT carry a single Mamba as it needs all four of its hangars to pick up the Vipers. (It cannot assume that some will be destroyed.) If the Dominator and a Conquistador were sent, the Dominator could bring one Mamba since the Conquistador could pick up the fourth Viper.
In the event of B or C, the Andro player must record in writing his intentions at the time of the retreat and reveal this to the Galactic players after all other battles have been committed.

(U6S.5) VICTORY CONDITIONS: There are no victory conditions for individual scenarios. The force remaining when the other side is destroyed or disengages remains in that area, and the other force retreats one area. Galactic forces that retreat to the Galaxy simply start over on the next round.

END OF SECTION (U0.0) MODULE C2

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(Z11.0) NOTES ON MODULE C2

(Z11.1) PRODUCT ORGANIZATION, COMPONENTS

(Z11.11) STAR FLEET BATTLES
CAPTAIN'S MODULE C2: NEW WORLDS II

This is a modular supplement for the Star Fleet Battles Captain's Edition game system. To use this product, you MUST have Star Fleet Battles BASIC SET. To use some portions of this product, you will also need ADVANCED MISSIONS.

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

This Module adds three new races to the Star Fleet Universe, together with their ships and weapons.

(Z10.12) MODULE C2: If you purchased this rulebook as part of a complete copy of Module C2, you will also find included two sheets of die-cut playing pieces (total 216 counters) and a 48-page booklet of SSDs (starship diagrams needed for play).

(Z10.13) CAPTAIN'S RULEBOOK: This rulebook is also included in the Captain's Rulebook product, in which case the rulebooks for Basic Set, Advanced Missions, and Module C1 will also be present, but none of the maps, counters, or SSDs from those products will be.

(Z11.2) DESIGNER'S NOTES

This module adds three more new races to the Star Fleet Universe. These races, like those in Module C1, also bring new tactics and formations into view.

(Z11.21) THE ANDROMEDANS: The Andromedans are easily the most unusual race in SFB. Most of their technology works nothing like that of the Galactic Powers. Their Power Absorber panels (which they use instead of shields) soak up damage from enemy weapons and use it to power the Andromedan weapons! Their displacement device allows them to move your ship around the map, and even to the molten core of a planet!

(Z11.22) THE INTER-STELLAR CONCORDIUM was neutral during the General War, and spent the time designing a fleet that could conquer the galaxy (to save it from itself) at the first opportunity. Their entire fleet is designed around the use of the echelon formation, a battle tactic made possible only by the long-range fire of the dreaded Plasmatic Pulsar Device.

(Z11.23) THE NEO-THOLIANS are, in some ways, an old race, and in other ways an entirely new one. Their ships have the disruptors and phasers and web generators of the original Tholians, but they also have the Web Caster that is able to toss web in front of enemy ships, between allies, or to stop drones.

(Z11.24) INTENT: As with Module C1, the purpose of this module is to further explore fleet formations and tactics that incorporate new technology.

The Andromedans are totally different in every regard from the Galactic Powers. Their technology works differently, and their entire energy-manage system is unlike anything in the Milky Way. Andromedan ships are fast and deadly, and have unique abilities, such as suddenly teleporting several hexes or launching a full-sized destroyer that opens fire on you.

The ISC are a Galactic Power and a plasma race, and hence will seem more familiar. However, their unique weapons (rear-firing torpedoes and the long-range PDD) require very different tactics.

The Neo-Tholians are Tholians in some regards, Klingons in other ways, and totally unique in still other respects. Their ships are large and powerful, and can do any of the annoying things that Tholian ships can do. Beyond that, their ships are large and powerful, with engine-mounted disruptors, making them very worthwhile combat ships. And then, to make themselves totally unique, they have the Web Caster, able to place web in the middle of an enemy fleet. And in the Captain's Edition, they can throw this web straight at you as the punishing Web Fist.

(Z11.3) DESIGN CREDITS FOR THE CAPTAIN'S EDITION, MODULE C2

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Michael Woodcock	Neo–Tholians, ships, web caster.
Josh Spencer	ISC background, original ships, PPD.

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(Z11.4) PUBLISHER'S INFORMATION

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(Z11.5) DESIGNER'S INFORMATION

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

It is imperative that you place your name and address on EVERY page of your correspondence. Please do not put questions and expansion material on the same sheet.

When sending questions, phrase each one so that it can be answered with a yes or no, a brief answer, or by circling one of several choices. Leave several blank lines after each question (not each group of questions). In order to better serve the player community, letters asking 10 or fewer questions are given priority and are answered in 2-3 days. Letters with more questions are answered only as time permits (allow 2-3 weeks). Please attempt to look up the answer yourself first.

We will cheerfully answer questions about how the rules work, but cannot answer questions as to "WHY?" various things work the way that they do. Such "WHY?" questions are sometimes printed (with answers) in Captain's Log.

All future products for the STAR FLEET UNIVERSE will be prepared by ADB; all questions relating to existing products will be answered by ADB.

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(Z11.6) SUBMISSIONS OF NEW MATERIAL

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All submissions of new material are accepted ONLY under the following terms unless specifically agreed otherwise in writing in advance by ADB: All materials submitted immediately become the property of Amarillo Design Bureau and may be used, modified, expanded, or changed as ADB, in its sole judgement, sees fit. (It is not sufficient to claim an exemption to these rules within a submission; you must obtain an exemption first.) All materials used will be credited to the original author to the extent of his original submission.

All submissions (and any requests for exceptions to the rules) MUST include a stamped self-addressed envelope for use in sending you an evaluation of your material; the material itself cannot be returned. You should retain a complete copy of your material for your own use.

A small number of people are classified as "game professionals" who are (in theory) able to submit material that is very nearly ready for publication. If you have several published items which you completed to 95% of publishable state, you may be one of these. Contact the Bureau in regards to projects you have in mind. Those who can produce material that takes us less time to process earn greater rewards, but it is a rare "general game professional" who has the detailed knowledge of SFB required to create such material.

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Starletter is a newsletter dealing with the Star Fleet Universe. Each issue includes, typically:

- ★ Announcements, conventions, product schedule, etc.
- ★ A new ship for Star Fleet Battles, with rules, a complete Captain's SSD, and even F&E data!
- ★ A new Star Fleet Battles playtest scenario.
- ★ A new rule or other material for Deluxe F&E.
- ★ Instructions on how to submit official SFB playtest reports.

ADB writes Starletter, and TFG publishes it. There are six issues per year, each four pages long. A sample copy is $1. Subscriptions are $5 per year in the US, Canada, APO, and FPO. (Overseas is $10 per year airmail.) All payments must be in US funds drawn on a US bank or by international postal money order.

If after 1992, send $1 for a sample copy and current rates.

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Talk to the Star Fleet Staff directly by computer modem. Star Fleet is Category 10 on Page 805 Menu Item #1. Call 1–800-638–9636 for info on GEnie. The computer system provides overnight access to the staff and the answers to your game questions. New SSDs, scenarios, and playtest modules are available for downloading on page 1021. Get updated product release and order information on page 1020. Join in ongoing discussions of new rules and ships, or propose your own. Weekly real-time conferences with SFB staff (every Tuesday at 11pm Eastern) include "The Tactics Board," "Ask Uncle Ardak," "F&E Night," and "Playtest Night." You can contact "TFG$" or "ADB$" directly via Electronic Mail on GEnie. You can even play SFB (Board Game) by electronic mail with other gamers. New features are under development.

END OF SECTION (Z0.0) MODULE C2

ISC ENERGY ALLOCATION FORM

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

ANDROMEDAN ENERGY ALLOCATION FORM

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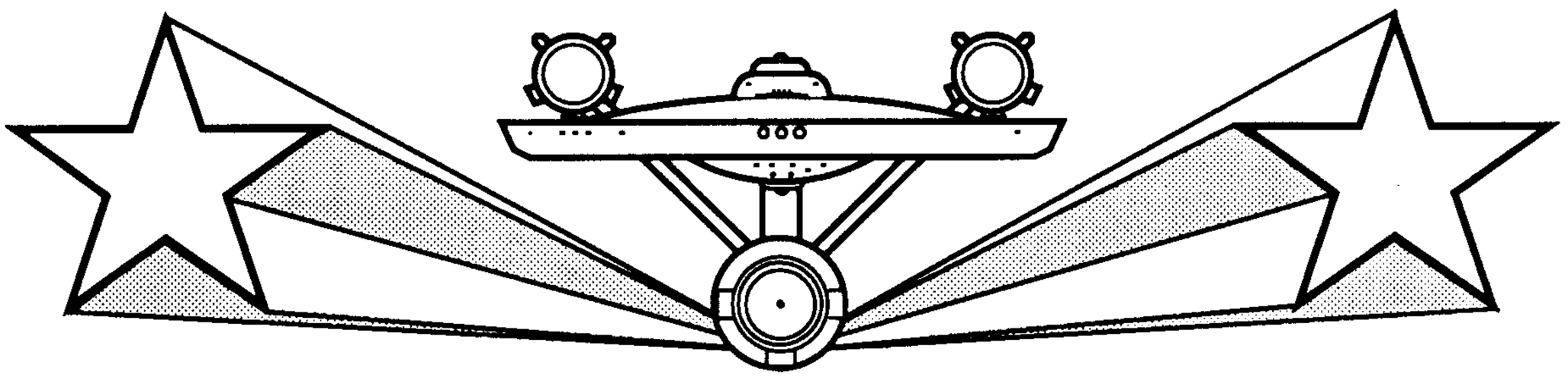
SHIP / COUNTER		1	2	3	4	5	6	7	8	9	10
1. WARP ENGINE POWER											
2. IMPULSE ENGINE POWER											
3. REACTOR POWER											
4. TOTAL POWER AVAILABLE											
5. BATTERY POWER AVAILABLE											
6. BATTERY CAPACITY DISCHARGED											
7. LIFE SUPPORT											
8. ACTIVE FIRE CONTROL											
9. CHARGE PHASER CAPACITORS											
10. HEAVY WEAPONS	A										
OR SENSOR CHANNELS	B										
	C										
	D										
10-A. DISPLACEMENT DEVICES	1										
	2										
	3										
	4										
11. ACTIVATE PA PANELS											
14. ENERGY FOR MOVEMENT											
HET											
EM / BRAKING ENERGY											
16. RECHARGE BATTERIES / RESERVE WARP											
17. TRACTOR / NEGATIVE TRACTOR											
18. TRANSPORTERS											
19. ECM											
ECCM											
PHASER CAPACITORS CHARGED											
PHASER CAPACITORS USED											
20. TOTAL POWER USED											
21. BATTERY POWER USED											
POWER IN FORWARD PANELS AT START											
POWER ABSORBED BY FORWARD PANELS											
POWER RELEASED FROM FORWARD PANELS											
PWR TO BATTERIES FROM FORWARD PANELS											
POWER DISSIPATED FROM FORWARD PANELS											
POWER IN REAR PANELS AT START											
POWER ABSORBED BY REAR PANELS											
POWER RELEASED BY REAR PANELS											
POWER TO BATTERIES FROM REAR PANELS											
POWER DISSIPATED FROM REAR PANELS											
POWER IN BATTERIES AT END OF TURN											
BATTERY CAPACITY AVAILABLE/END OF TURN											
MOVEMENT PLOT / NOTES											

STAR FLEET BATTLES



CAPTAIN'S MODULE C2 SSD BOOK

NEW WORLDS II
NEO-THOLIAN – ANDROMEDAN – ISC

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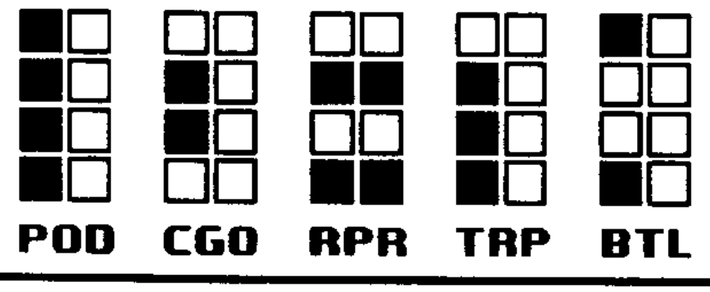
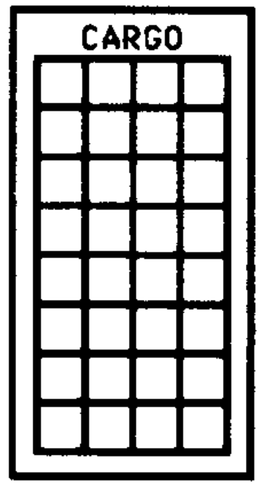
ISC PODS



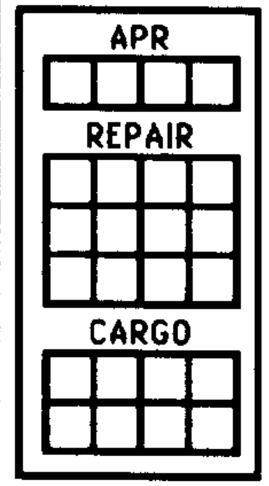
ISC CARGO POD



POD DATA TABLE

TYPE	=	P-C
CREW	=	0
BPS	=	0
BPV	=	21/15
SIZE	=	4
REF	=	R13.23

ISC REPAIR POD



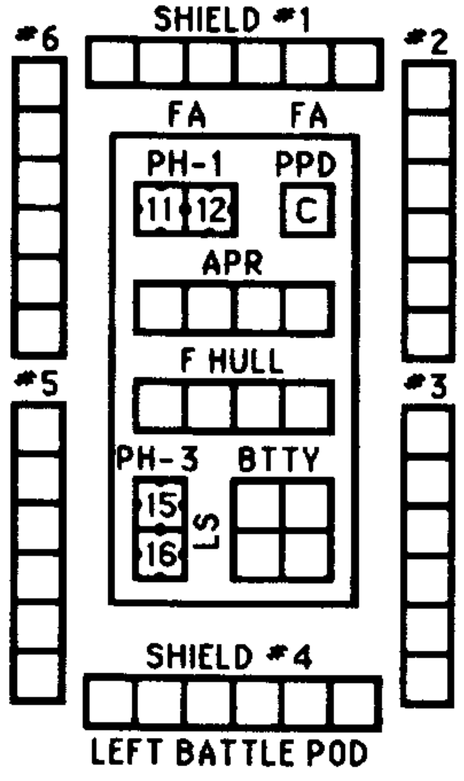
POD DATA TABLE

TYPE	=	P-R
BPV	=	32/18
SIZE	=	4
REF	=	R13.26

BOARDING PARTIES

CREW UNITS

ISC BATTLE PODS



POD DATA TABLE

TYPE	=	P-B
BPV	=	38/55
SIZE	=	4
REF	=	R13.25

LEFT POD

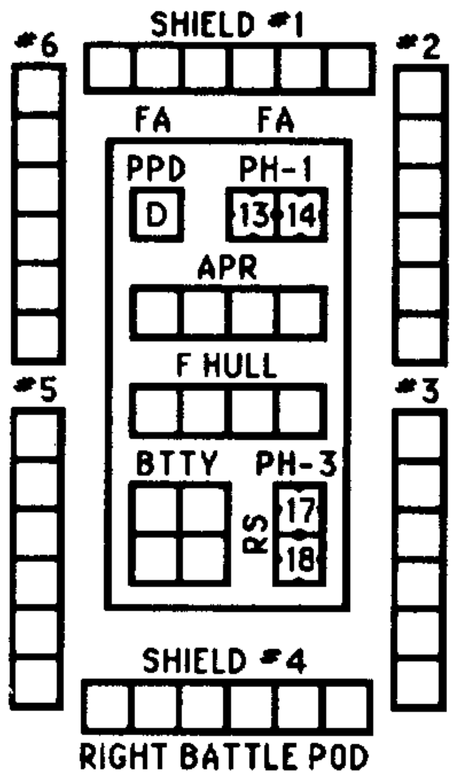
CREW UNITS

BOARDING PARTIES

RIGHT POD

CREW UNITS

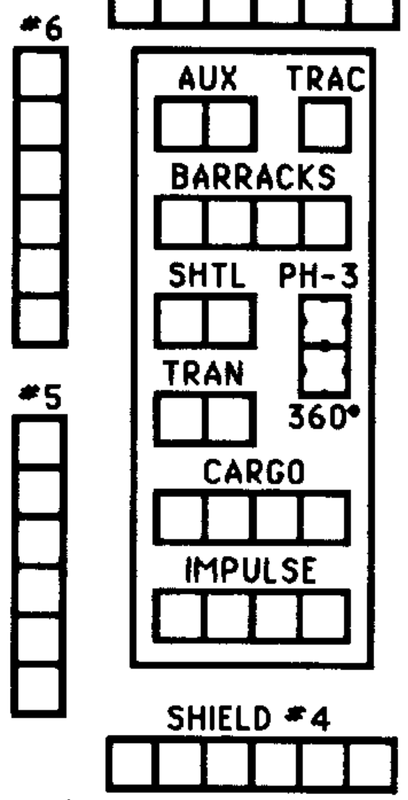
BOARDING PARTIES



BPV IS GIVEN PER POD, BUT ISC BATTLE PODS MUST BE USED IN PAIRS OR THEY ARE TREATED AS INACTIVE PODS (ALL "CARGO" HITS).

SHIELDS, BOARDING PARTIES, AND CREW UNITS ARE ADDED TO THE TUG UNLESS THE PODS ARE INACTIVE.

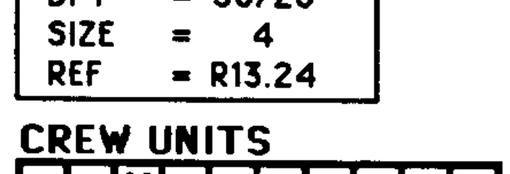
ISC TROOP TRANSPORT POD



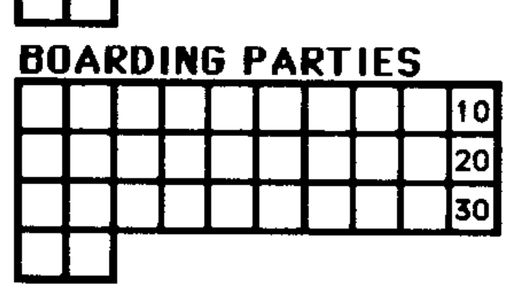
POD DATA TABLE

TYPE	=	P-T
BPV	=	36/20
SIZE	=	4
REF	=	R13.24

CREW UNITS



BOARDING PARTIES



SEN 6 0

SCAN 0 9

DAM CON 2 0

X DAM

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES
		GAS
		GAS

CAN USE THE GRAVITY LANDING SYSTEM (P2.432)
BARRACKS ARE DESTROYED ON "HULL" HITS.

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NEO-THOLIAN COMMAND MODULE

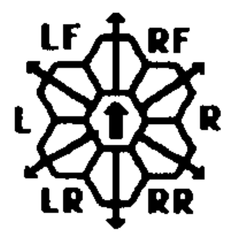
CREW UNITS

THIS SHIP HAS NO SHUTTLES

BOARDING PARTIES

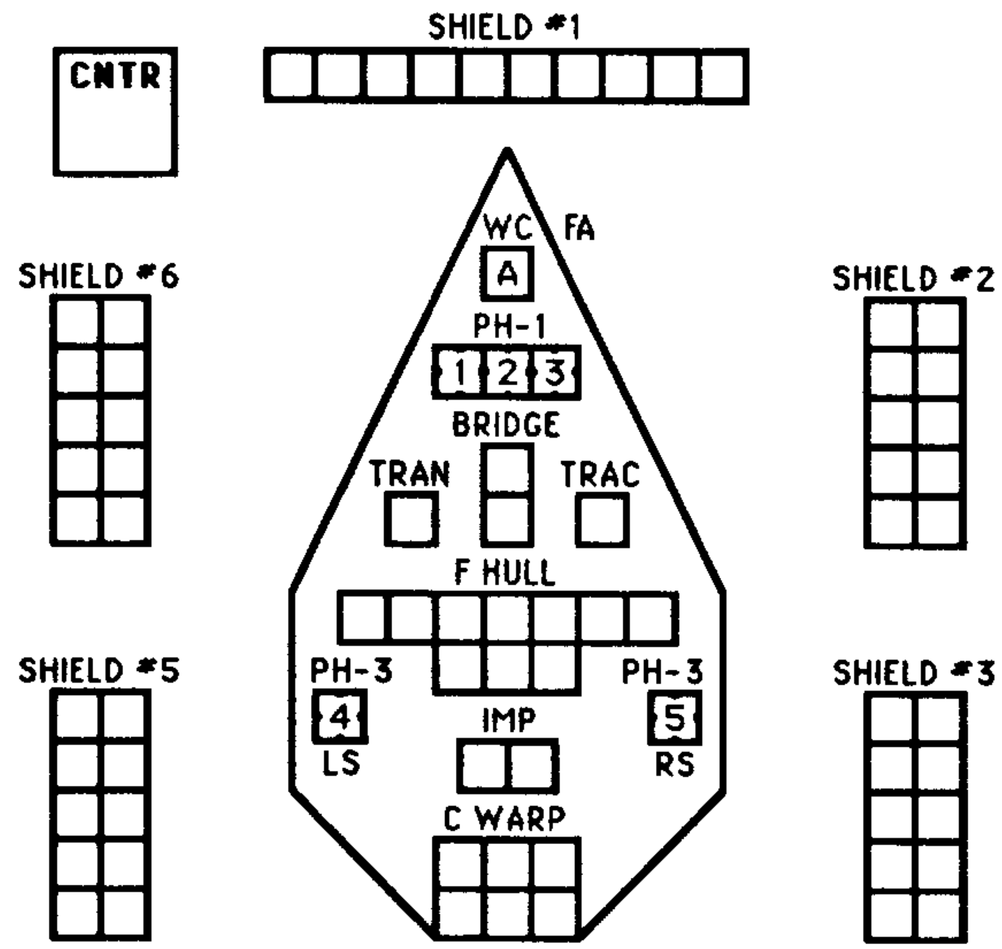
TRANSPORTER BOMBS

SHIP DATA TABLE		
TYPE	=	COM
POINT VALUE	=	56/36
BREAKDOWN	=	3-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R7.61



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

TURN MODE	SPEED
A	2 - 6
HET	7 - 12
BD	13 - 19
	20 - 26
	27+
NIMBLE SHIP	



SENSOR	SCANNER	DAM CON	EX DAM
6 4 0	0 2 9	2 2 0	

PH-1s ARE 360°.

THIS SHIP CAN LAND ON PLANETS USING THE GRAVITY LANDING SYSTEM (P2.432).

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

WEB CASTER STRENGTH TABLE

ENERGY USED	# OF WEB HEXES CREATED 1	2	3	4	5
1-2-3	10	5	3	2	2
2-3-4	20	10	6	5	4
3-4-5	30	15	10	7	6
4-5-N	35*	20	13	10	8
5-N-N	35*	25	16	12	10

WEB FIST TABLE

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

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

SPEED	1	2	③	4	[5]	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	7	7	7	7	8	8
Fract.	¼	½	¾	1	1¼	1½	1¾	2	2¼	2½	2¾	3	3¼	3½	3¾	4	4¼	4½	4¾	5	5¼	5½	5¾	6	6¼	6½	6¾	7	7¼	7½

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NEO-THOLIAN FLAG COMMAND MODULE

CREW UNITS

[ ][ ][ ][*][ ][ ][ ][ ][10]
[ ][ ]

THIS SHIP HAS NO SHUTTLES

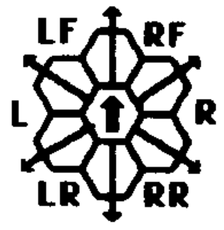
BOARDING PARTIES

[ ][ ][ ][4]

TRANSPORTER BOMBS

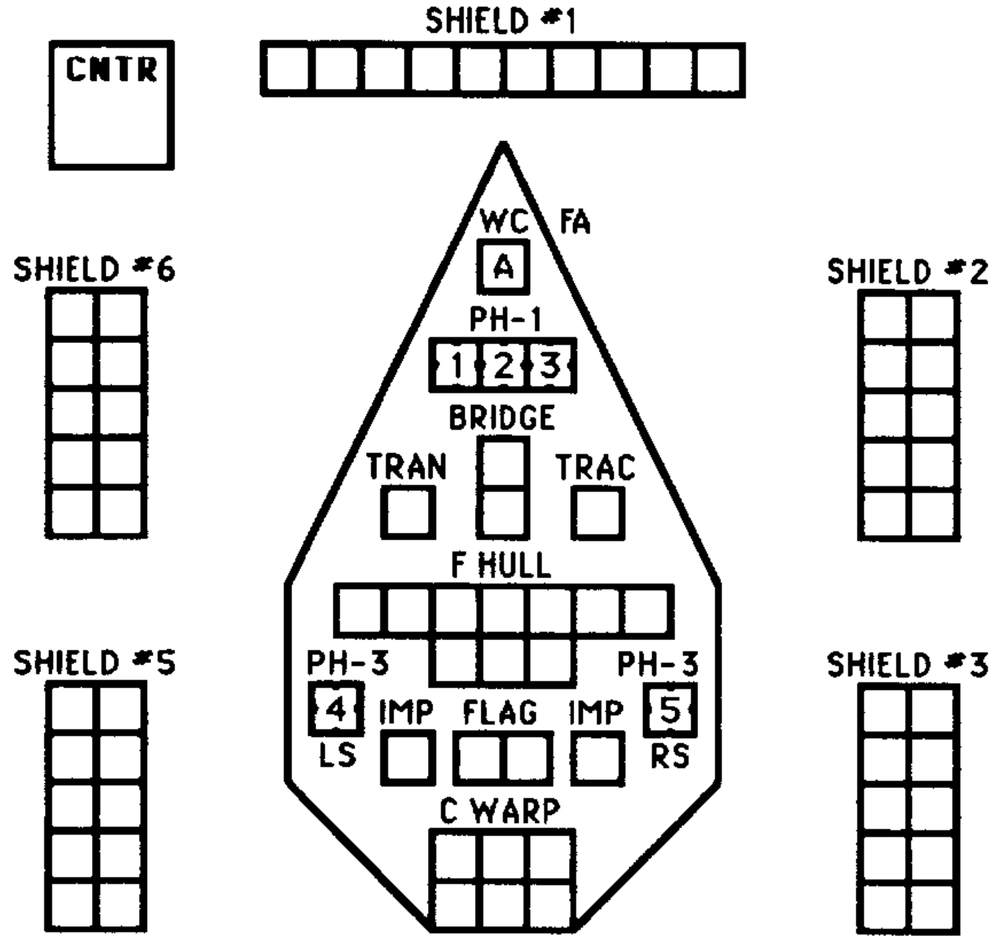
[ ][ ] [D][D]

SHIP DATA TABLE		
TYPE	=	FCOM
POINT VALUE	=	62/42
BREAKDOWN	=	3-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R7.61A



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

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



TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

WEB CASTER STRENGTH TABLE

ENERGY USED	# OF WEB HEXES CREATED 1	2	3	4	5
1-2-3	10	5	3	2	2
2-3-4	20	10	6	5	4
3-4-5	30	15	10	7	6
4-5-N	35*	20	13	10	8
5-N-N	35*	25	16	12	10

WEB FIST TABLE

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

SENSOR	SCANNER	DAM CON	EX DAM
6 4 0	0 2 9	2 2 0	[ ][ ][ ]

PH-1s ARE 360°.

THIS SHIP CAN LAND ON PLANETS USING THE GRAVITY LANDING SYSTEM (P2.432).

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

SPEED	1	2	③	4	[5]	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	7	7	7	7	8	8
Fract.	¼	½	¾	1	1¼	1½	1¾	2	2¼	2½	2¾	3	3¼	3½	3¾	4	4¼	4½	4¾	5	5¼	5½	5¾	6	6¼	6½	6¾	7	7¼	7½

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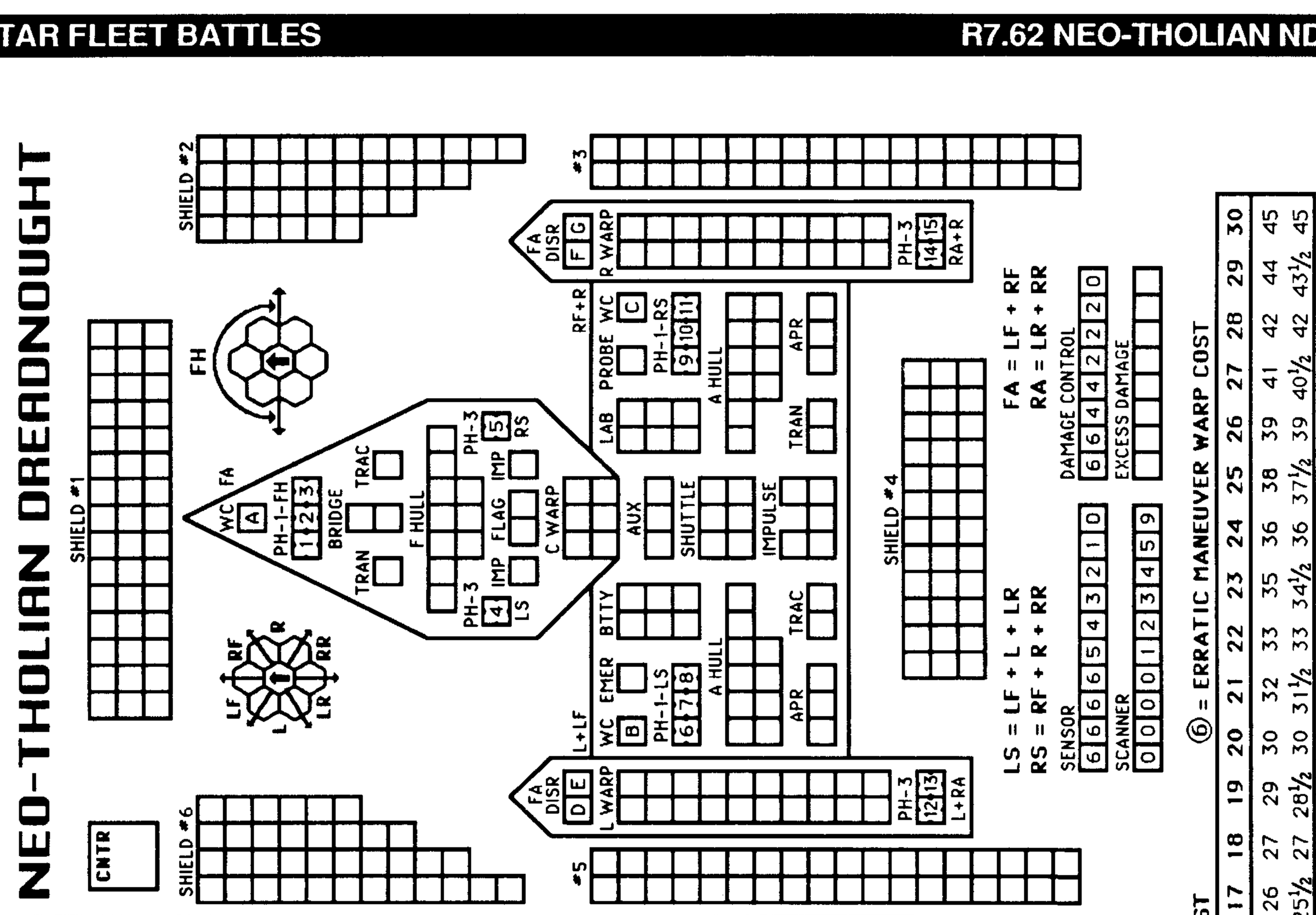
NEO-THOLIAN DREADNOUGHT



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

SENSOR 6 6 6 6 5 4 3 2 1 0
SCANNER 0 0 0 0 1 2 3 4 5 9
DAMAGE CONTROL 6 6 4 4 2 2 2 0
EXCESS DAMAGE

WARP COST																														
5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30					
8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45					
7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45					

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

SHIP DATA TABLE

TYPE	= NDN
POINT VALUE	= 240
BREAKDOWN	= 4-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R7.62

TURN MODE SPEED

C	2-4
	5-9
	10-14
HET	15-20
	21-27
BD	28+

WEB CASTER STRENGTH TABLE

ENERGY USED	# OF WEB HEXES CREATED 1	2	3	4	5
1-2-3	10	5	3	2	2
2-3-4	20	10	6	5	4
3-4-5	30	15	10	7	6
4-5-N	35*	20	13	10	8
5-N-N	35*	25	16	12	10

TYPE III DEFENSE PHASER

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

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-22	23-30	31-40
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE I DEFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-22	23-30	31-40
1	4	4	4	3	2	1	1	1	0	0	0
2	4	4	4	3	2	1	1	0	0	0	0
3	4	4	4	3	1	0	0	0	0	0	0
4	4	4	4	2	1	0	0	0	0	0	0
5	4	4	3	2	1	0	0	0	0	0	0
6	4	3	3	2	1	0	0	0	0	0	0

WEB FIST TABLE

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

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	NA	NA	NA	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2	1
DAMAGE, OULD	10	10	8	8	6	0	0	0	0

WARP ENERGY MOVEMENT COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES

CREW UNITS

10	20	30	40	50	60
	*				

TRANSPORTER BOMBS

D D D D D D

PROBES

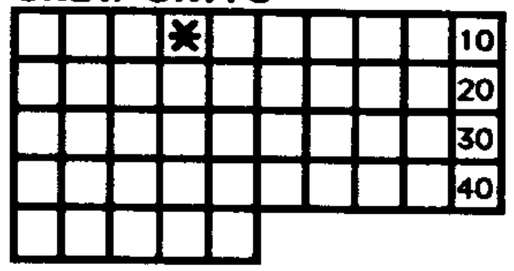
5

BOARDING PARTIES

10	20

NEO-THOLIAN HEAVY CRUISER

CREW UNITS



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	NCA
POINT VALUE	=	170
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R7.63

BOARDING PARTIES 10

TRANSPORTER BOMBS D D D D

PROBES 5

CNTR

SHIELD #1

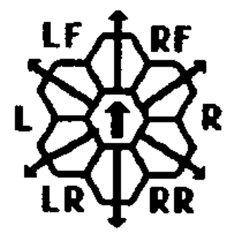
SHIELD #2

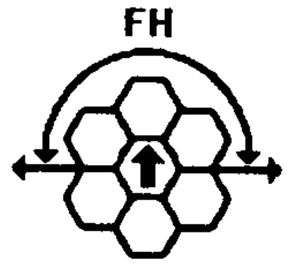
SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6





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

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

WEB CASTER STRENGTH TABLE

ENERGY USED	# OF WEB HEXES CREATED 1	2	3	4	5
1-2-3	10	5	3	2	2
2-3-4	20	10	6	5	4
3-4-5	30	15	10	7	6
4-5-N	35*	20	13	10	8
5-N-N	35*	25	16	12	10

WEB FIST TABLE

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

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

HIT & RUN DERFACS ☐

WC FA
A
PH-1-FH 1 2 3
BRIDGE
TRAN TRAC
F HULL
PH-3 4 LS
IMP
PH-3 5 RS
C WARP

FA DISR C D
L WARP
PH-3 10 11
L+RA

FA DISR E F
R WARP
PH-3 12 13
RA+R

A HULL | BTTY | WC-FA B | LAB | A HULL
SHTL
PH-1-LS 6 7 | EMER | AUX | PH-1-RS 8 9
APR | TRAC | IMPULSE | PROBE | TRAN

SENSOR 6 6 5 3 1 0

DAM CON 4 4 2 2 2 0

SCANNER 0 0 1 3 5 9

EX DAM

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

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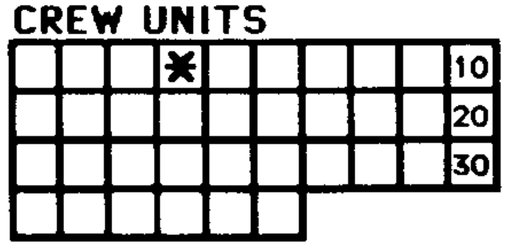
NEO-THOLIAN LIGHT CRUISER

CREW UNITS



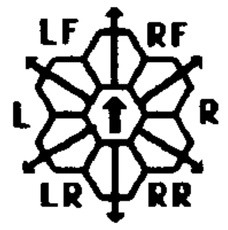
ADMINISTRATIVE SHUTTLES

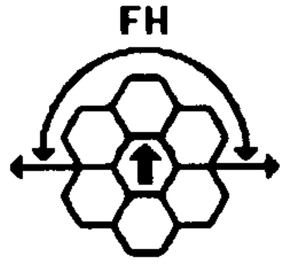
IDENT	HIT POINTS	NOTES

BOARDING PARTIES

TRANSPORTER BOMBS

PROBES





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

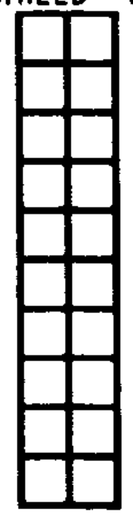
SHIP DATA TABLE

TYPE	=	NCL
POINT VALUE	=	136
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R7.64

CNTR

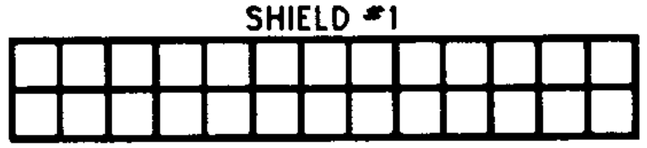
TURN MODE	SPEED
B 1	2 - 5
2	6 - 10
3	11 - 15
HET 4	16 - 21
5	22 - 28
BD 6	29+

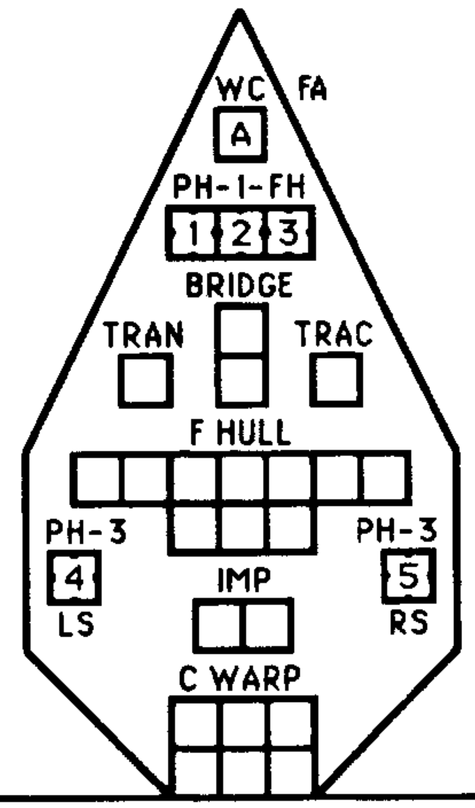
SHIELD #6

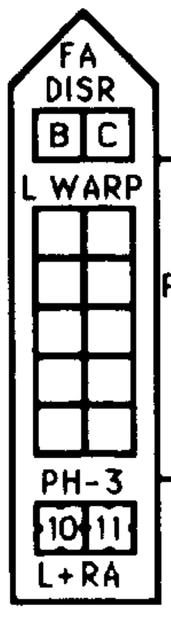


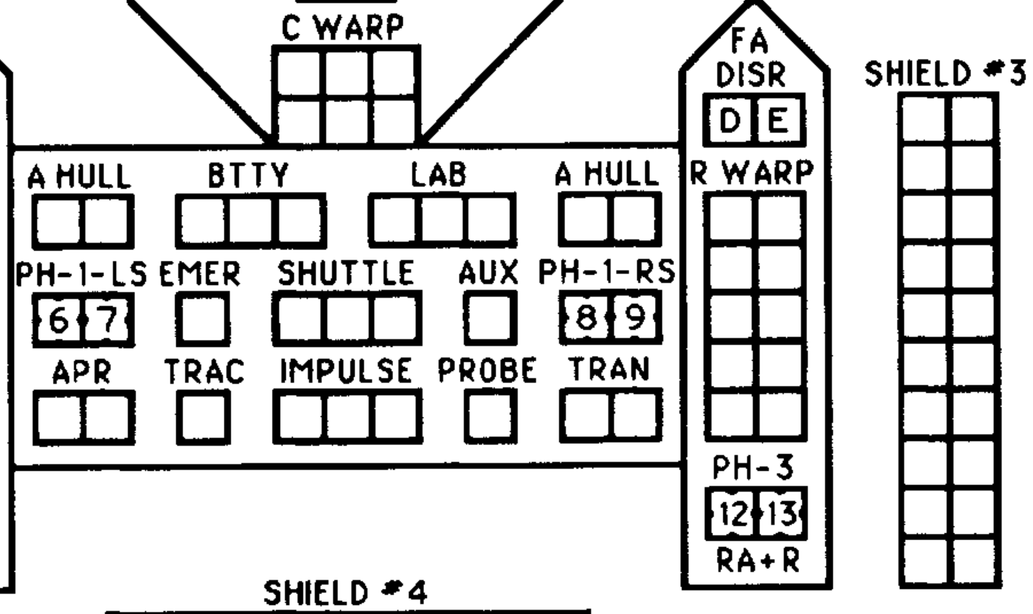
SHIELD #2

SHIELD #1

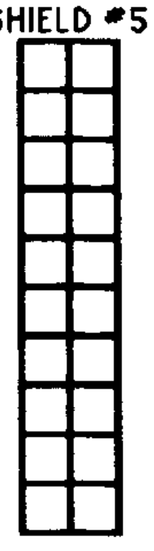








SHIELD #5

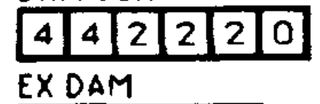


SHIELD #3

SHIELD #4

SENSOR

DAM CON



SCANNER

EX DAM

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

WEB CASTER STRENGTH TABLE

ENERGY USED	# OF WEB HEXES CREATED 1	2	3	4	5
1-2-3	10	5	3	2	2
2-3-4	20	10	6	5	4
3-4-5	30	15	10	7	6
4-5-N	35*	20	13	10	8
5-N-N	35*	25	16	12	10

WEB FIST TABLE

RANGE	1-10	11-20	21-30
HIT	1-4	1-3	1-2
MISS	5-6	4-6	3-6

ENERGY	DAMAGE		
1	2	0	0
2	4	2	0
3	6	4	2
4	8	6	4
5	10	8	6

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

HIT & RUN DERFACS

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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NEO-THOLIAN SPACE CONTROL SHIP

CREW UNITS

			*					10
								20
								30
								40
								50
								60

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

						D	D	D	D	D	D

BOARDING PARTIES

									10
									20

DECK CREWS

									10

PROBES

				5

NOTE: FIGHTERS ARE IN EXTERNAL (J1.55) BAYS.

SHIP DATA TABLE

TYPE	=	NSCS
POINT VALUE	=	260
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R7.65

WEB FIST TABLE

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

TYPE III DEFENSE PHASER

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

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

TYPE I OFFENSIVE PHASER TABLE

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

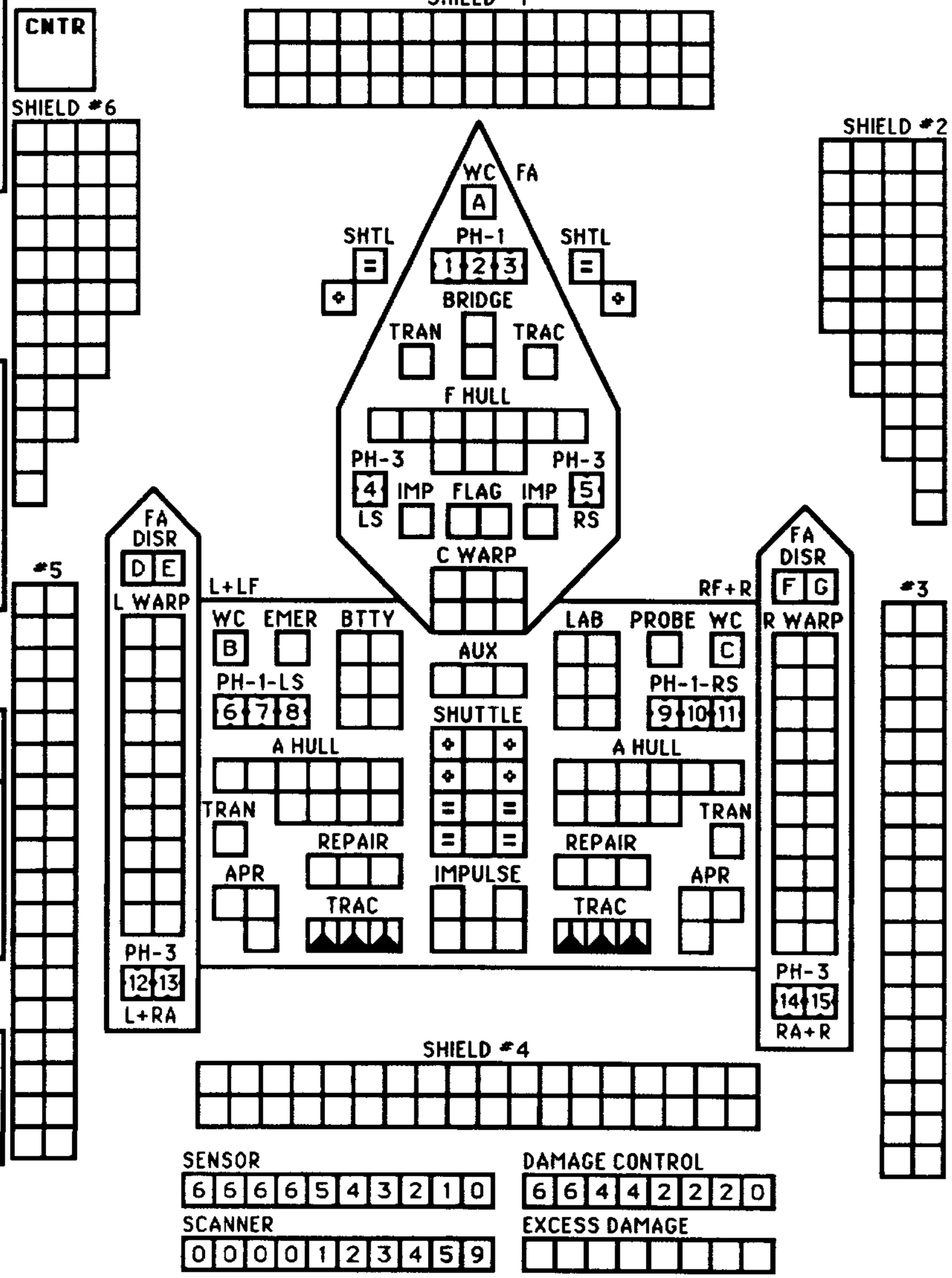
WEB CASTER STRENGTH TABLE

ENERGY USED	# OF WEB HEXES CREATED 1	2	3	4	5
1-2-3	10	5	3	2	2
2-3-4	20	10	6	5	4
3-4-5	30	15	10	7	6
4-5-N	35*	20	13	10	8
5-N-N	35*	25	16	12	10

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2	1
DAMAGE,OVLD	10	10	8	8	6	0	0	0	0

HIT & RUN DERFACS ☐



SENSOR

6	6	6	6	5	4	3	2	1	0

DAMAGE CONTROL

6	6	4	4	2	2	2	0

SCANNER

0	0	0	0	1	2	3	4	5	9

EXCESS DAMAGE

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

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NEO-THOLIAN SPACE CONTROL COMMAND MODULE

CREW UNITS

THIS SHIP HAS NO SHUTTLES
FIGHTERS ARE IN EXTERNAL BAYS.

BOARDING PARTIES

DECK CREWS

T-BOMBS

THIS SHIP CAN LAND ON PLANETS USING THE GRAVITY LANDING SYSTEM (P2.432).

SHIP DATA TABLE

TYPE	=	SCOM
POINT VALUE	=	66/46
BREAKDOWN	=	3-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R7.66

WEB CASTER STRENGTH TABLE

ENERGY USED	# OF WEB HEXES CREATED 1	2	3	4	5
1-2-3	10	5	3	2	2
2-3-4	20	10	6	5	4
3-4-5	30	15	10	7	6
4-5-N	35*	20	13	10	8
5-N-N	35*	25	16	12	10

WEB FIST TABLE

RANGE	1-10	11-20	21-30
HIT	1-4	1-3	1-2
MISS	5-6	4-6	3-6

ENERGY	DAMAGE		
1	2	0	0
2	4	2	0
3	6	4	2
4	8	6	4
5	10	8	6

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

NIMBLE SHIP

TYPE I OFFENSIVE PHASER TABLE

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

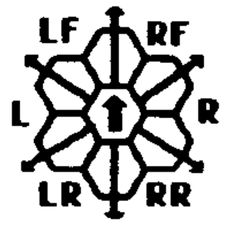
TYPE III DEFENSE PHASER

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

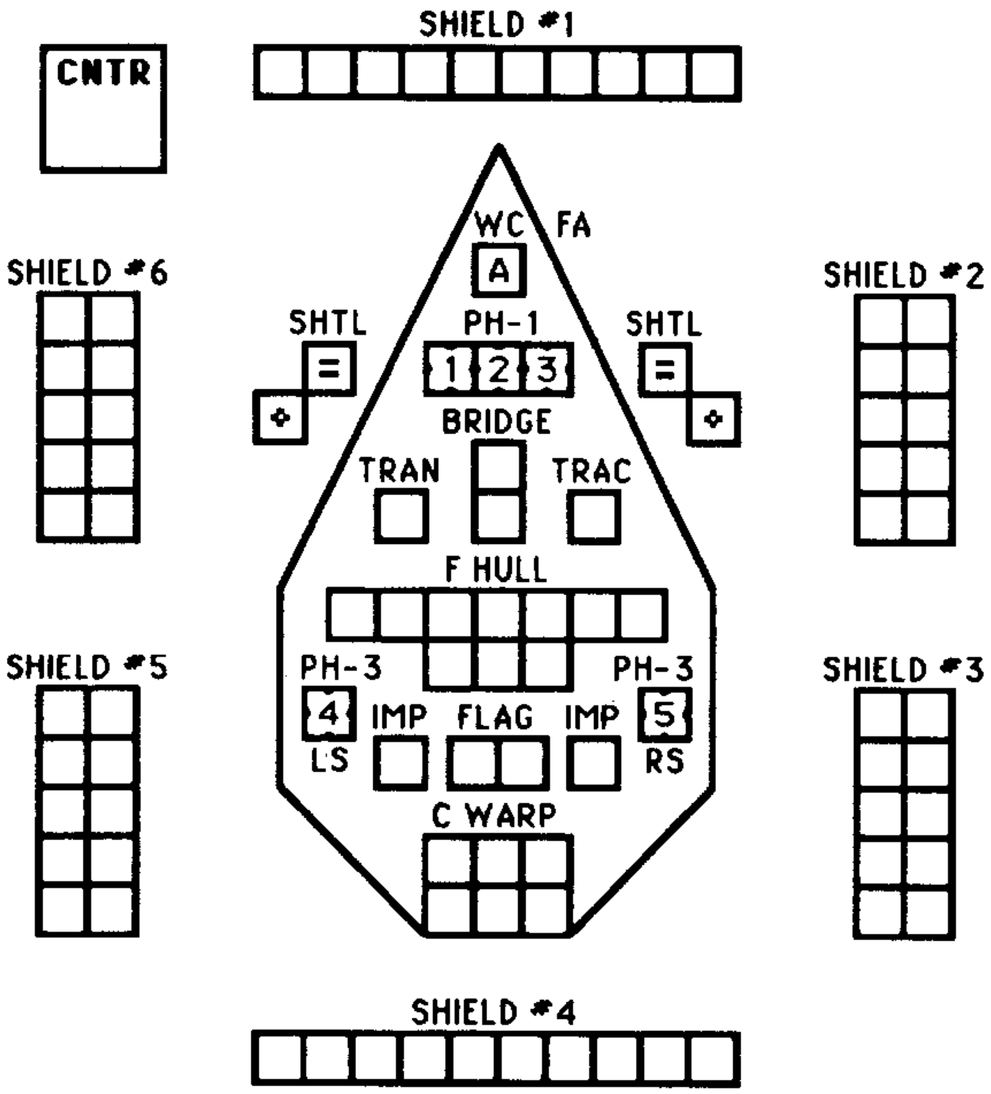
DISRUPTOR TABLE USED BY SPIDER-II FIGHTERS.

RANGE	0	1	2	3-4	5-8	9-10
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
DAMAGE, STD	0	5	4	4	3	3

THESE ARE THE FIGHTERS FOR THE SCS.
SCOM USES ONLY #1, 2, 7, AND 8.

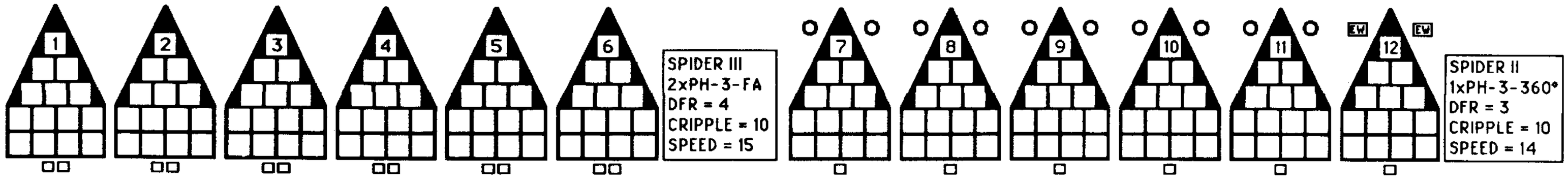


FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR



SENSOR	SCANNER	DAM CON	EX DAM
6 4 0	0 2 9	2 2 0	

PH-1s ARE 360°.



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

SPEED	1	2	③	4	[5]	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	7	7	7	7	8	8
Fract.	¼	½	¾	1	1¼	1½	1¾	2	2¼	2½	2¾	3	3¼	3½	3¾	4	4¼	4½	4¾	5	5¼	5½	5¾	6	6¼	6½	6¾	7	7¼	7½

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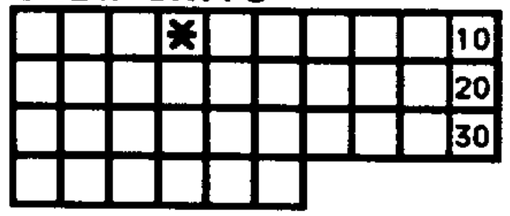
THOLIAN COMMAND CRUISER

WEB CASTER REFIT

CREW UNITS



HIT & RUN DERFACS ☐

BOARDING PARTIES 10

T-BOMBS ☐☐☐☐

PROBES 5

D D D D

SHIP DATA TABLE	
TYPE	= CCW
POINT VALUE	= 163
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SPT	= 1
SIZE CLASS	= 3
REFERENCE	= R7.67
SNARE REFIT	= +6

TYPE I OFFENSIVE PHASER TABLE

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

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TYPE III DEFENSE PHASER

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

DISRUPTOR TABLE

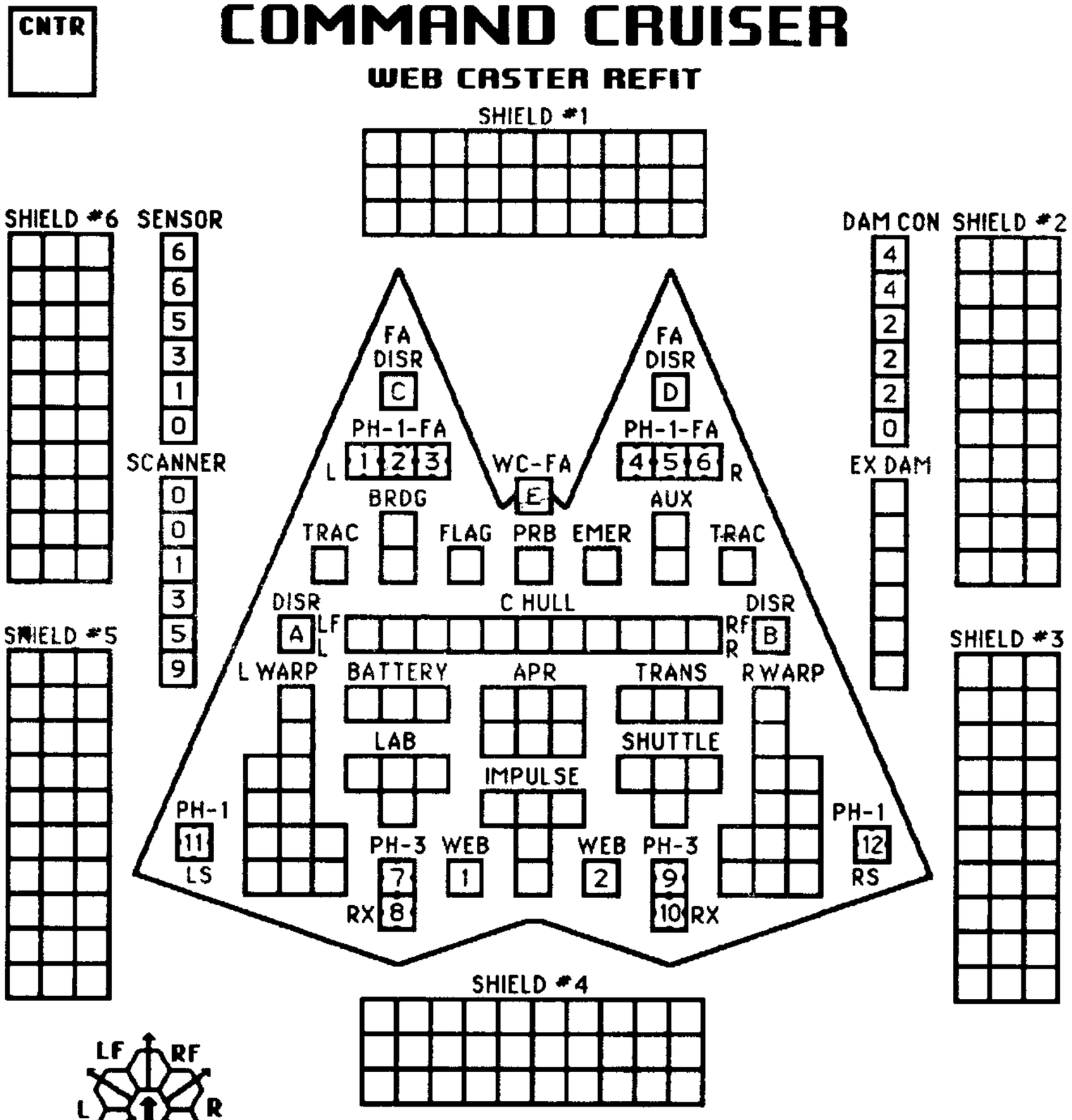
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OULD	10	10	8	8	6	0	0	0

WEB CASTER STRENGTH TABLE

ENERGY USED	# OF WEB HEXES CREATED 1	2	3	4	5
1-2-3	10	5	3	2	2
2-3-4	20	10	6	5	4
3-4-5	30	15	10	7	6
4-5-N	35*	20	13	10	8
5-N-N	35*	25	16	12	10

WEB FIST TABLE

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



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

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

RX = L + LR + RR + R RS = RF + R + RR

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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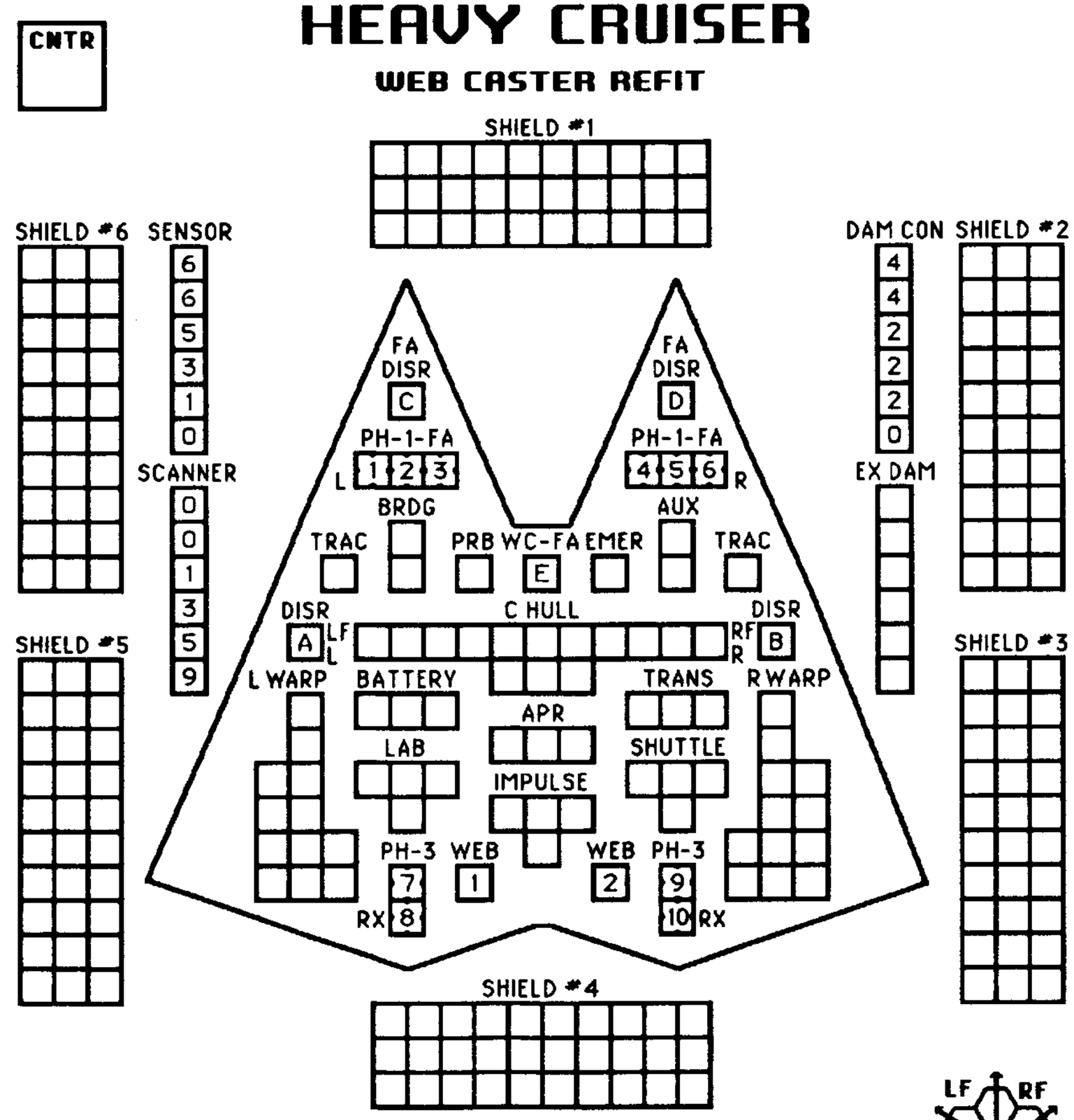
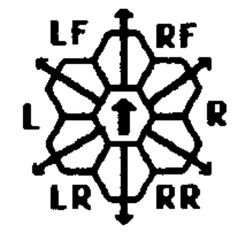
THOLIAN HEAVY CRUISER

WEB CASTER REFIT



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



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

CREW UNITS: 10 / 20 / 30

HIT & RUN DERFACS: ☐

BOARDING PARTIES: 10

T-BOMBS: ☐☐☐☐

PROBES: 5

D D D D

SHIP DATA TABLE

TYPE	= CAW
POINT VALUE	= 143
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SPT	= 1
SIZE CLASS	= 3
REFERENCE	= R7.68
SNARE REFIT	= +6

TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE: B / HET ☐ / BD ☐☐

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TYPE III DEFENSE PHASER

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

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

WEB CASTER STRENGTH TABLE

ENERGY USED	# OF WEB HEXES CREATED 1	2	3	4	5
1-2-3	10	5	3	2	2
2-3-4	20	10	6	5	4
3-4-5	30	15	10	7	6
4-5-N	35*	20	13	10	8
5-N-N	35*	25	16	12	10

WEB FIST TABLE

RANGE	1-10	11-20	21-30
HIT	1-4	1-3	1-2
MISS	5-6	4-6	3-6

ENERGY	DAMAGE		
1	2	0	0
2	4	2	0
3	6	4	2
4	8	6	4
5	10	8	6

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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THOLIAN DPW DREADNOUGHT

WEB CASTER AND PHOTON REFIT

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

									10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.
NO TRANSFERS POSSIBLE.

TRANSPORTER BOMBS

						D	D	D	D	D	D

SHIP DATA TABLE

TYPE	=	DPW
POINT VALUE	=	208
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R7.69

TYPE I OFFENSIVE PHASER TABLE

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

HIT & RUN DERFACS ☐

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

TYPE III DEFENSE PHASER

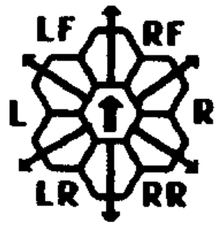
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PHOTON TORPEDO TABLE

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

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2	1
DAMAGE, OVLD	10	10	8	8	6	0	0	0	0



WEB CASTER STRENGTH TABLE

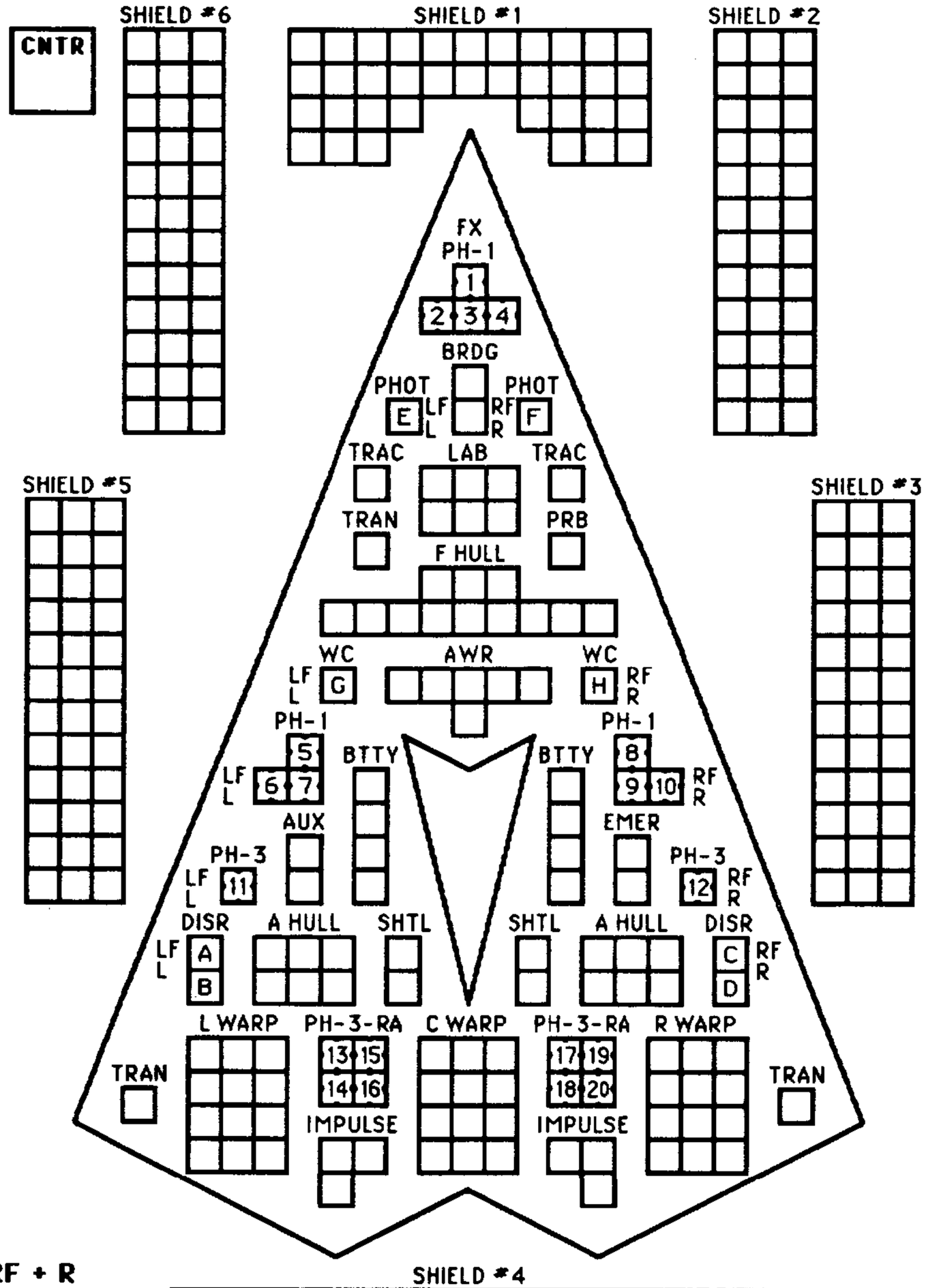
ENERGY USED	# OF WEB HEXES CREATED 1	2	3	4	5
1-2-3	10	5	3	2	2
2-3-4	20	10	6	5	4
3-4-5	30	15	10	7	6
4-5-N	35*	20	13	10	8
5-N-N	35*	25	16	12	10

WEB FIST TABLE

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

RA = LR + RR
FX = L + LF + RF + R

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



SENSOR								
6	6	6	5	3	2	1	0	

SCANNER								
0	0	0	1	2	3	5	9	

DAM CON								
6	6	4	4	2	2	2	0	

EX DAM								

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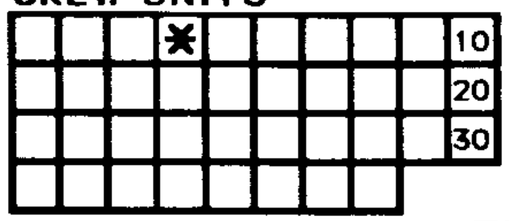
ANDROMEDAN DOMINATOR

CREW UNITS



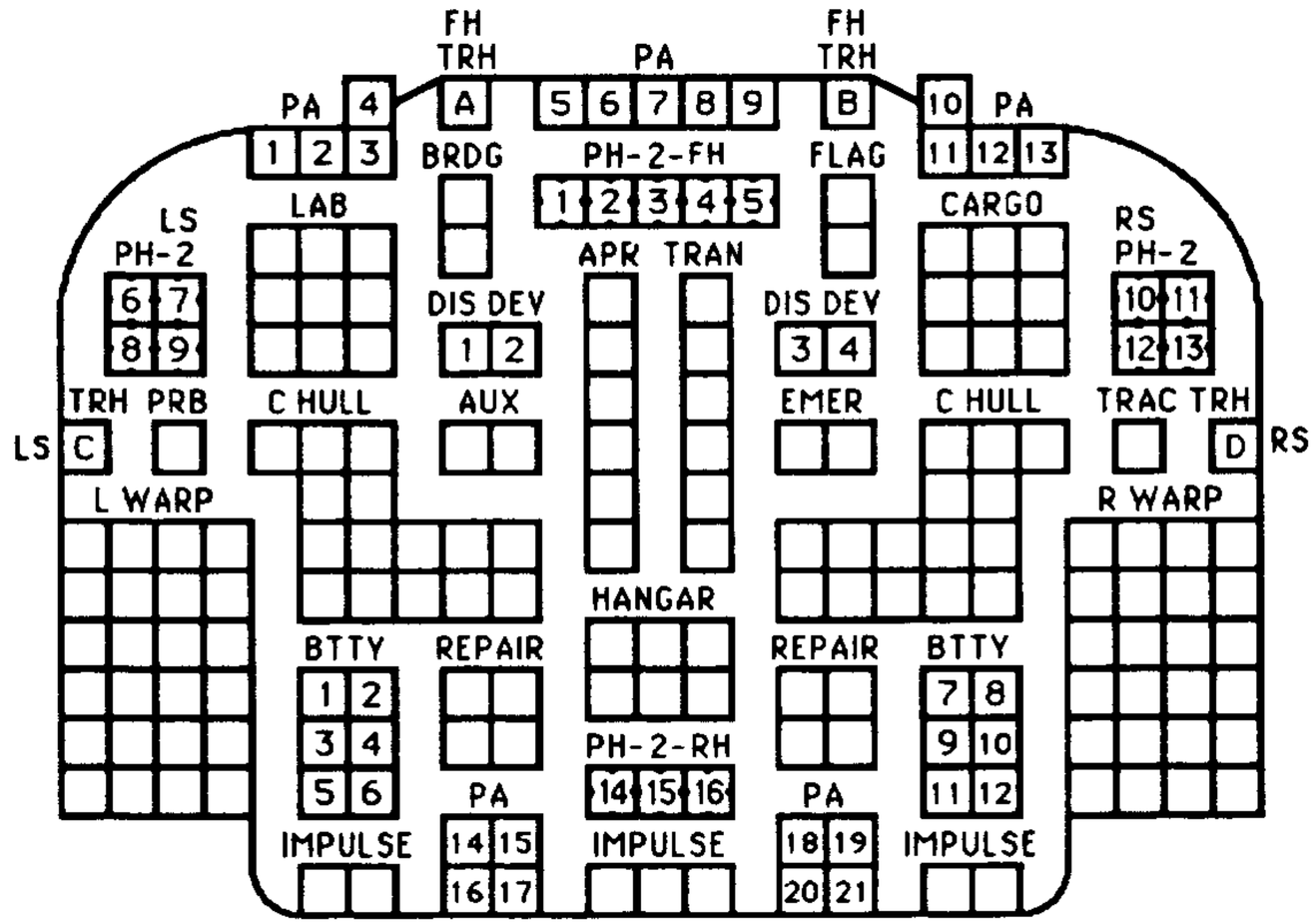
BOARDING PARTIES

PROBES

TRANSPORTER BOMBS

SHIP DATA TABLE		
TYPE	=	DOM
POINT VALUE	=	457
BREAKDOWN	=	5-6
PA COST	=	10/18
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R10.2

CNTR



SENSOR						
6	6	6	5	3	1	0

DAMAGE CONTROL							
6	4	4	2	2	2	0

SCANNER						
0	0	0	1	2	4	9

EXCESS DAMAGE

TYPE II PHASER TABLE

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

TRACTOR-REPULSOR BEAM TABLE (HEAVY)

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

TRACTOR-REPULSOR BEAM TABLE (LIGHT)

DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	10	10	9	6	4	2
2	10	10	7	4	3	1
3	10	9	6	3	2	0
4	10	7	4	2	1	0
5	9	6	3	1	0	0
6	7	4	2	0	0	0

DISPLACEMENT DEVICE TABLE

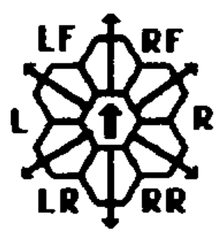
RANGE	0	1-2	3-15	16-22	23-31	32-50
SUCCESS	-	1-5	1-4	1-3	1-2	1
FAILURE	1-6	6	5-6	4-6	3-6	2-6

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

TYPE III DEFENSE PHASER

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

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



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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

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ANDROMEDAN INTRUDER

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

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

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

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

SHIP DATA TABLE

TYPE	=	INT
POINT VALUE	=	265
BREAKDOWN	=	6
PA COST	=	6/10
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R10.3

TYPE II PHASER TABLE

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

TRACTOR-REPULSOR BEAM TABLE (HEAVY)

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

TRACTOR-REPULSOR BEAM TABLE (LIGHT)

DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	10	10	9	6	4	2
2	10	10	7	4	3	1
3	10	9	6	3	2	0
4	10	7	4	2	1	0
5	9	6	3	1	0	0
6	7	4	2	0	0	0

DISPLACEMENT DEVICE TABLE

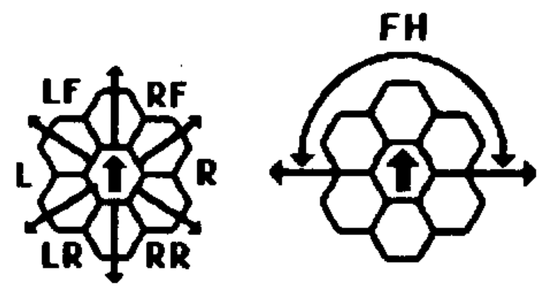
RANGE	0	1-2	3-15	16-22	23-31	32-50
SUCCESS	-	1-5	1-4	1-3	1-2	1
FAILURE	1-6	6	5-6	4-6	3-6	2-6

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

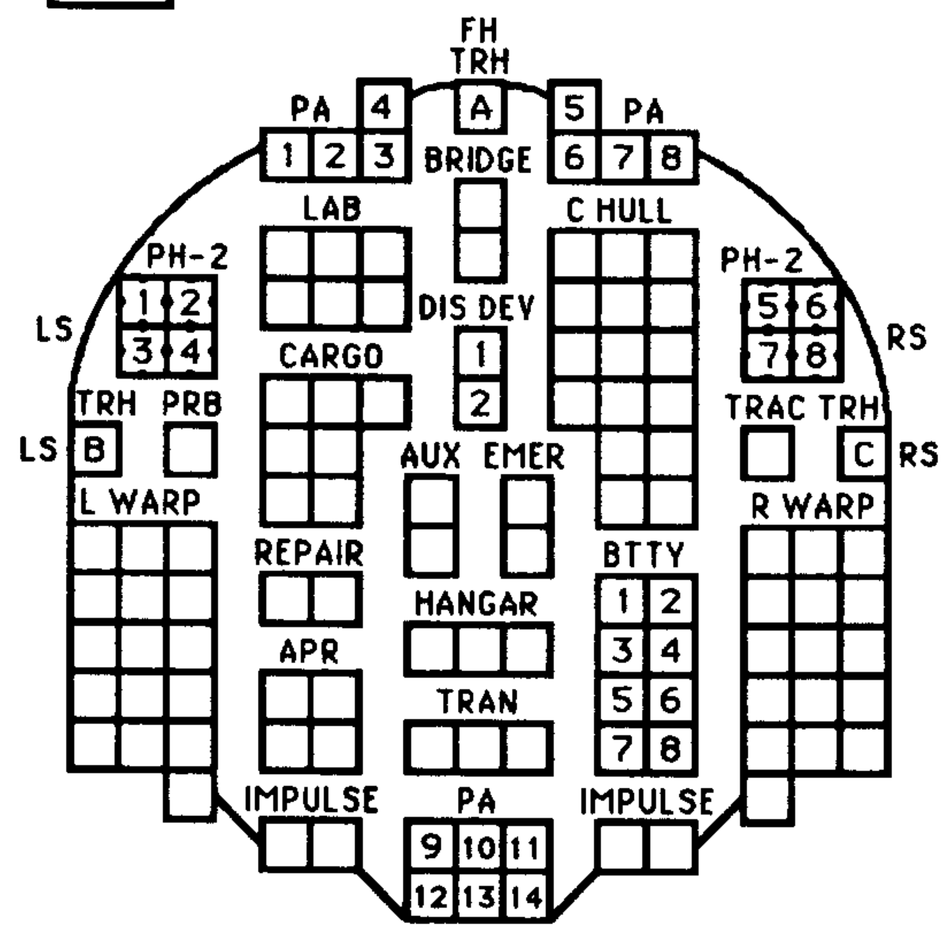
TYPE III DEFENSE PHASER

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

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



CNTR [ ]



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

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

SCANNER [0][0][1][2][4][9]

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

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

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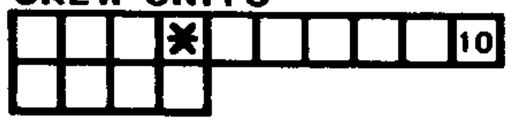
ANDROMEDAN COBRA

CREW UNITS

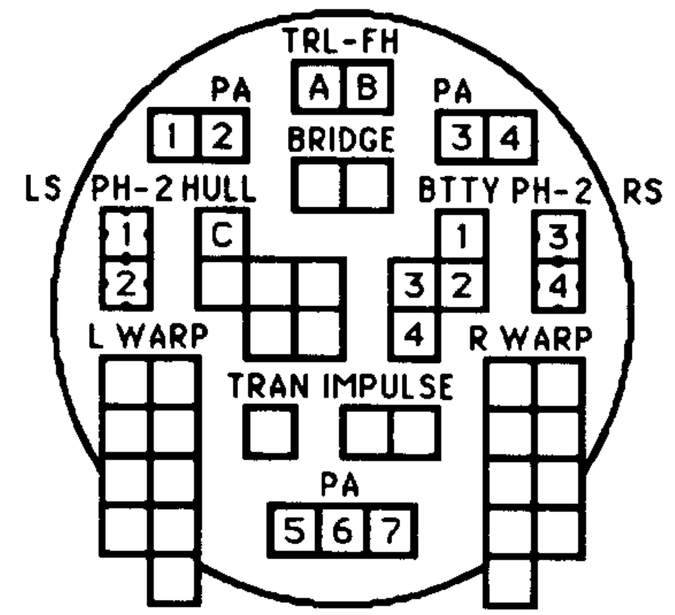


BOARDING PARTIES

TRANSPORTER BOMBS

SHIP DATA TABLE		
TYPE	=	COB
POINT VALUE	=	83
BREAKDOWN	=	6
PA COST	=	4/6
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R10.4

CNTR



TYPE II PHASER TABLE

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

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

TRACTOR-REPULSOR BEAM TABLE (LIGHT)

DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	10	10	9	6	4	2
2	10	10	7	4	3	1
3	10	9	6	3	2	0
4	10	7	4	2	1	0
5	9	6	3	1	0	0
6	7	4	2	0	0	0

TYPE III DEFENSE PHASER

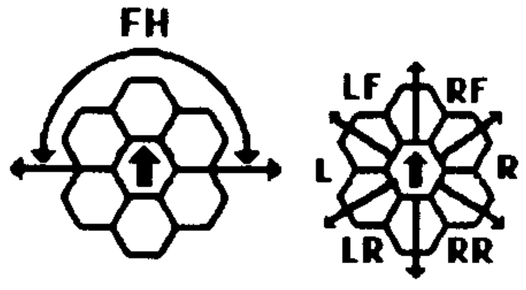
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SENSOR

DAM CON

SCANNER

EX DAM



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

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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ANDROMEDAN COURIER

CREW UNITS

		*							10

BOARDING PARTIES

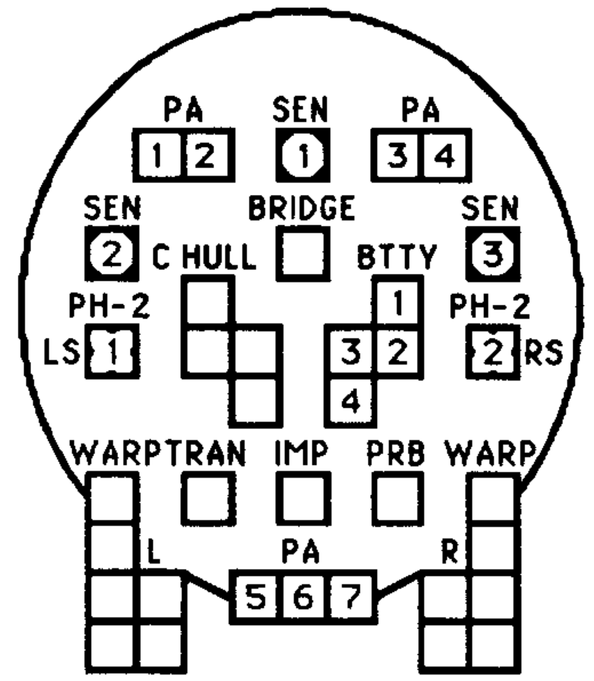
			4

TRANSPORTER BOMBS

		D	D

SHIP DATA TABLE		
TYPE	=	COU
POINT VALUE	=	70
BREAKDOWN	=	6
PA COST	=	3/4
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R10.5

CNTR



TYPE II PHASER TABLE

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

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

SENSOR

6	5	3	0

DAM CON

2	2	2	0

SCANNER

0	1	5	9

EX DAM

TYPE III DEFENSE PHASER

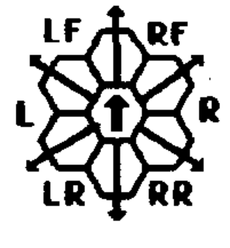
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS DESTROYED ON "TORPEDO" HITS.

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



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

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

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ANDROMEDAN TERMINATOR

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

BOARDING PARTIES
[ ][ ][ ][4]

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

SHIP DATA TABLE		
TYPE	=	TERM
POINT VALUE	=	102
BREAKDOWN	=	6
PA COST	=	4/6
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R10.6

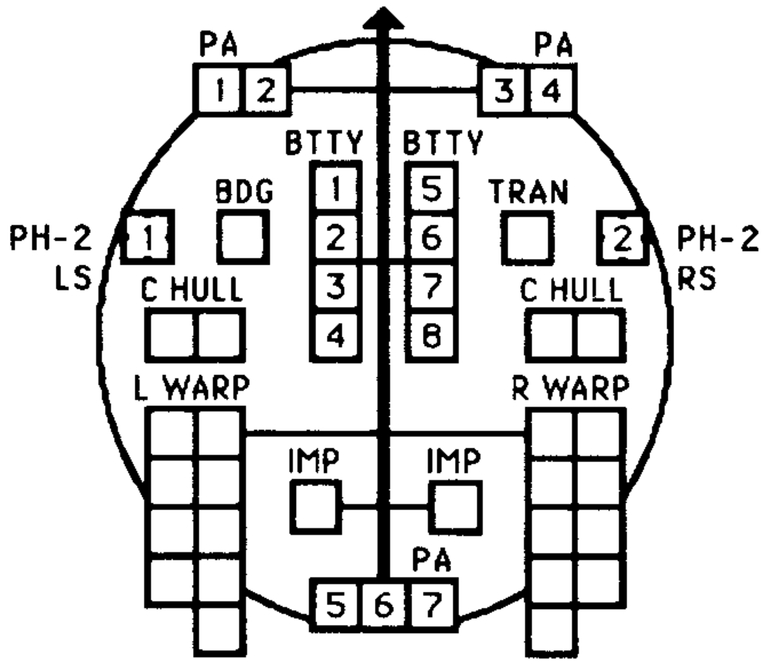
CNTR

SENSOR
[6][D]

SCAN
[0][9]

DAM CON
[2][0]

EX DAM
[ ][ ][ ][ ]



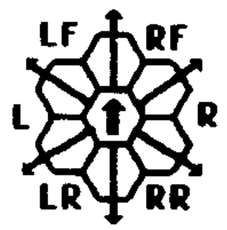
TYPE II PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

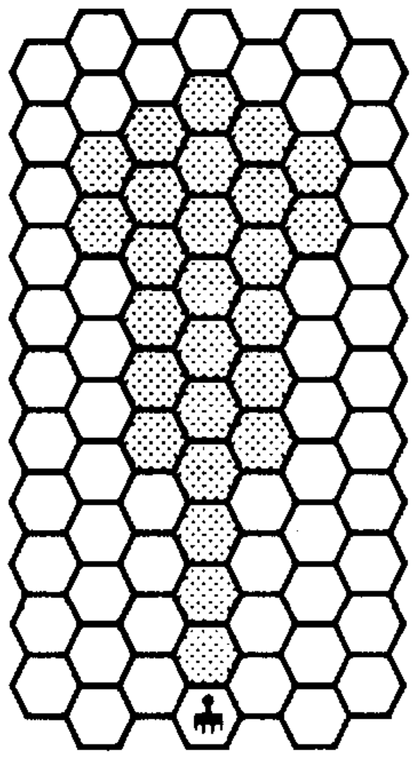


LS = LF + L + LR
RS = RF + R + RR

ANY POWER SYSTEM CONNECTED TO THE MAULER CAN BE DESTROYED ON "ANY WEAPON" HITS.
SEE (D23.0) FOR SHOCK DAMAGE.
SEE (E8.27) FOR ALTERNATIVE FIRING ARCS.
SEE (E8.5) FOR POWER FROM PA PANELS.
SEE (D1.57) FOR FRIENDLY FIRE RULES.

MAULER RANGE ADJUSTMENT CHART

RANGE	DAMAGE SCORED
0-1	Double the energy discharged
2-5	Equal to energy discharged
6-10	One-half of energy discharged



BATTERY RECORDS

1												
2												
3												
4												
5												
6												
7												
8												

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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ANDROMEDAN CONQUISTADOR

CREW UNITS

			*						10
									20

PROBES

				5

BOARDING PARTIES

							8

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	COQ
POINT VALUE	=	172
BREAKDOWN	=	6
PA COST	=	5/8
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R10.8

TYPE II PHASER TABLE

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

TRACTOR-REPULSOR BEAM TABLE (HEAVY)

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

TRACTOR-REPULSOR BEAM TABLE (LIGHT)

DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	10	10	9	6	4	2
2	10	10	7	4	3	1
3	10	9	6	3	2	0
4	10	7	4	2	1	0
5	9	6	3	1	0	0
6	7	4	2	0	0	0

DISPLACEMENT DEVICE TABLE

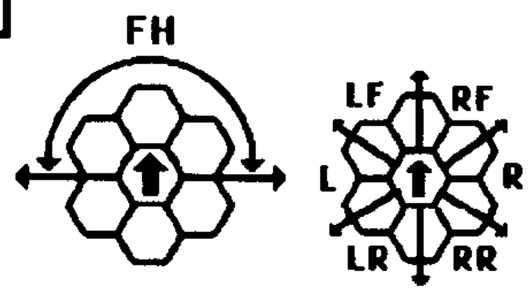
RANGE	0	1-2	3-15	16-22	23-31	32-50
SUCCESS	-	1-5	1-4	1-3	1-2	1
FAILURE	1-6	6	5-6	4-6	3-6	2-6

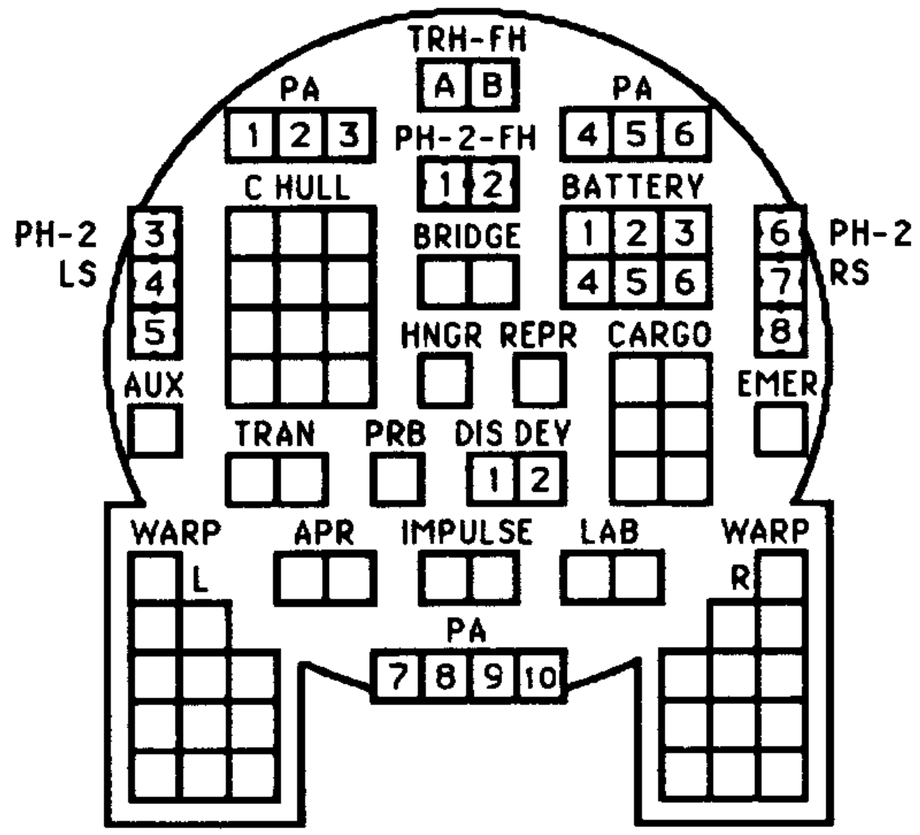
TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

TYPE III DEFENSE PHASER

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

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





SENSOR

6	5	3	1	0

DAMAGE CONTROL

4	2	2	2	0

SCANNER

0	1	3	5	9

EXCESS DAMAGE

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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ANDROMEDAN PYTHON

CREW UNITS

			*					10

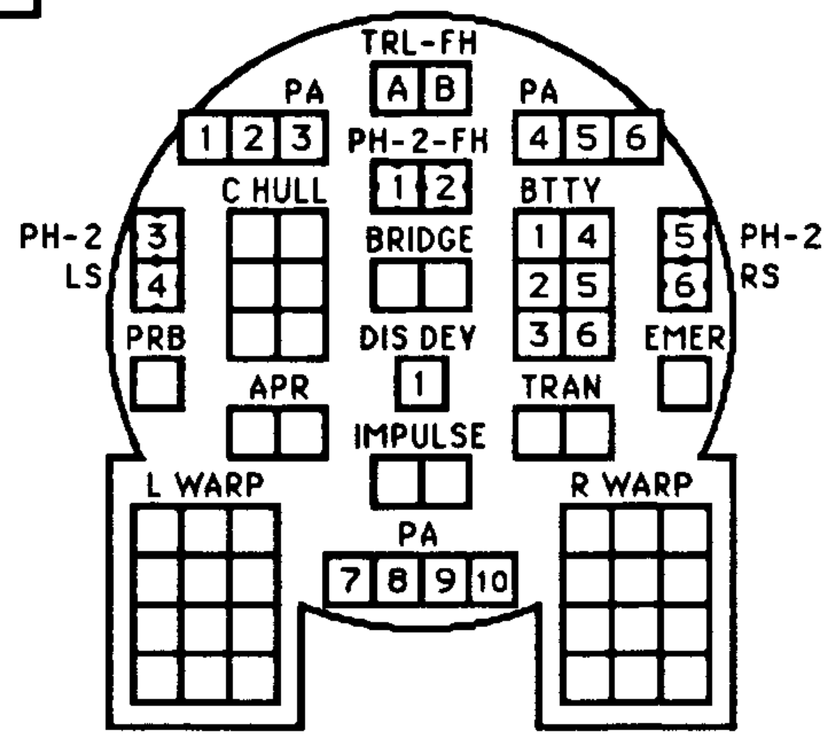
PROBES: [ ][ ][ ][ ][5]

BOARDING PARTIES: [ ][ ][ ][ ][ ][ ][ ][8]

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

SHIP DATA TABLE		
TYPE	=	PYT
POINT VALUE	=	132
BREAKDOWN	=	6
PA COST	=	5/8
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R10.9

CNTR



TYPE II PHASER TABLE

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

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

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

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

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

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

TRACTOR-REPULSOR BEAM TABLE (LIGHT)

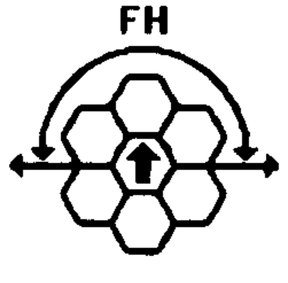
DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	10	10	9	6	4	2
2	10	10	7	4	3	1
3	10	9	6	3	2	0
4	10	7	4	2	1	0
5	9	6	3	1	0	0
6	7	4	2	0	0	0

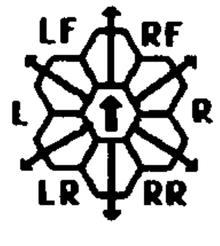
TYPE III DEFENSE PHASER

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

DISPLACEMENT DEVICE TABLE

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





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

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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ANDROMEDAN BULL SNAKE

CREW UNITS
[ ][*][ ][ ][ ][ ][8]

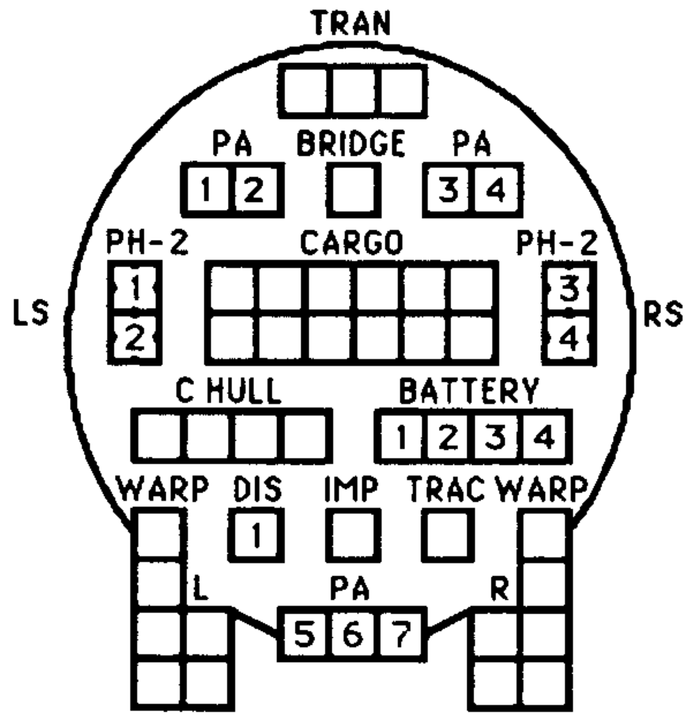
THIS SHIP CAN USE THE POWERED LANDING SYSTEM (P2.434).

SHIP DATA TABLE		
TYPE	=	BUL
POINT VALUE	=	70
BREAKDOWN	=	6
PA COST	=	3/4
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R10.10

BOARDING PARTIES
[ ][ ][ ][4]

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

CNTR
[ ]



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

DAM CON
[2][2][2][0]

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

EX DAM
[ ][ ][ ][ ]

DISPLACEMENT DEVICE TABLE

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

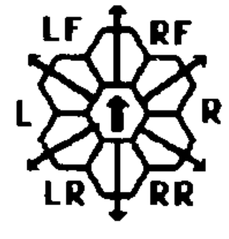
TURN MODE		SPEED
A	1	2-6
HET	2	7-12
[ ]	3	13-19
BD	4	20-26
[ ][ ]	5	27+

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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



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

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

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

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ANDROMEAN SATELLITE BASE

CREW UNITS

			*					10

BOARDING PARTIES

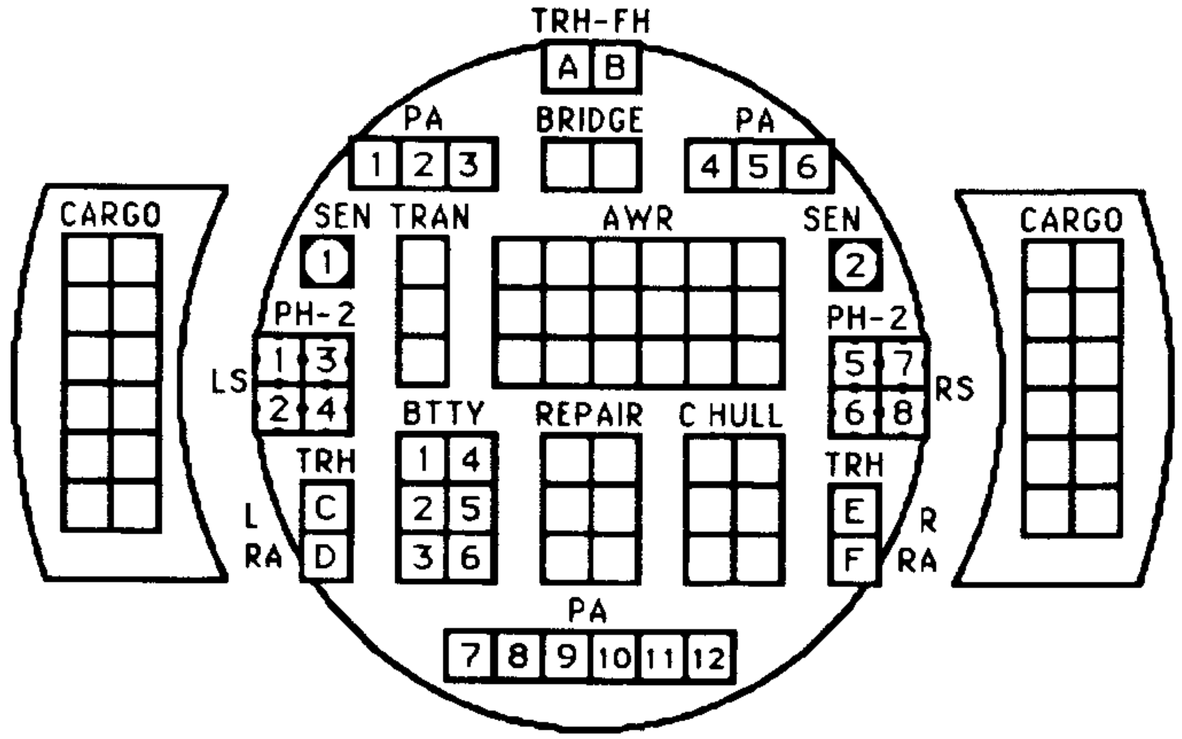
					6

TRANSPORTER BOMBS

		D	D

SHIP DATA TABLE		
TYPE	=	SAT
POINT VALUE	=	75/200
PA COST	=	4/6
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R10.11

CNTR



TRACTOR-REPULSOR BEAM TABLE (HEAVY)

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

TYPE II PHASER TABLE

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

TRACTOR-REPULSOR BEAM TABLE (LIGHT)

DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	10	10	9	6	4	2
2	10	10	7	4	3	1
3	10	9	6	3	2	0
4	10	7	4	2	1	0
5	9	6	3	1	0	0
6	7	4	2	0	0	0

TYPE III DEFENSE PHASER

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

SENSOR

6	5	3	0

DAM CON

2	2	2	0

SCANNER

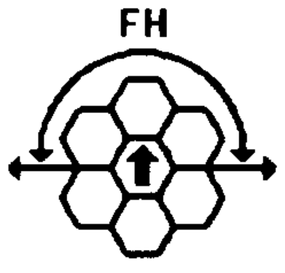
0	1	4	9

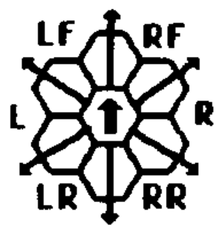
EX DAM

SEE (C3.7) FOR ROTATION.

SCOUT FUNCTIONS SUMMARY

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





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

SPECIAL SENSORS DESTROYED ON "TORPEDO" HITS.

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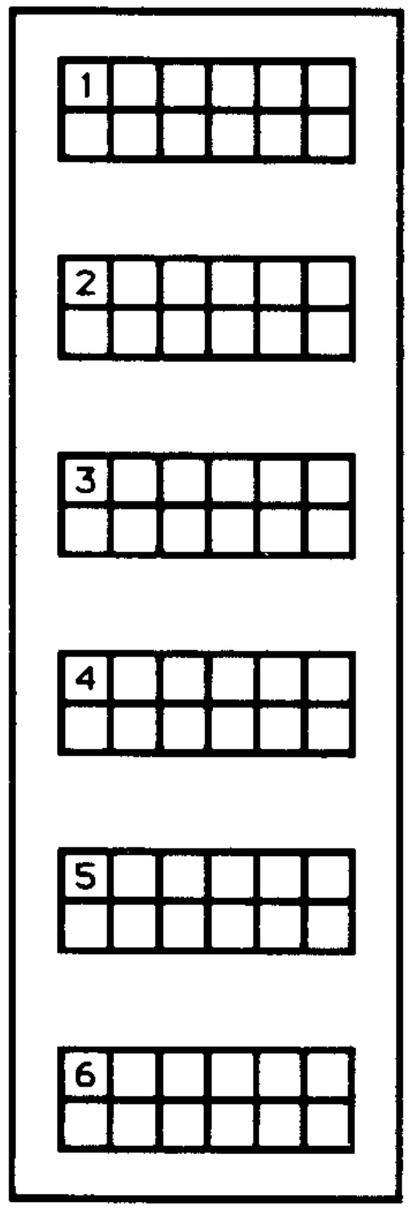
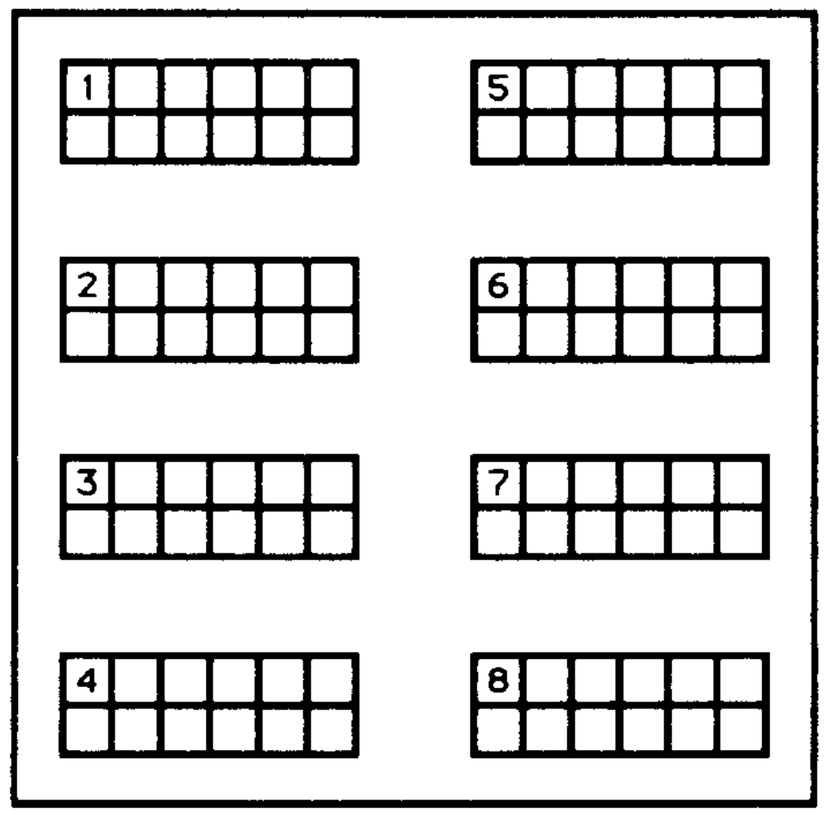
ANDROMEDAN ENERGY MODULES

SMALL ENERGY MODULE



SHIP DATA TABLE	
TYPE	= EM-S
POINT VALUE	= 30
SIZE CLASS	= 4
REFERENCE	= R10.13A

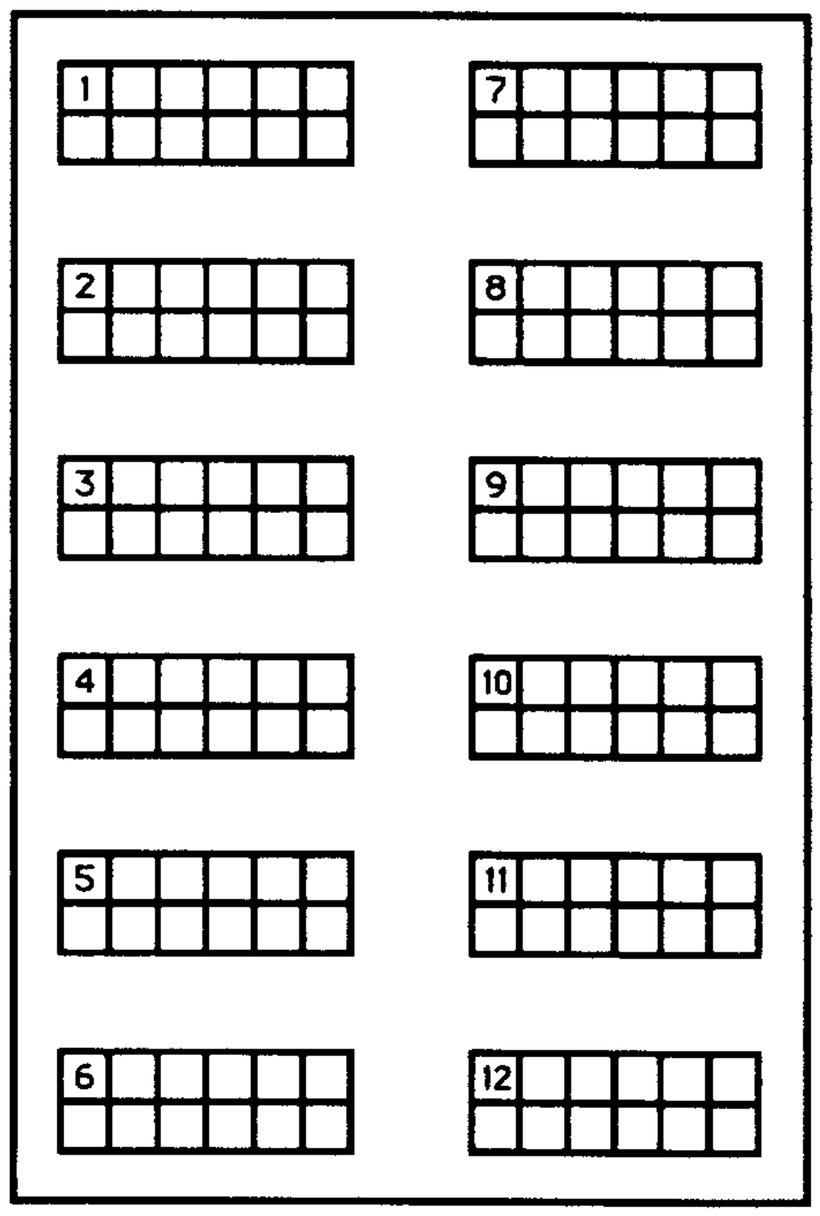
MEDIUM ENERGY MODULE



SHIP DATA TABLE	
TYPE	= EM-M
POINT VALUE	= 40
SIZE CLASS	= 4
REFERENCE	= R10.13B

SEE (G20.0) FOR RULES ON ENERGY MODULES.

LARGE ENERGY MODULE



SHIP DATA TABLE	
TYPE	= EM-L
POINT VALUE	= 60
SIZE CLASS	= 4
REFERENCE	= R10.13C

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ANDROMEDAN INFESTOR

CREW UNITS

			*						10
									20

PROBES

				5

BOARDING PARTIES

									10

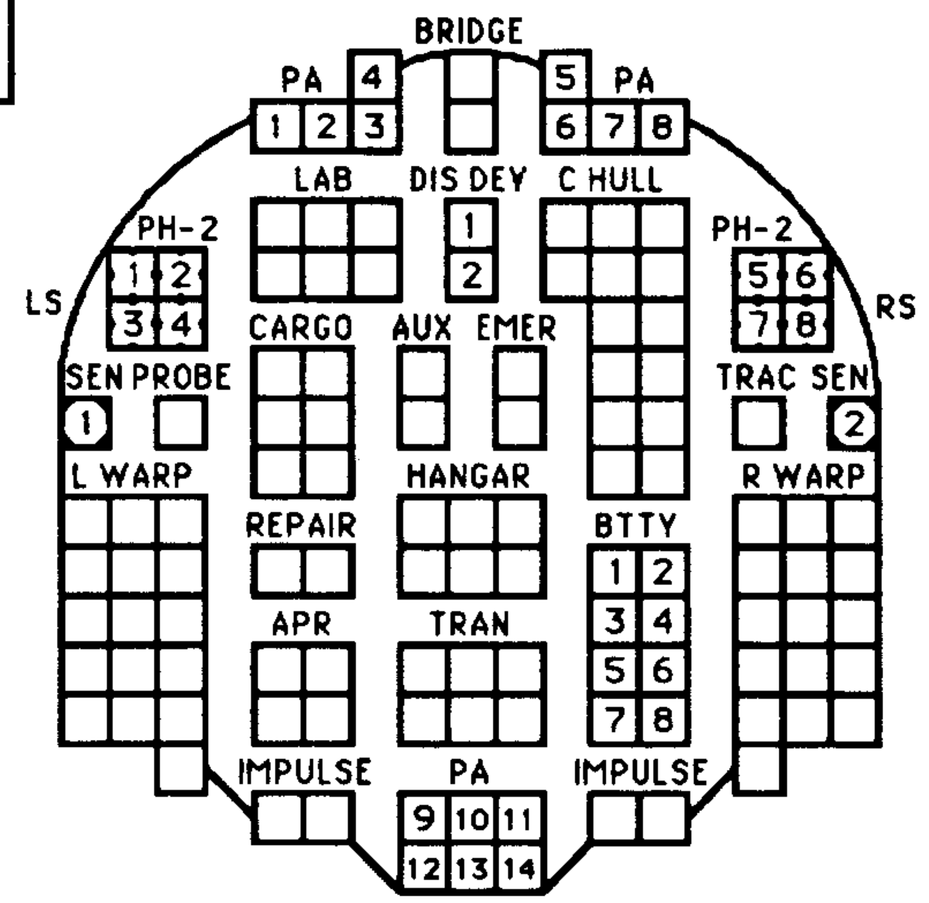
TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	INF
POINT VALUE	=	258/208
BREAKDOWN	=	6
PA COST	=	6/10
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R10.14

CNTR



SENSOR

6	6	5	3	1	0

DAMAGE CONTROL

4	4	2	2	2	0

SCANNER

0	0	1	2	4	9

EXCESS DAMAGE

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

DISPLACEMENT DEVICE TABLE

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

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

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS DESTROYED ON "TORPEDO" HITS.

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

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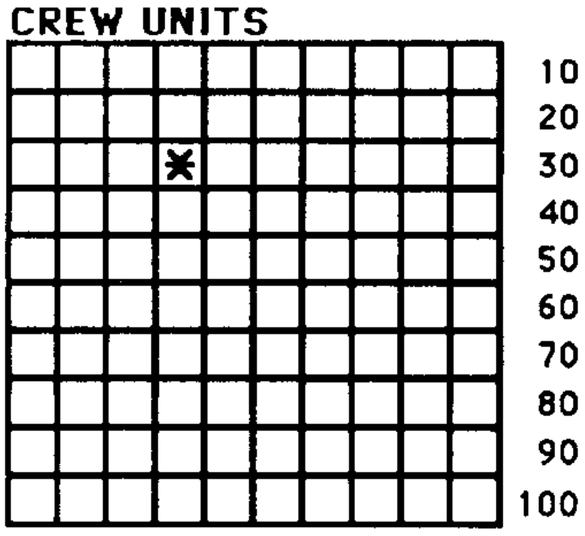
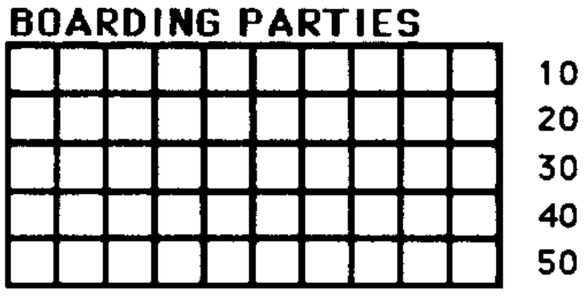
ANDROMEDAN DESECRATOR STARBASE

SHIP DATA TABLE		
TYPE	=	SB
POINT VALUE	=	1000/600
PA COST	=	18/36
LIFE SUPPORT	=	3
SIZE CLASS	=	1
REFERENCE	=	R10.7

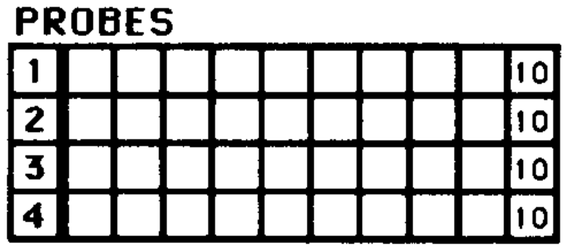
CREW UNITS



BOARDING PARTIES



PROBES



TRACTOR-REPULSOR BEAM TABLE (HEAVY)

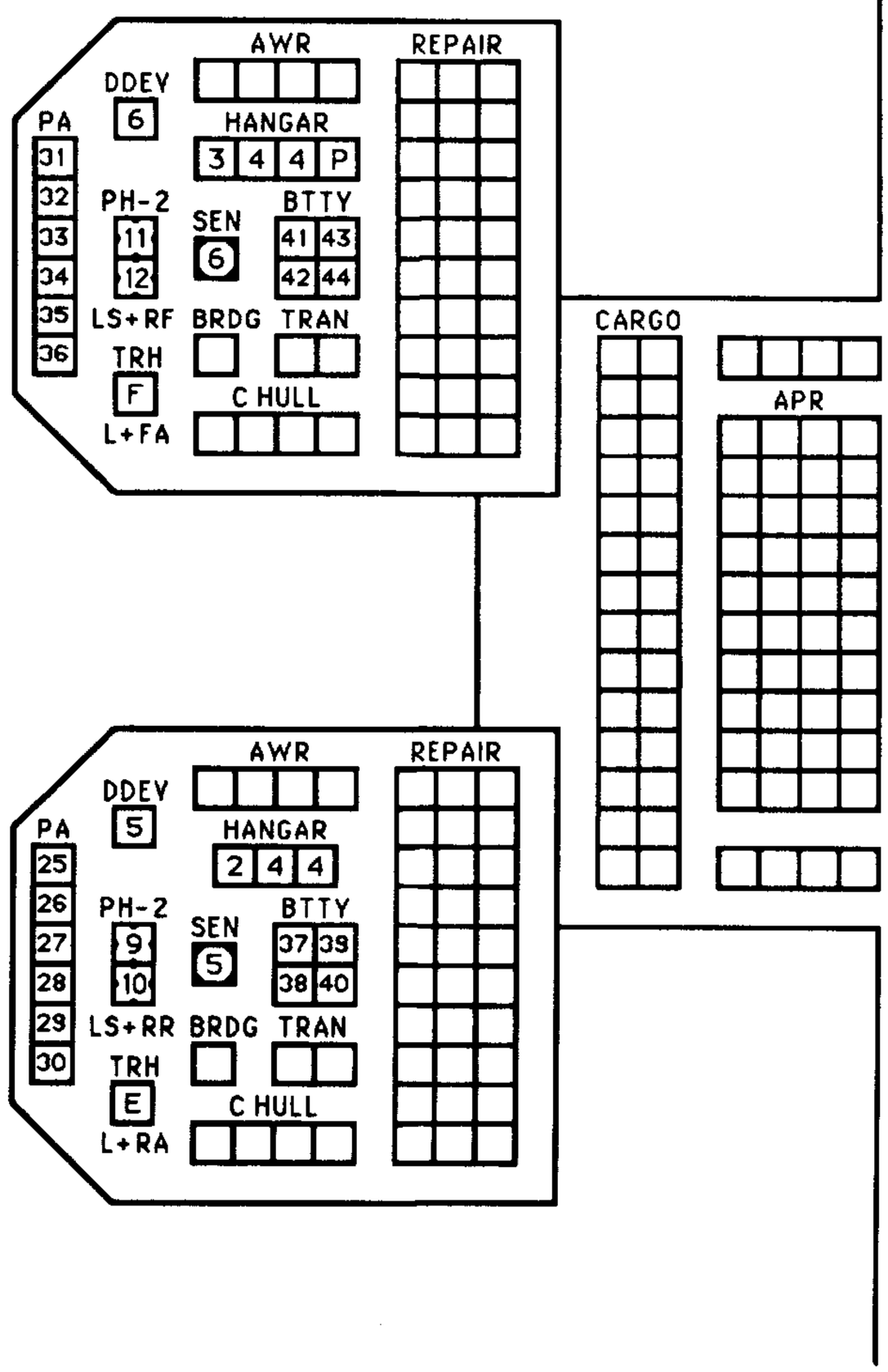
DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	20	20	18	12	8	3
2	20	20	15	9	5	2
3	20	18	12	6	3	1
4	20	15	9	3	2	0
5	18	12	6	2	1	0
6	15	9	3	1	0	0

TRACTOR-REPULSOR BEAM TABLE (LIGHT)

DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	10	10	9	6	4	2
2	10	10	7	4	3	1
3	10	9	6	3	2	0
4	10	7	4	2	1	0
5	9	6	3	1	0	0
6	7	4	2	0	0	0

TYPE II PHASER TABLE

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



SENSOR

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

SCANNER

0	0	0	0	1	1	2	3	3	5	7	9

DAMAGE CONTROL

12	12	12	10	10	10	8	8	8	6	6	4	4	2	2	0

EXCESS DAMAGE

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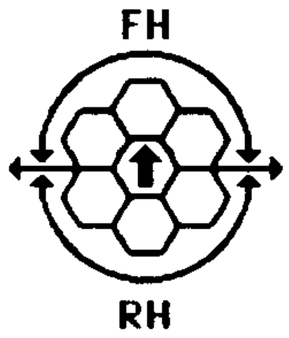
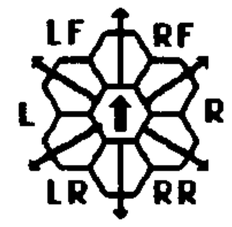
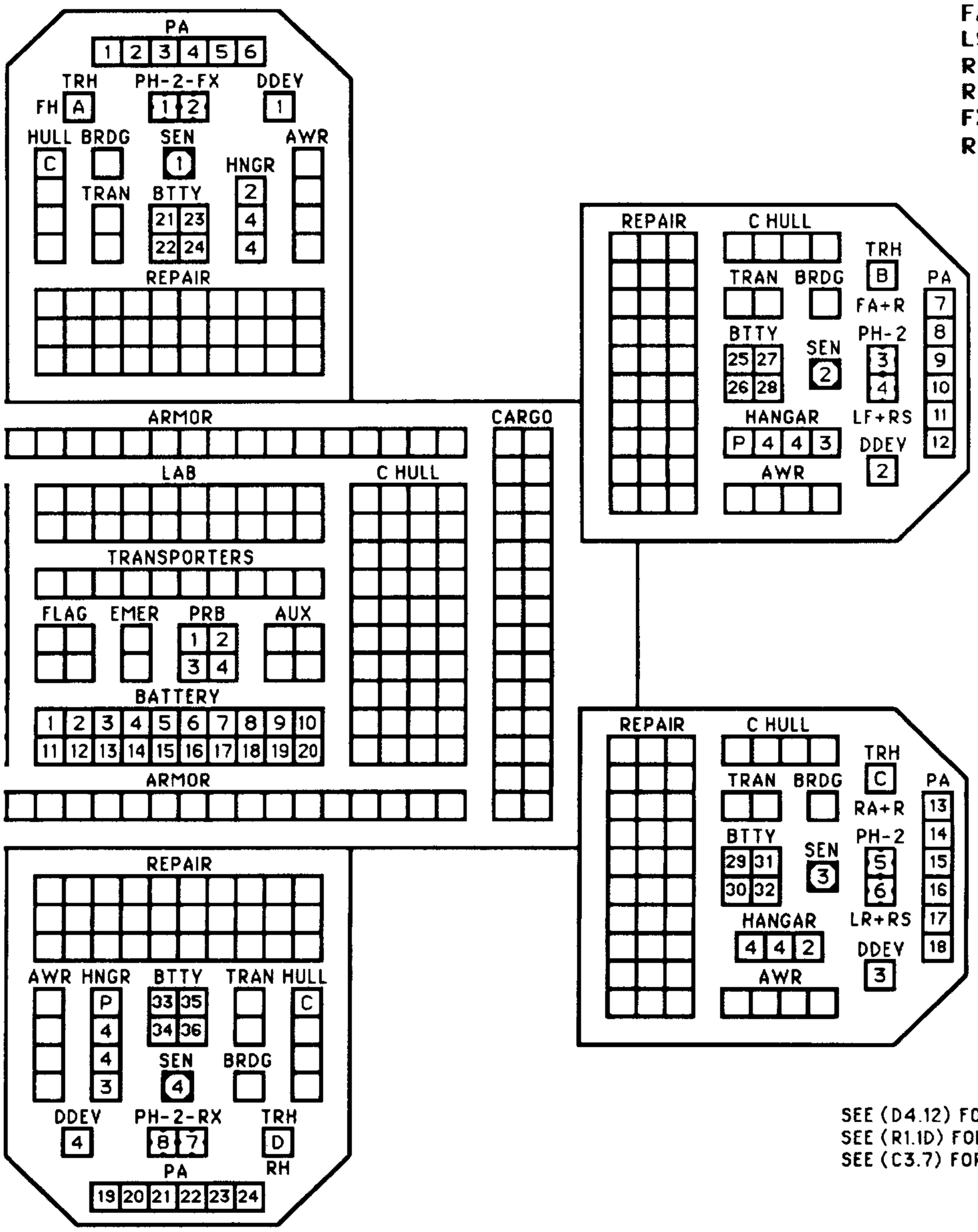
DISPLACEMENT DEVICE TABLE

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



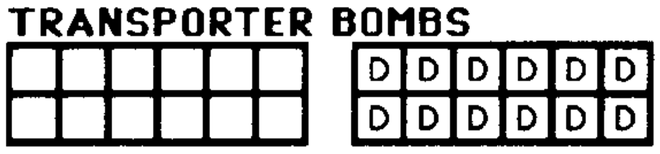


FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR
FX = L + LF + RF + R
RX = L + LR + RR + R



SEE (D4.12) FOR ARMOR RULES.
SEE (R1.1D) FOR SPECIAL DAMAGE RULES.
SEE (C3.7) FOR ROTATION RULES.

TRANSPORTER BOMBS



TYPE III DEFENSE PHASER

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

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ANDROMEDAN MAMBA

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

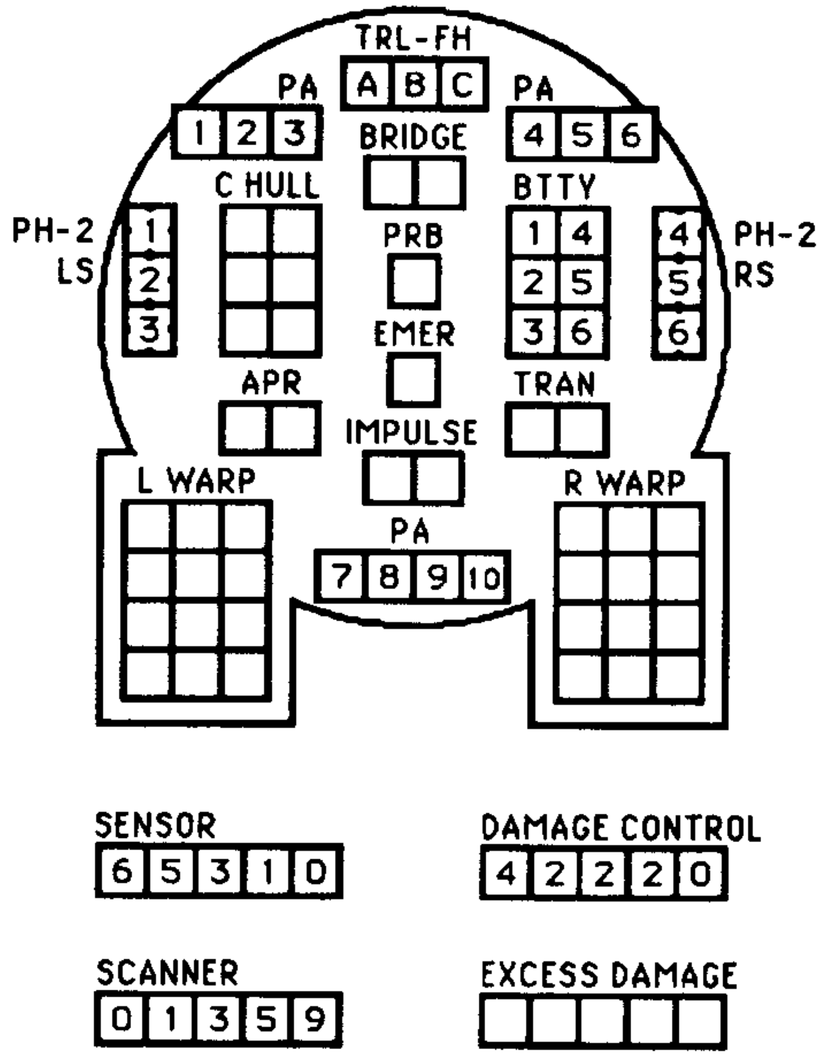
PROBES [ ][ ][ ][ ][5]

BOARDING PARTIES [ ][ ][ ][ ][ ][ ][ ][8]

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

SHIP DATA TABLE		
TYPE	=	MAM
POINT VALUE	=	130
BREAKDOWN	=	6
PA COST	=	5/8
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R10.15

CNTR



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

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

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

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

TRACTOR-REPULSOR BEAM TABLE (LIGHT)

DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	10	10	9	6	4	2
2	10	10	7	4	3	1
3	10	9	6	3	2	0
4	10	7	4	2	1	0
5	9	6	3	1	0	0
6	7	4	2	0	0	0

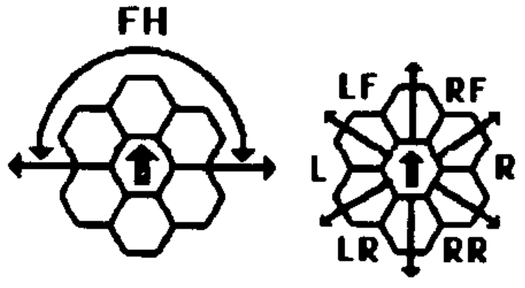
TURN MODE		SPEED
B	1	2-5
	2	6-10
HET	3	11-15
[ ]	4	16-21
BD	5	22-28
[ ][ ]	6	29+

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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



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

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

ANDROMEDAN EEL

CREW UNITS

			*					10

BOARDING PARTIES

							8

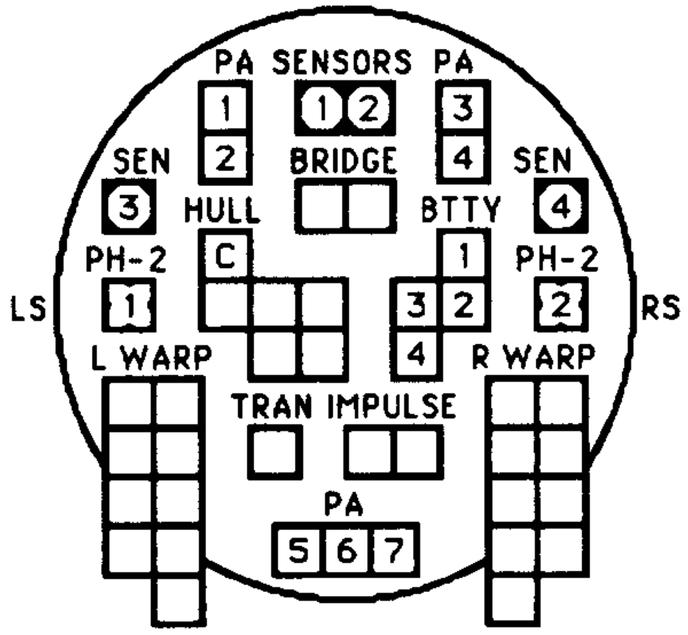
TRANSPORTER BOMBS

		D	D

SHIP DATA TABLE		
TYPE	=	EEL
POINT VALUE	=	92
BREAKDOWN	=	6
PA COST	=	4/6
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R10.16

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

CNTR



SENSOR

6	5	3	0

DAM CON

2	2	2	0

SCANNER

0	1	5	9

EX DAM

THE EEL CAN USE BOTH OF ITS BRIDGE BOXES AS LABS.

TYPE II PHASER TABLE

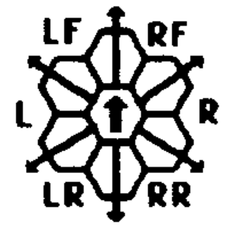
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TYPE III DEFENSE PHASER

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

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

SPECIAL SENSORS DESTROYED ON "TORPEDO" HITS.



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

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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ANDROMEDAN VIPER

CREW UNITS

[ ][ ][*][ ][ ][ ][ ][ ][10]
[ ]

BOARDING PARTIES

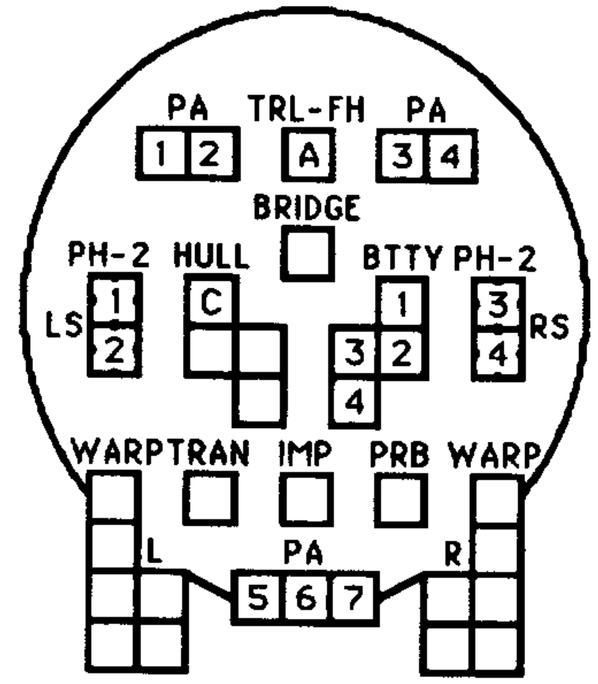
[ ][ ][ ][ ][ ][6]

TRANSPORTER BOMBS

[ ][ ] [D][D]

SHIP DATA TABLE		
TYPE	=	VIP
POINT VALUE	=	60
BREAKDOWN	=	6
PA COST	=	3/4
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R10.17

CNTR



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

DAM CON [2][2][2][0]

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

EX DAM [ ][ ][ ][ ]

TRACTOR-REPULSOR BEAM TABLE (LIGHT)

DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	10	10	9	6	4	2
2	10	10	7	4	3	1
3	10	9	6	3	2	0
4	10	7	4	2	1	0
5	9	6	3	1	0	0
6	7	4	2	0	0	0

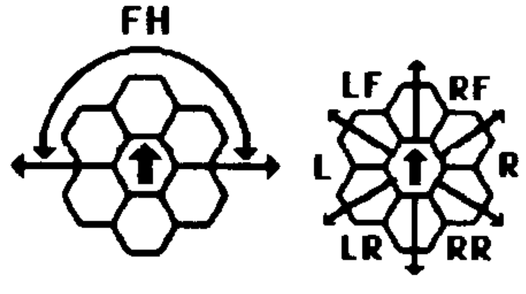
TURN MODE		SPEED
A	1	2-6
HET	2	7-12
[ ]	3	13-19
BD	4	20-26
[ ][ ]	5	27+

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

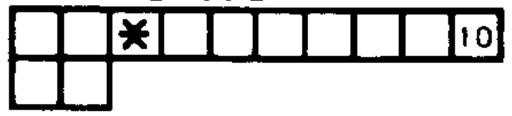


LS = LF + L + LR
RS = RF + R + RR

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

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

CREW UNITS

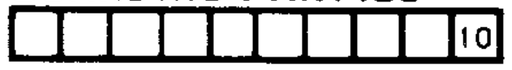


ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS

BOARDING PARTIES

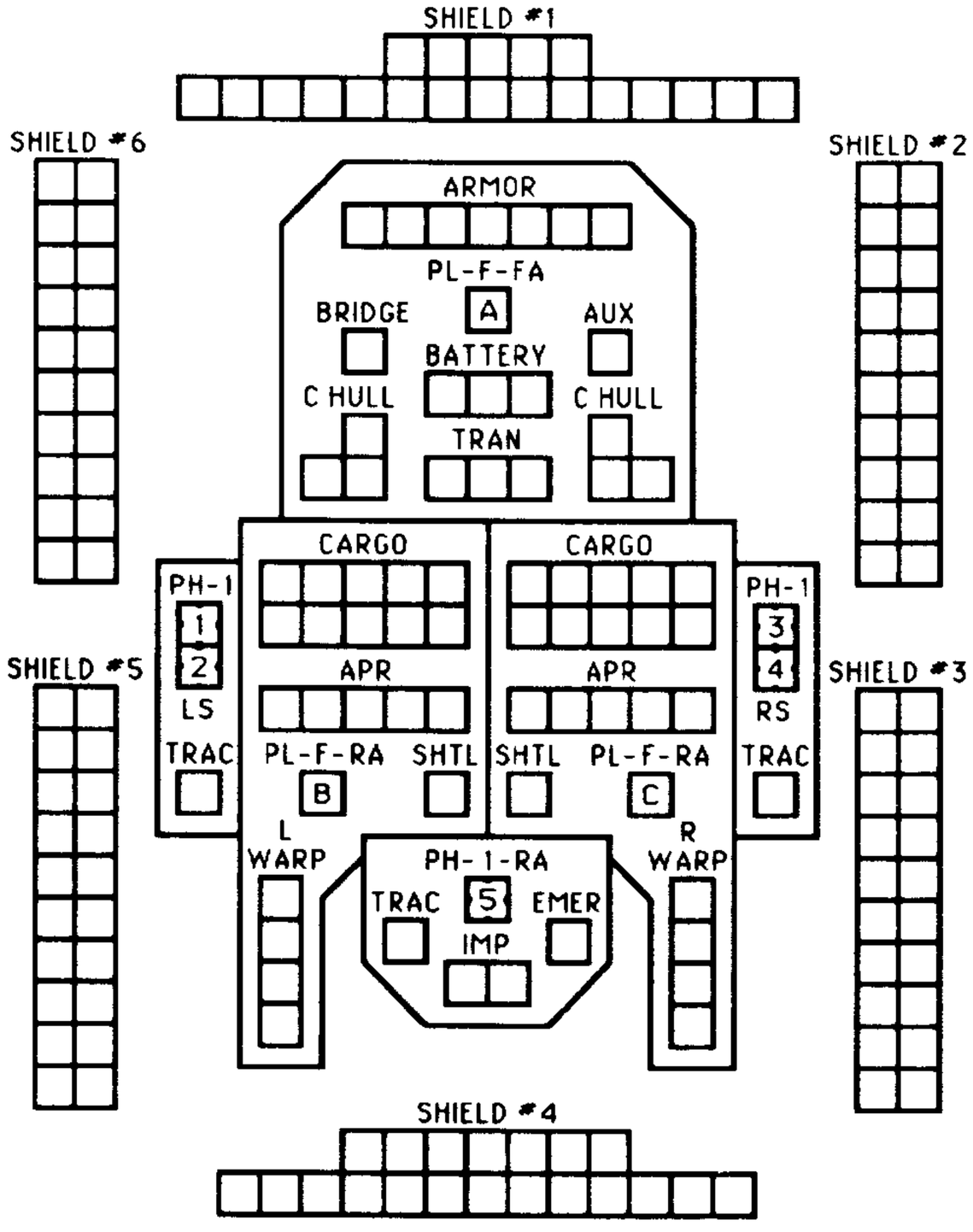


T-BOMBS

SHIP DATA TABLE		
TYPE	=	L-Q
POINT VALUE	=	82
BREAKDOWN	=	2-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R1.7

CNTR

ISC LARGE Q SHIP



TYPE I OFFENSIVE PHASER TABLE

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

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

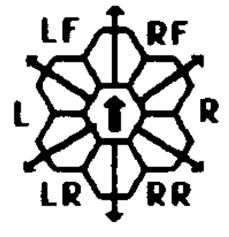
TYPE III DEFENSE PHASER

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

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

SEE SPECIAL COMBAT RULES (R1.7).

SEE (D4.12) FOR ARMOR RULES.



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

PLASMA TORPEDO WARHEAD TABLE

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

PSEUDO PLASMA TORPEDOES

[A] F [B] F [C] F

SENSOR	SCANNER	DAM CONTROL	EX DAMAGE
6630	0029	4220	

THE REAR PLASMA TORPEDOES ON THIS SHIP ARE NOT RESTRICTED IN THEIR LAUNCH RATE AS OTHER ISC SHIPS ARE.

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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CREW UNITS

	*				6

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

				5

T-BOMBS

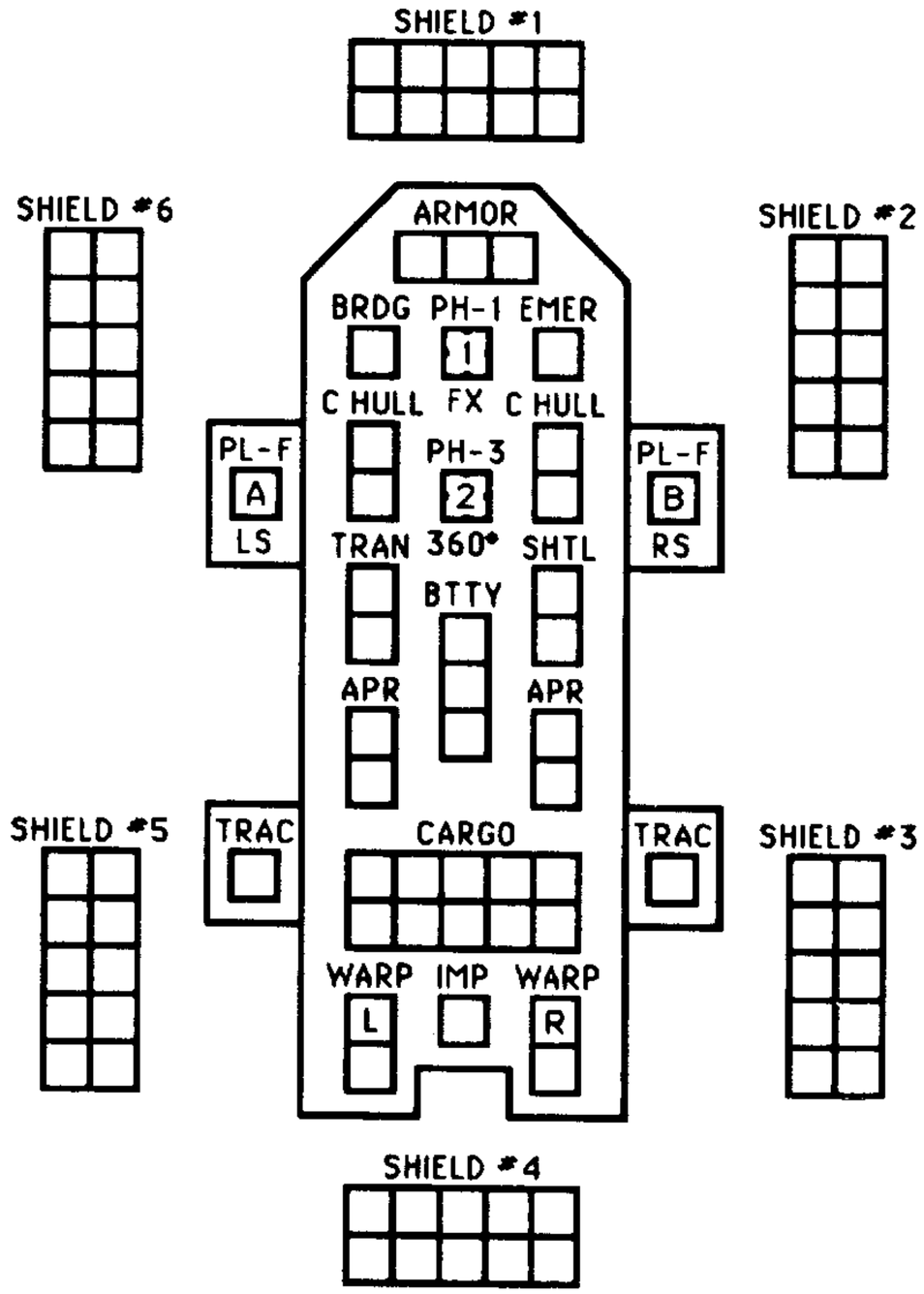
		D	D

SHIP DATA TABLE

TYPE	=	S-Q
POINT VALUE	=	39
BREAKDOWN	=	2-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R1.7

CNTR

ISC
SMALL Q SHIP



SENSOR

6	4	0

SCANNER

0	0	9

DAM CON

4	2	0

EX DAM

TYPE I OFFENSIVE PHASER TABLE

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

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

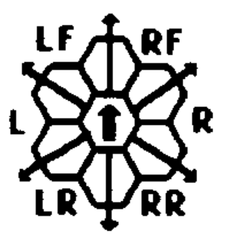
TYPE III DEFENSE PHASER

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

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

SEE SPECIAL COMBAT RULES (R1.7).

SEE (D4.12) FOR ARMOR RULES.



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

PLASMA TORPEDO WARHEAD TABLE

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

PSEUDO PLASMA TORPEDOES

A	F	B	F

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

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

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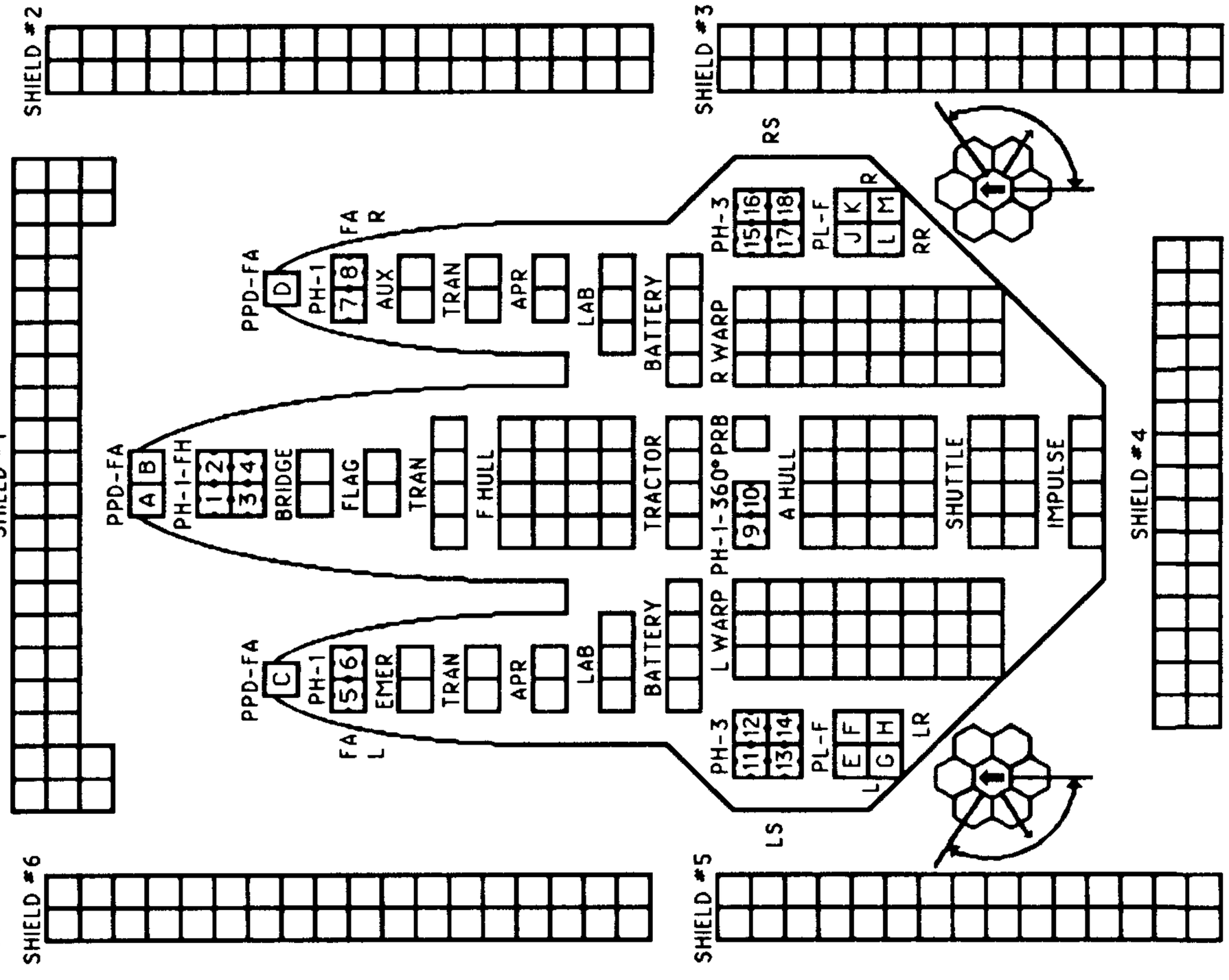
ISC DREADNOUGHT



SHIP DATA TABLE	
TYPE	= DN
POINT VALUE	= 280
BREAKDOWN	= 3-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R13.2

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

TYPE III DEFENSE PHASER

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

WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX																															
SPEED	1	2	3	4	5	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45	
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45	

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

PLASMATIC PULSAR DEVICE COMBAT TABLE						
RANGE	0-3	4-10	11-15	16-20	21-25	26-30 31-40
HIT*	-	9	8	7	6	5 4
DAMAGE	0	6	5	4	3	2 1
SPLASH	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0 0+1+0
ALT	0	3+3	3+2	2+2	2+1	1+1 1+0

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

(R13.1C) FOR RESTRICTIONS
REAR-FIRING PLASMA-Fs.

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER

BOARDING PARTIES 10 20

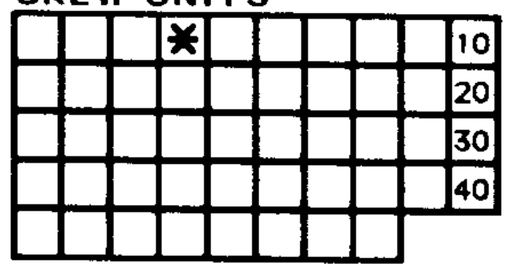
CREW UNITS * 10 20 30 40 50 60

PROBES 5

BOMBS D D D D D D

ISC FLAGSHIP CRUISER

CREW UNITS



BOARDING PARTIES

PROBES

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

SHIP DATA TABLE

TYPE	=	CC
POINT VALUE	=	220
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R13.5

PLASMATIC PULSAR DEVICE COMBAT TABLE

RANGE	0-3	4-10	11-15	16-20	21-25	26-30	31-40
HIT*	-	9	8	7	6	5	4
DAMAGE	0	6	5	4	3	2	1
SPLASH	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0
ALT	0	3+3	3+2	2+2	2+1	1+1	1+0

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

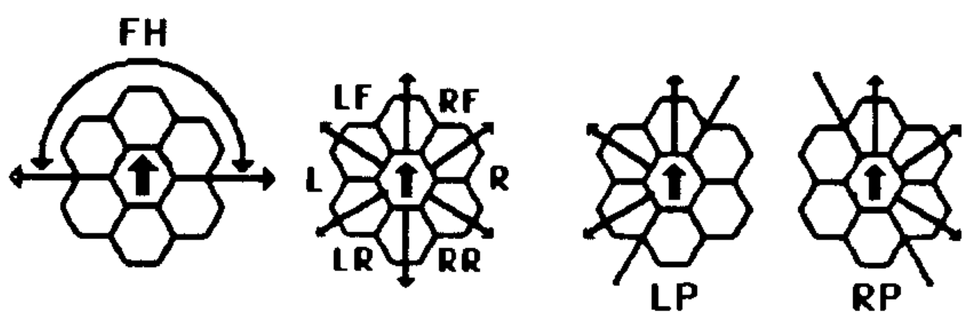
PLASMA TORPEDO WARHEAD STRENGTH TABLE

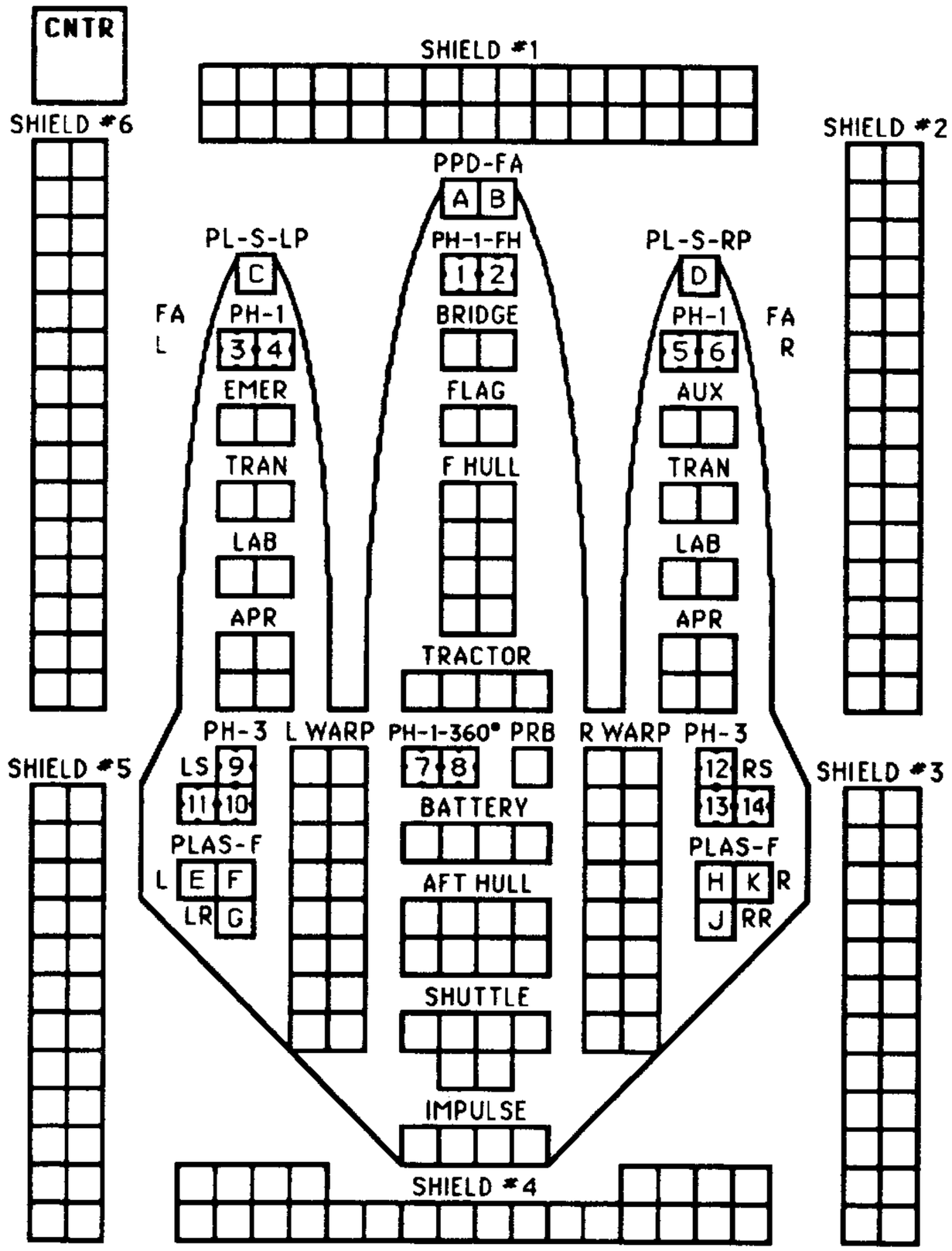
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1		

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

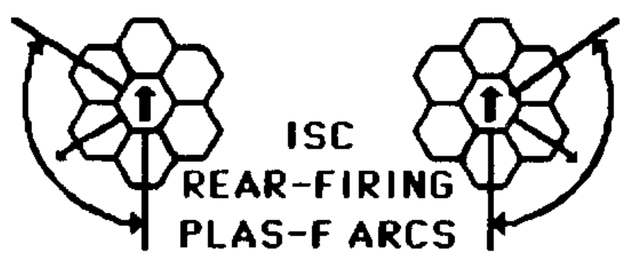
PSEUDO-PLASMA TORPEDOES

[C]s [D]s





SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs.



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

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

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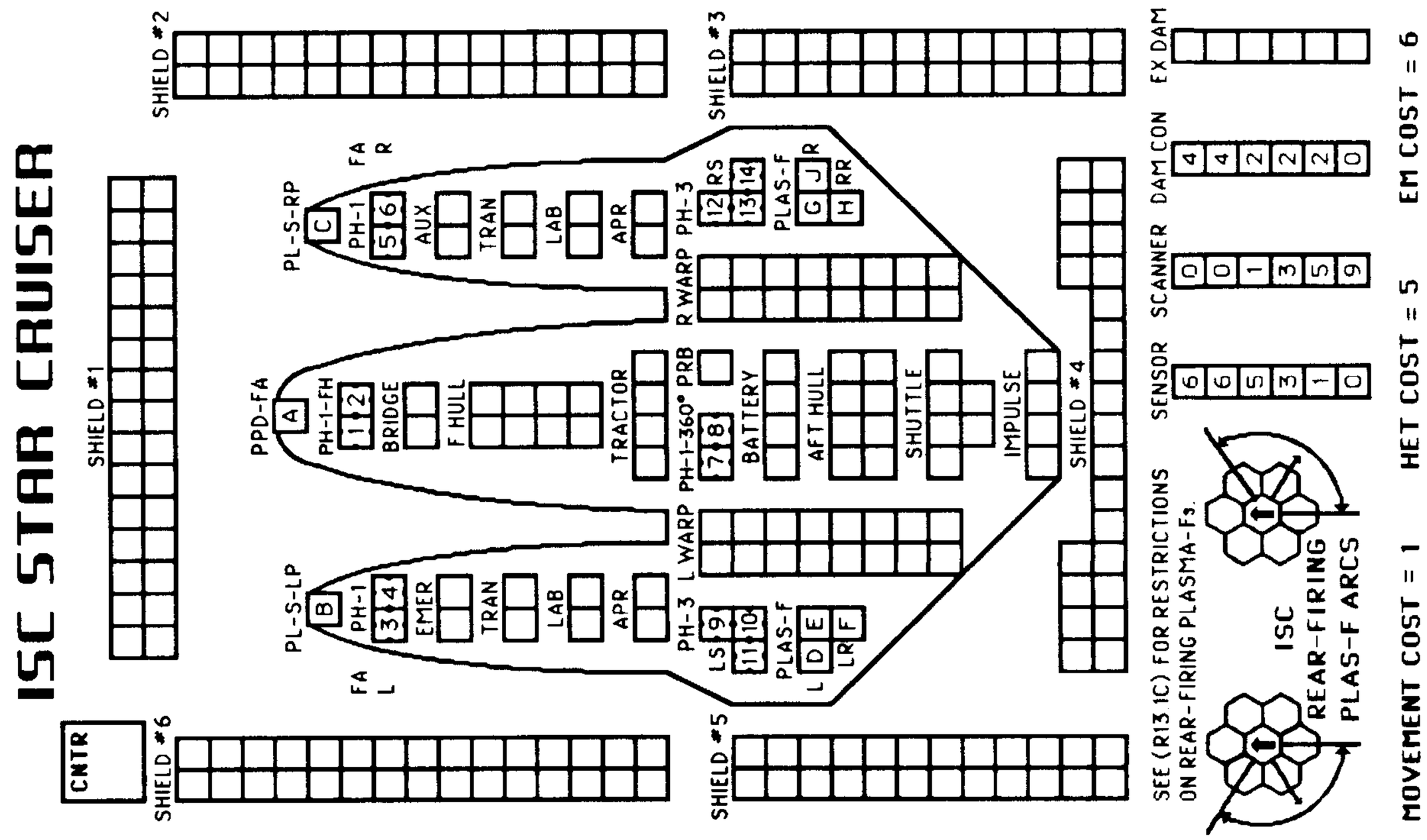
ISC STAR CRUISER



SHIP DATA TABLE	
TYPE	CA
POINT VALUE	185
BREAKDOWN	5-6
SHIELD COST	1+1
LIFE SUPPORT	1
SIZE CLASS	3
REFERENCE	R13.6

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

TYPE III DEFENSE PHASER

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

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

PLASMATIC PULSAR DEVICE COMBAT TABLE

RANGE	0-3	4-10	11-15	16-20	21-25	26-30	31-40
HIT*	-	9	8	7	6	5	4
DAMAGE	0	6	5	4	3	2	1
SPLASH	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0
ALT	0	3+3	3+2	2+2	2+1	1+1	1+0

TYPE I OFFENSIVE PHASER TABLE

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS 10 20 30 40

BOARDING PARTIES 10

TRANSPORTERS D D D

PROBES 5

PSEUDO-PLASMA TORPEDOES B(5) C(5)

ISC FLEET CARRIER

CREW UNITS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

TRANSPORTER BOMBS D D D D

DECK CREWS

PROBES 5

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

SHIP DATA TABLE

TYPE	=	CV
POINT VALUE	=	166
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R13.7

TYPE I OFFENSIVE PHASER TABLE

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

LF RF L R LR RR

FH

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

FP

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	FTR ONLY		
BOLT	1-4	1-3	1-2						1		

PSEUDO-PLASMA TORPEDOES

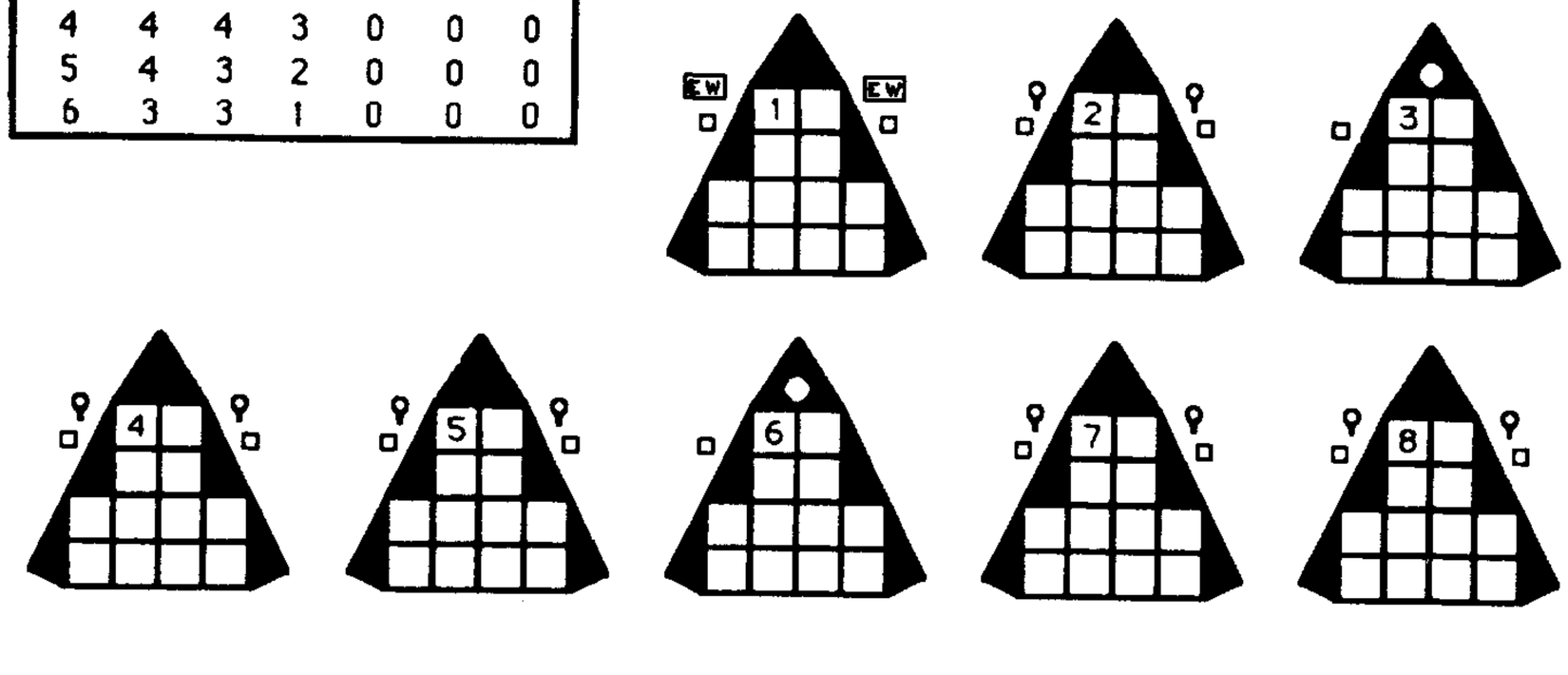
A s B s

TYPE III DEFENSE PHASER

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

SF FIGHTERS
2xPH-3-FA
DFR=4
CRIPPLED=8
SPEED=12

TF FIGHTERS
1xPH-3-FA
DFR=2
CRIPPLED=8
SPEED=12



SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs.

ISC REAR-FIRING PLAS-F ARCS

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

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

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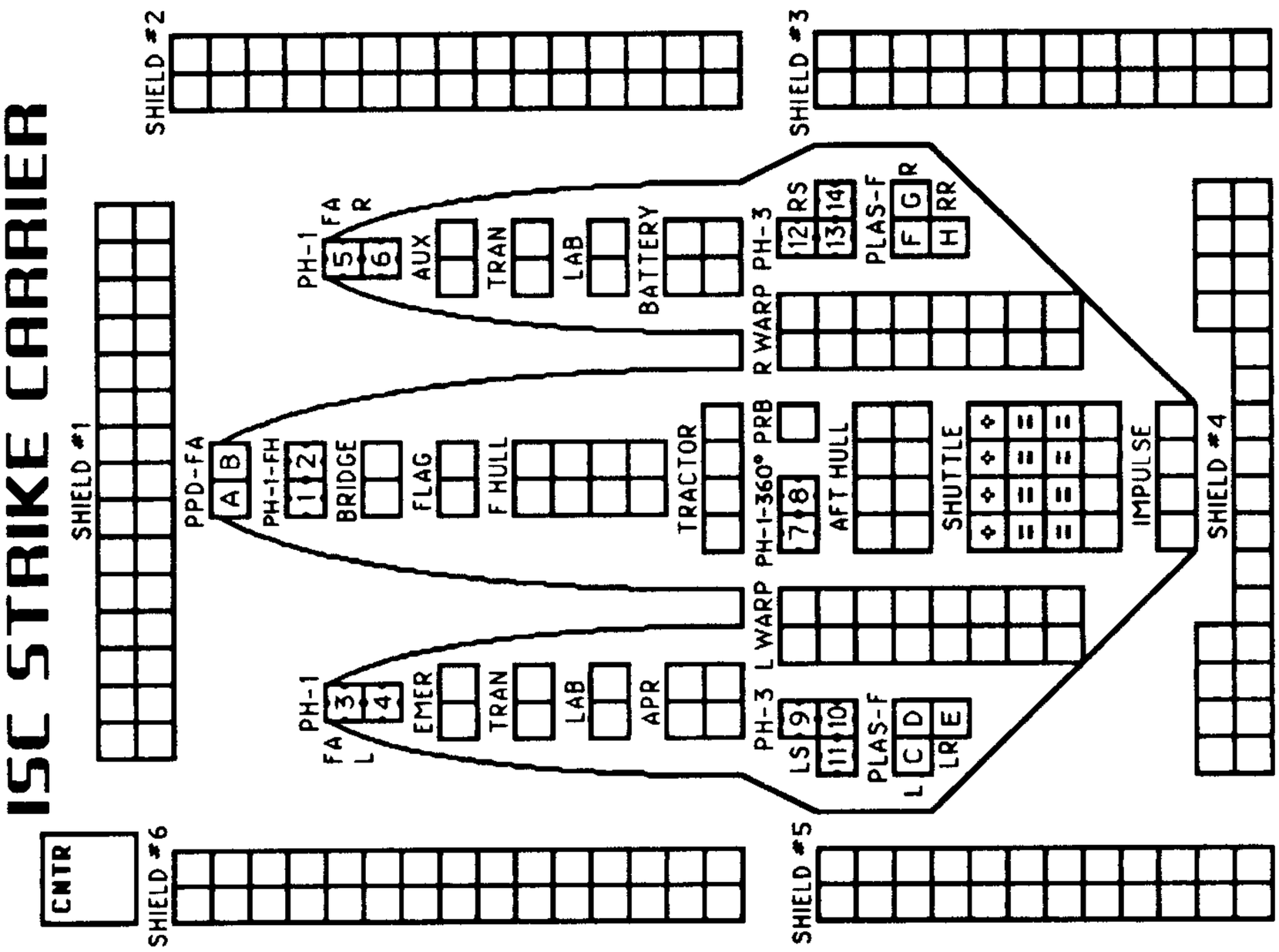
ISC STRIKE CARRIER

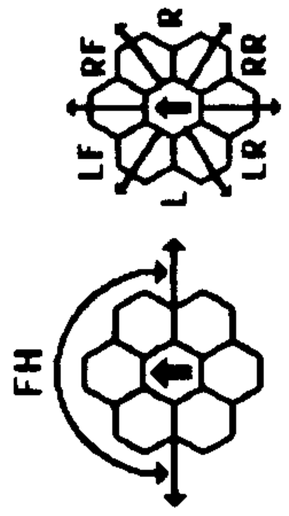


SHIP DATA TABLE	
TYPE	= CVS
POINT VALUE	= 176
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R13.8

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

TYPE III DEFENSE PHASER

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



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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS

10 20 30 40 50

BOARDING PARTIES

10

DECK CREWS

10

TRANSPORTER BOMBS

D D D D

PROBES

5

PLASMATIC PULSAR DEVICE COMBAT TABLE

RANGE	0-3	4-10	11-15	16-20	21-25	26-30	31-40
HIT*	-	9	8	7	6	5	4
DAMAGE	0	6	5	4	3	2	1
SPLASH	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0
ALT	0	3+3	3+2	2+2	2+1	1+1	1+0

TYPE I OFFENSIVE PHASER TABLE

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

PLASMA TORPEDO WARHEAD TABLE

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

SF FIGHTERS
2xPH-3-FA
DFR=4
CRIPPLED=8
SPEED=12

TF FIGHTERS
1xPH-3-FA
DFR=2
CRIPPLED=8
SPEED=12

ISC LIGHT CRUISER

CREW UNITS

			*					10
								20
								30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	CL
POINT VALUE	=	145
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R13.9

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

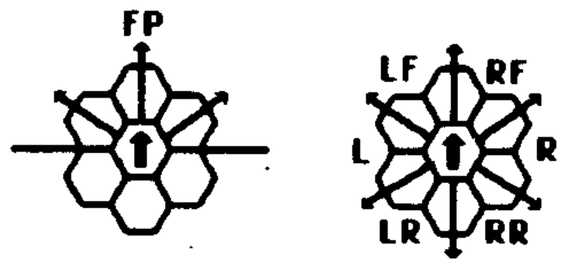
TYPE I OFFENSIVE PHASER TABLE

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

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

PSEUDO-PLASMA TORPEDOES

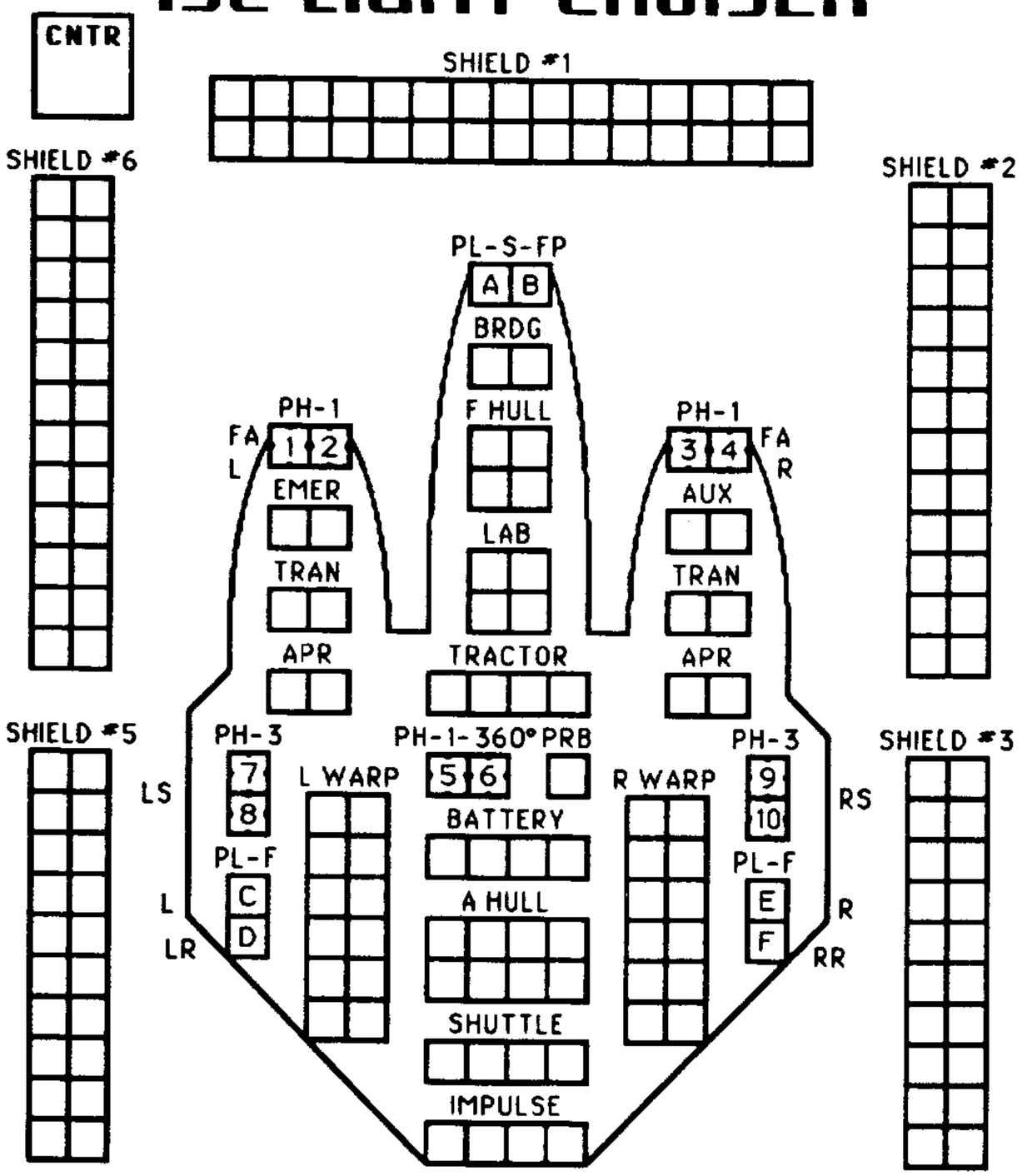
A	S	B	S

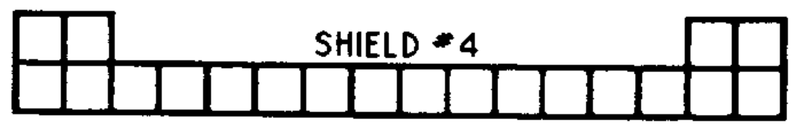


FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

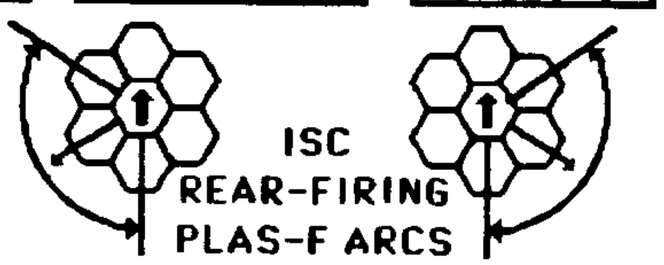
TYPE III DEFENSE PHASER

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





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



SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs.

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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ISC LIGHT CARRIER

CREW UNITS

		*						10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES: 10

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

DECK CREWS: 9

PROBES: 5

SHIP DATA TABLE

TYPE	=	CVL
POINT VALUE	=	135
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R13.10

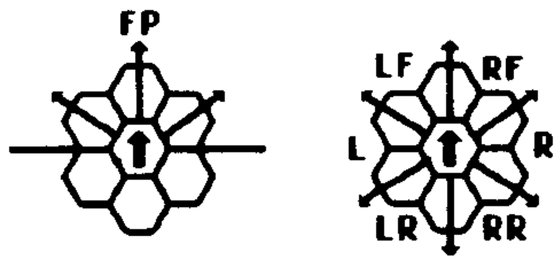
SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs

TYPE I OFFENSIVE PHASER TABLE

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

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

PSEUDO-PLASMA TORPEDOES: [A] S [B] S



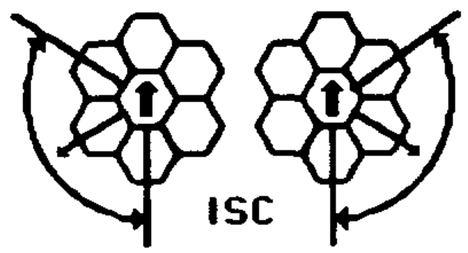
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	FTR ONLY		
BOLT	1-4	1-3	1-2						1		



REAR-FIRING PLAS-F ARCS

SF FIGHTERS
2xPH-3-FA
DFR=4
CRIPPLED=8
SPEED=12

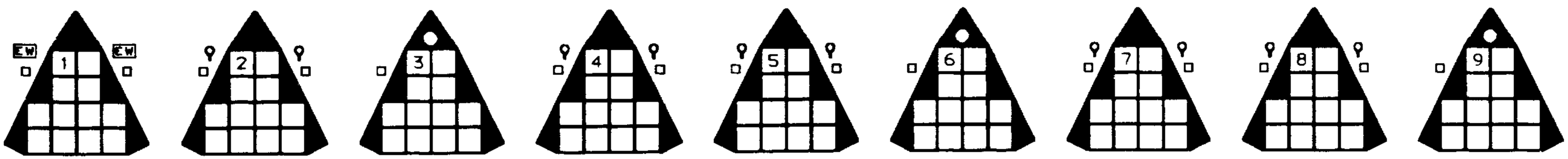
TF FIGHTERS
1xPH-3-FA
DFR=2
CRIPPLED=8
SPEED=12

SENSOR: 6 6 5 3 1 0

SCANNER: 0 0 1 3 5 9

DAM CON: 4 2 2 2 0

EX DAM: [ ] [ ] [ ] [ ] [ ]



WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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ISC STRIKE CRUISER

CREW UNITS

			*						10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	CS
POINT VALUE	=	155
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R13.11

BOARDING PARTIES

										10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

TYPE I OFFENSIVE PHASER TABLE

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

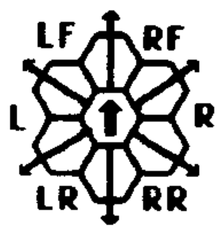
TURN MODE	SPEED
C 1	2-4
2	5-9
3	10-14
HET 4	15-20
5	21-27
BD 6	28+

TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD TABLE

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

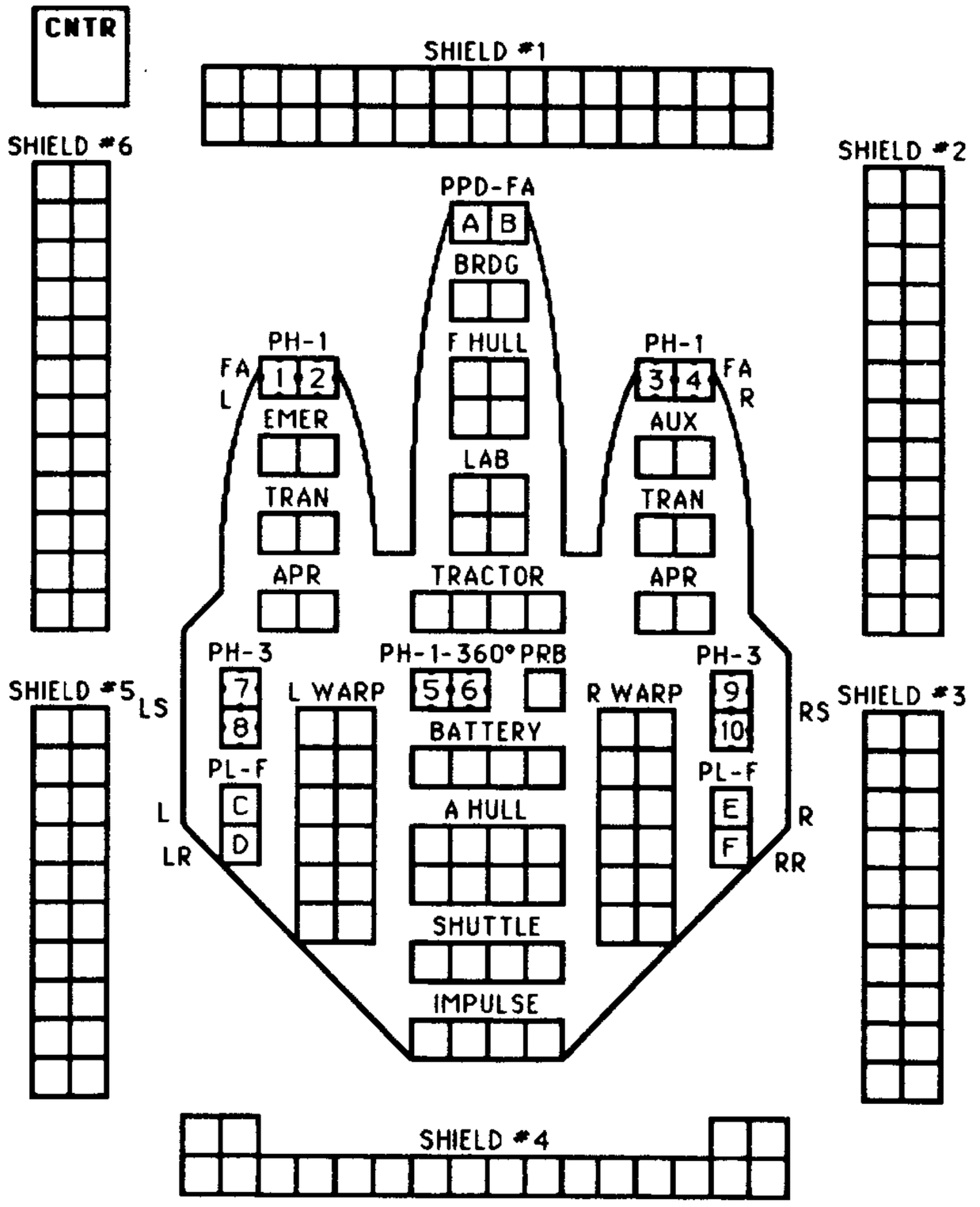


PLASMATIC PULSAR DEVICE COMBAT TABLE

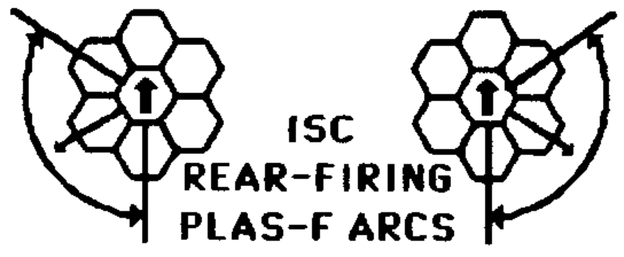
RANGE	0-3	4-10	11-15	16-20	21-25	26-30	31-40
HIT*	-	9	8	7	6	5	4
DAMAGE	0	6	5	4	3	2	1
SPLASH	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0
ALT	0	3+3	3+2	2+2	2+1	1+1	1+0

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

SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs.



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



WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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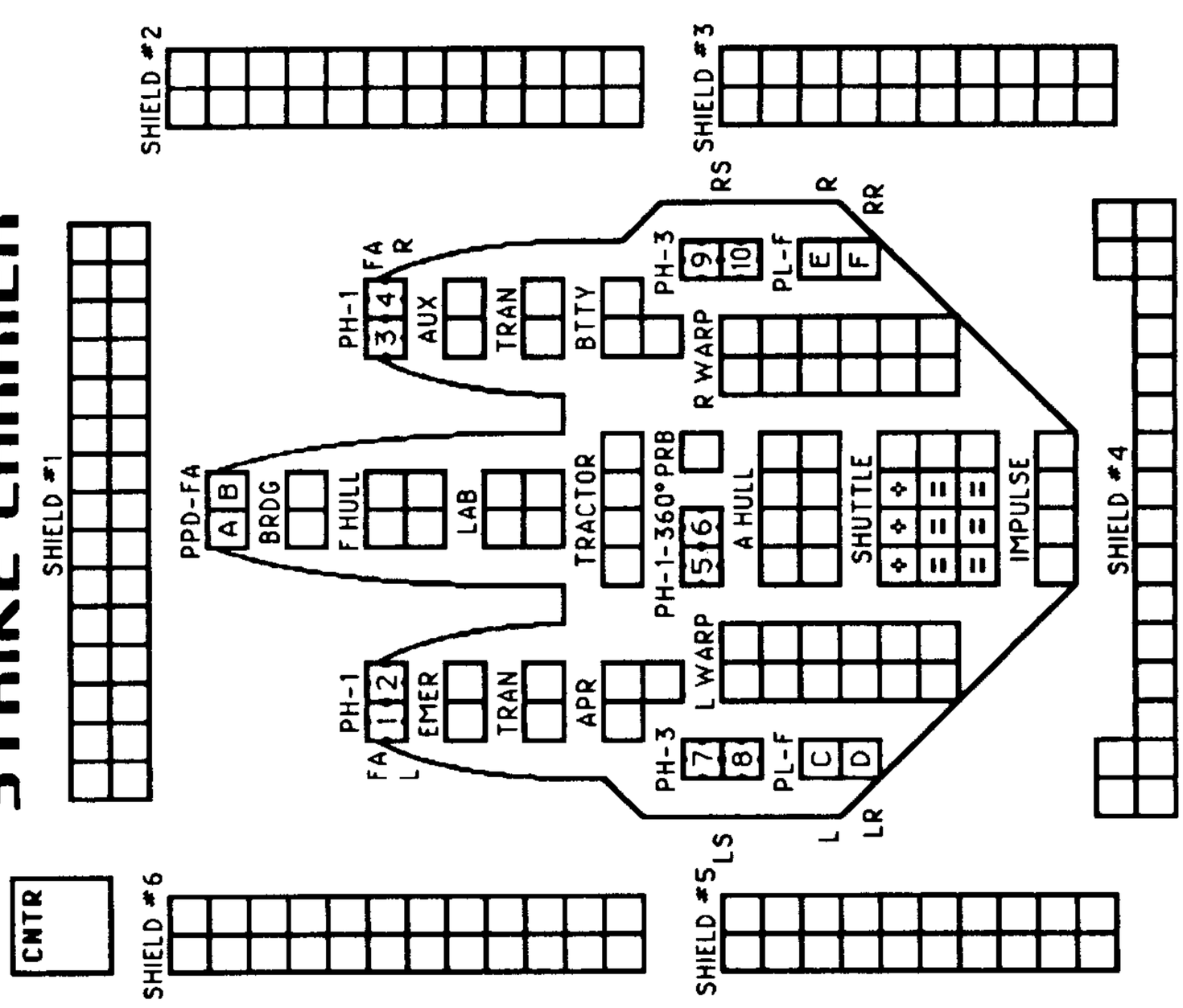
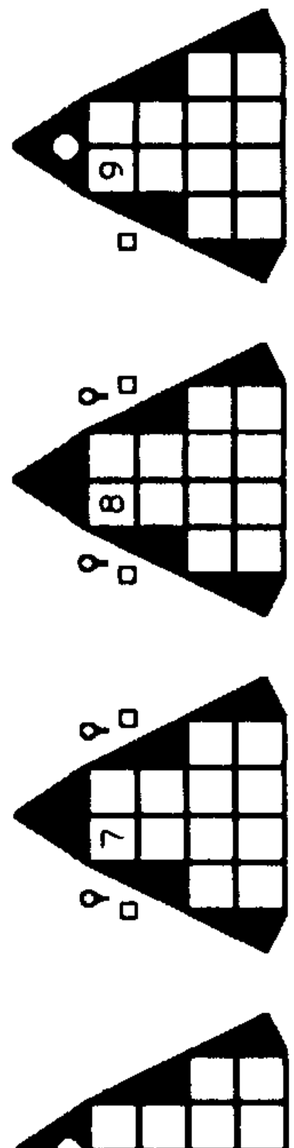
ISC LIGHT STRIKE CARRIER





SHIP DATA TABLE

TYPE	= CVLS
POINT VALUE	= 145
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R13.12

SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs.

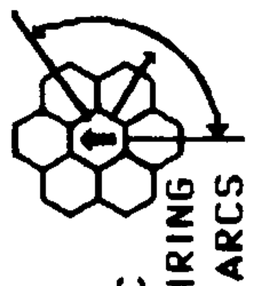
TURN MODE

C	1
	2
	3
HET	4
	5
BD	6

TYPE III DEFENSE PHASER

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

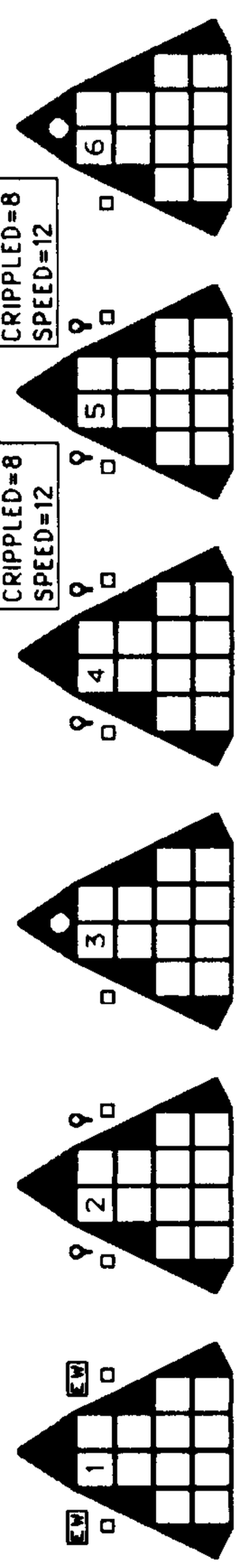
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR



ISC REAR-FIRING PLAS-F ARCS

TF FIGHTERS
1xPH-3-FA
DFR=2
CRIPPLED=8
SPEED=12

SF FIGHTERS
2xPH-3-FA
DFR=4
CRIPPLED=8
SPEED=12



⑥ = ERRATIC MANEUVER WARP COST

SPEED	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

5 = HET COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Standard	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS

10 20 30 40

BOARDING PARTIES

10

DECK CREWS

9

TRANSPORTER BOMBS

D D D D

PROBES

5

TYPE I OFFENSIVE PHASER TABLE

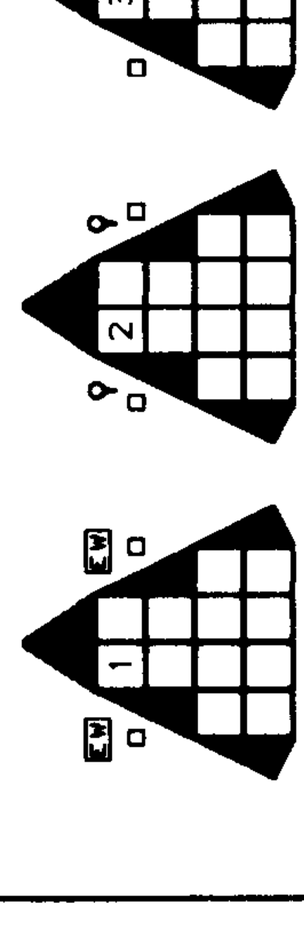
DIE ROLL	RANGE 0	1	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51- 75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

PLASMA TORPEDO WARHEAD TABLE

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

PLASMATIC PULSAR DEVICE COMBAT TABLE

RANGE	0-3	4-10	11-15	16-20	21-25	26-30	31-40
HIT*	-	9	8	7	6	5	4
DAMAGE	0	6	5	4	3	2	1
SPLASH	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0
ALT	0	3+3	3+2	2+2	2+1	1+1	1+0



CREW UNITS

		*						10
								20
								30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

									10

SHIP DATA TABLE

TYPE	=	SR
POINT VALUE	=	140/120
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R13.13

SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs.

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

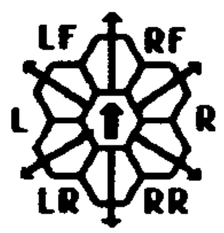
PLASMA TORPEDO WARHEAD TABLE

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

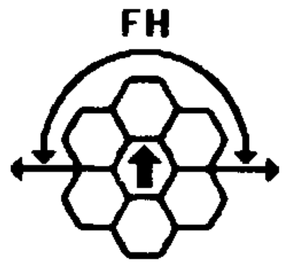
SCOUT FUNCTIONS SUMMARY

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

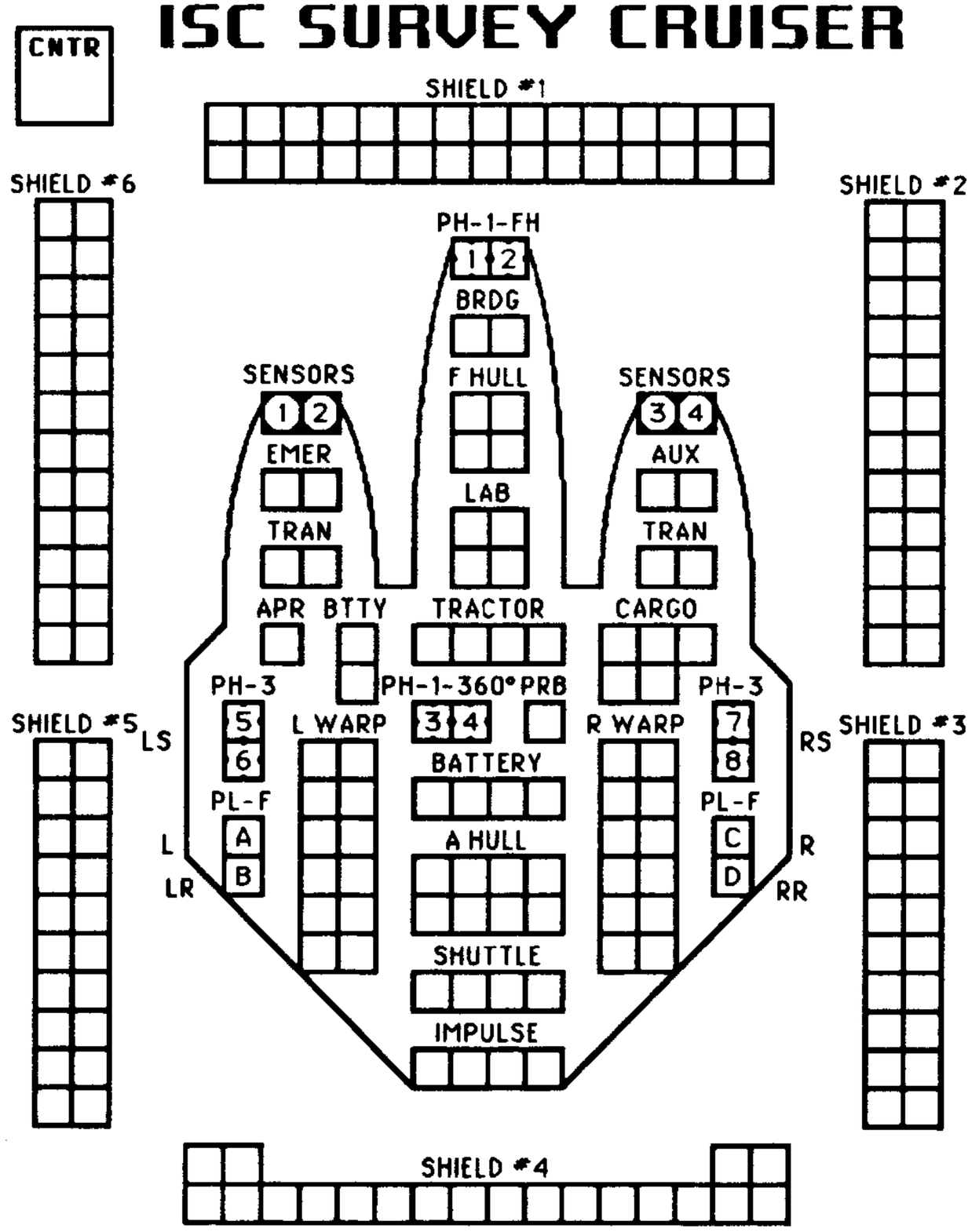
SENSORS ARE DESTROYED ON "TORPEDO" HITS.



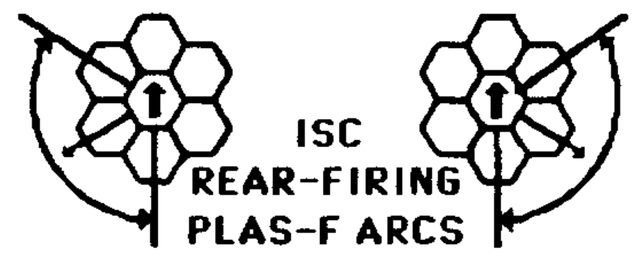
LS = LF + L + LR
RS = RF + R + RR



ISC SURVEY CRUISER



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



WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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CREW UNITS

			*						10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	HSC
POINT VALUE	=	170/120
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R13.14

SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs.

TYPE I OFFENSIVE PHASER TABLE

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

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

PLASMA TORPEDO WARHEAD TABLE

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

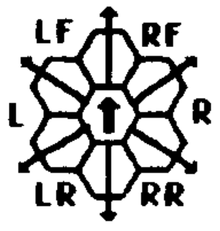
TYPE III DEFENSE PHASER

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

SCOUT FUNCTIONS SUMMARY

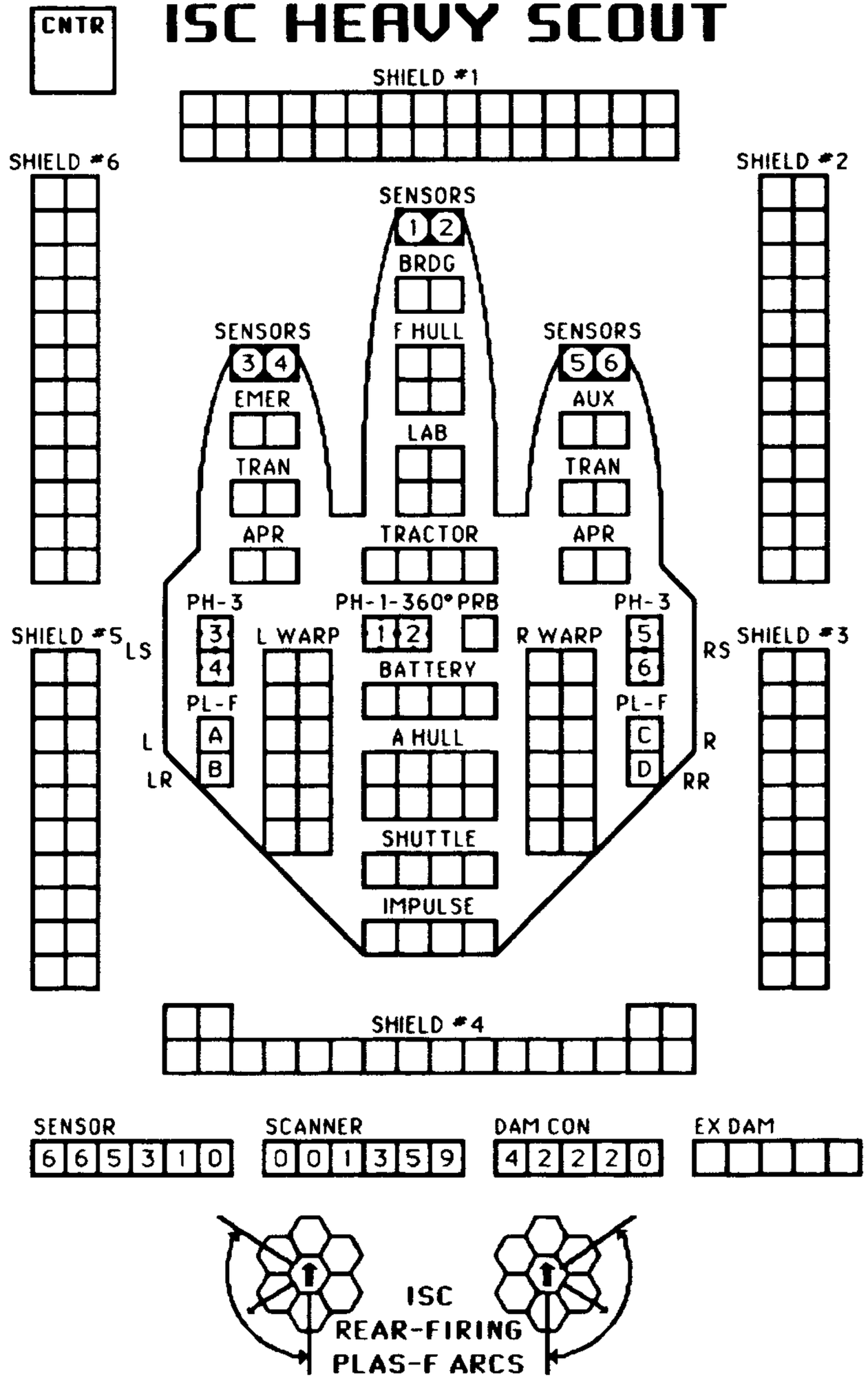
21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SENSORS ARE DESTROYED ON "TORPEDO" HITS.



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

ISC HEAVY SCOUT



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

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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ISC DESTROYER LEADER

CREW UNITS

			*					10
								20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

									10

TRANSPORTER BOMBS

		D	D

SHIP DATA TABLE

TYPE	=	DDL
POINT VALUE	=	110
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R13.16

CNTR

SHIELD #1

SENSOR 6 5 3 1 0

SHIELD #6

SHIELD #2

PL-G-FP A B

BRIDGE

PH-1 FA L 1 2

TRAN

PH-1 3 4 FA R

SCANNER 0 1 3 5 9

APR BTTY

EMER

APR TRAC

AUX

APR BTTY

LAB

LAB

C HULL

SHIELD #5

PH-3 LS 5 6

L WARP

R WARP

PH-3 7 8 RS

SHIELD #3

DAM CON 2 2 2 0

PL-F C

PL-F D

L LR

SHTL

R RR

IMPULSE

EX DAM

SHIELD #4

TYPE I OFFENSIVE PHASER TABLE

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

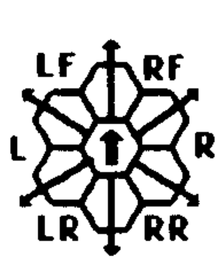
TURN MODE	SPEED
1	2-5
2	6-10
3	11-15
4	16-21
5	22-28
6	29+

HET

BD

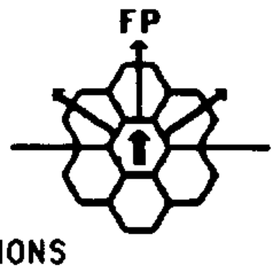
TYPE III DEFENSE PHASER

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



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

SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs.

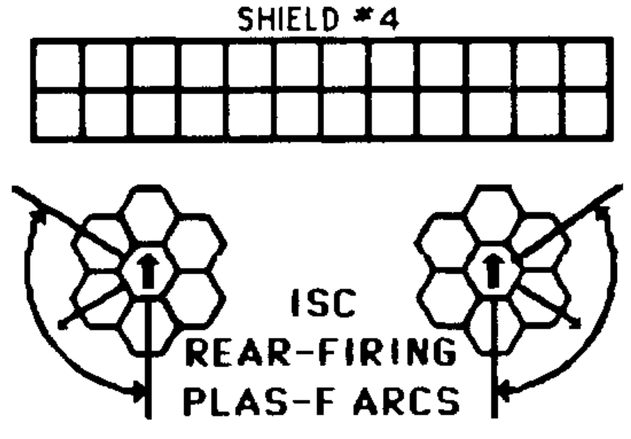


PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20
TYPE G	20	20	15	15	15	10	5	1
TYPE F	20	15	10	5	1	0	0	0
BOLT	1-4	1-3	1-2					

PSEUDO-PLASMA TORPEDOES

A G B G



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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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ISC DESTROYER

CREW UNITS

			*							10
										20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	DD
POINT VALUE	=	92
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R13.17

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

PROBES

				5

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs.

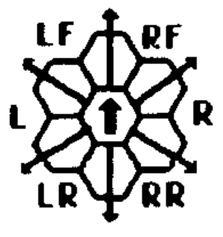
TURN MODE	SPEED
B 1	2-5
2	6-10
3	11-15
HET 4	16-21
5	22-28
BD 6	29+

PSEUDO-PLASMA TORPEDOES

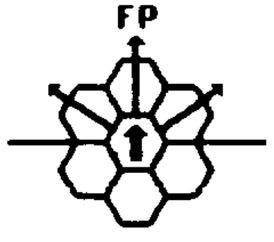
[A] F [B] F

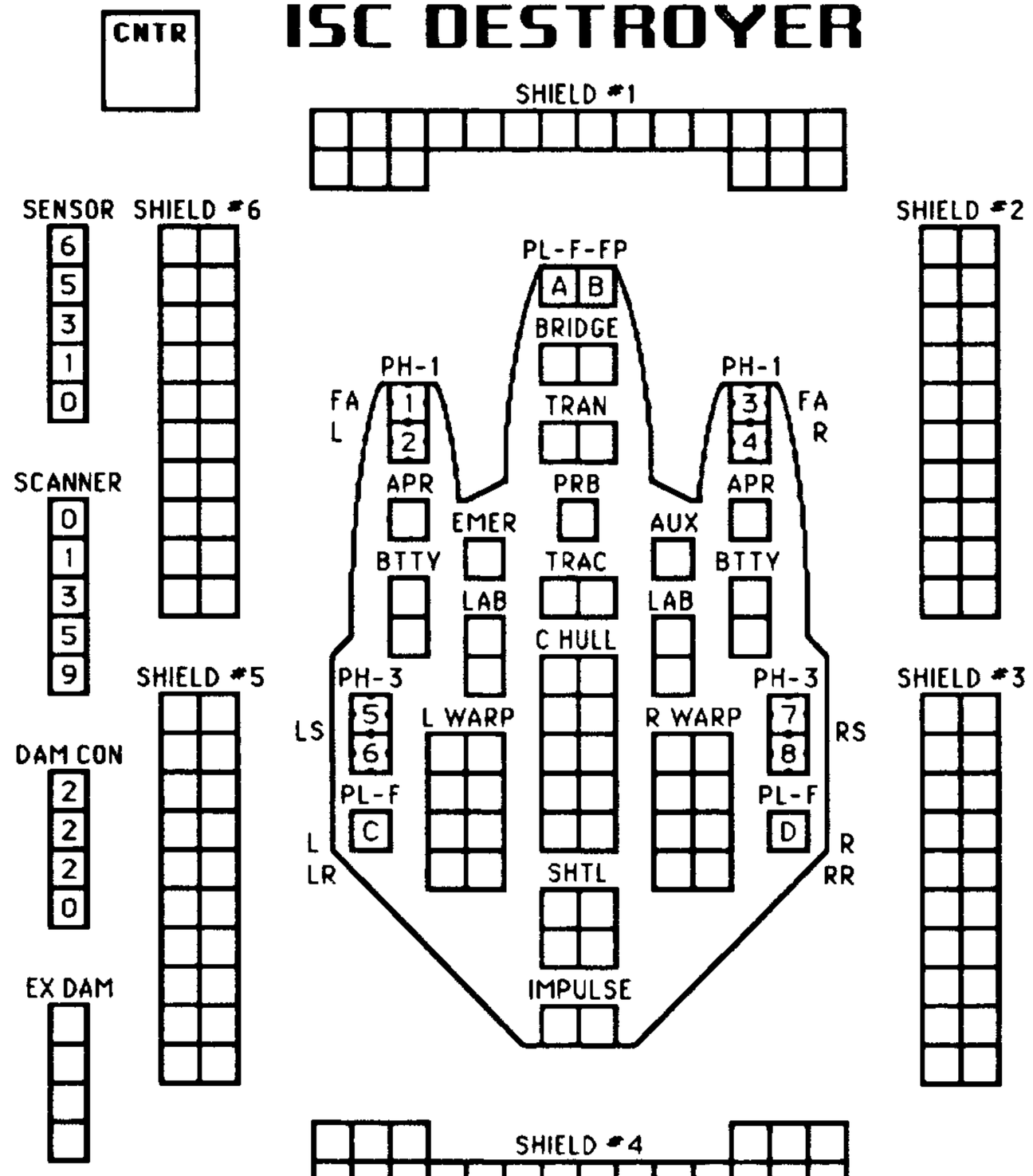
PLASMA TORPEDO WARHEAD TABLE

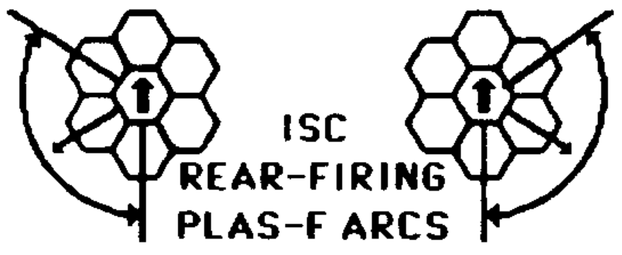
RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
BOLT	1-4	1-3	1-2		



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







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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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ISC SCOUT

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	SC
POINT VALUE	=	126/90
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R13.18

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

PROBES

				5

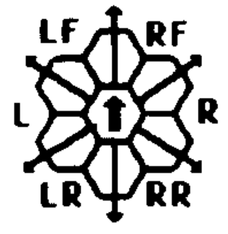
TYPE I OFFENSIVE PHASER TABLE

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

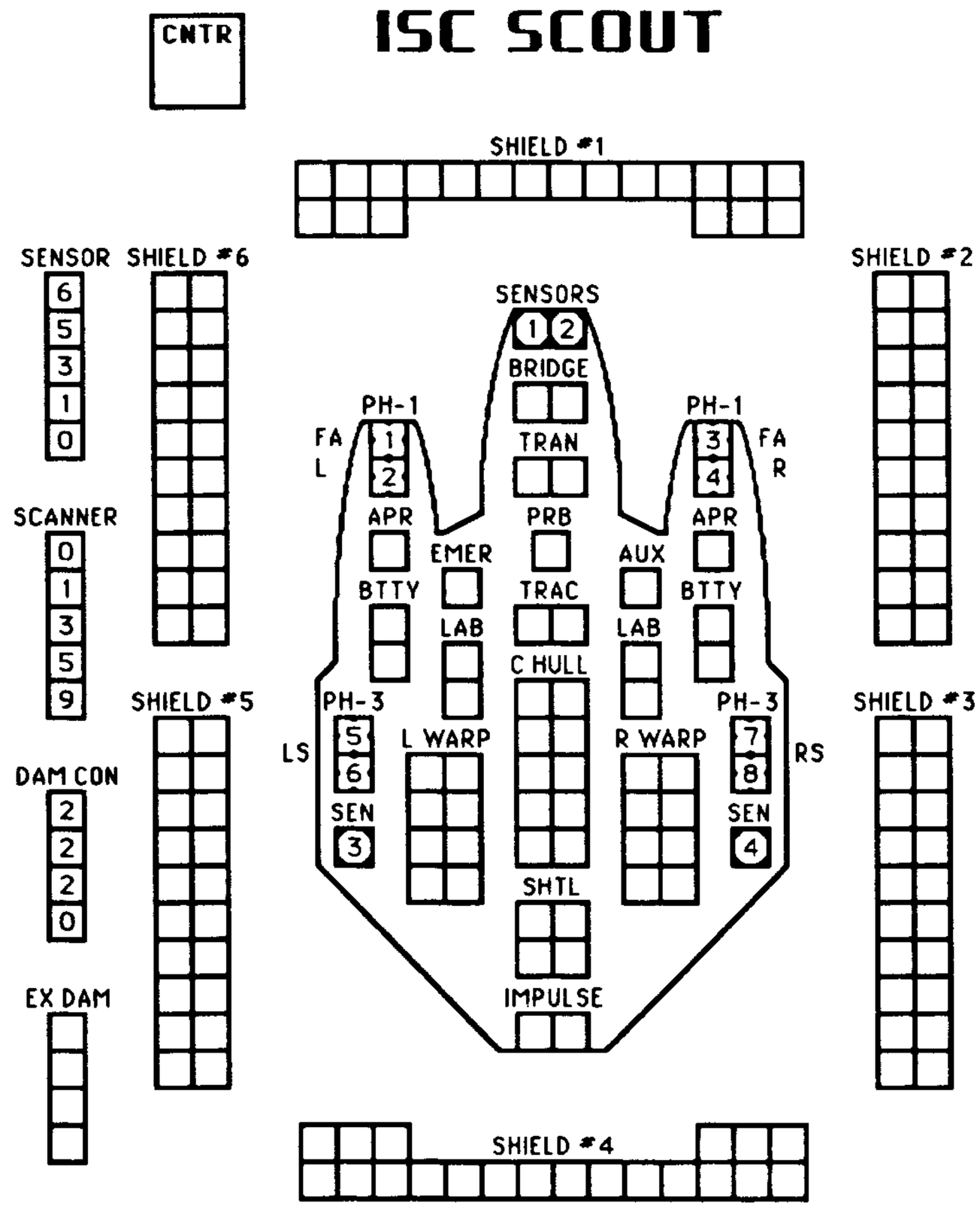
TYPE III DEFENSE PHASER

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

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



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



SCOUT FUNCTIONS SUMMARY

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

SENSORS ARE DESTROYED ON "TORPEDO" HITS.

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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ISC MINESWEEPER

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES
							MSS
							MSS

BOARDING PARTIES

					6

TRANSPORTER BOMBS

		D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	MS
POINT VALUE	=	92
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R13.19

TYPE I OFFENSIVE PHASER TABLE

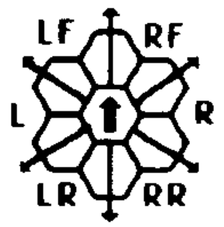
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE

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

TYPE III DEFENSE PHASER

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

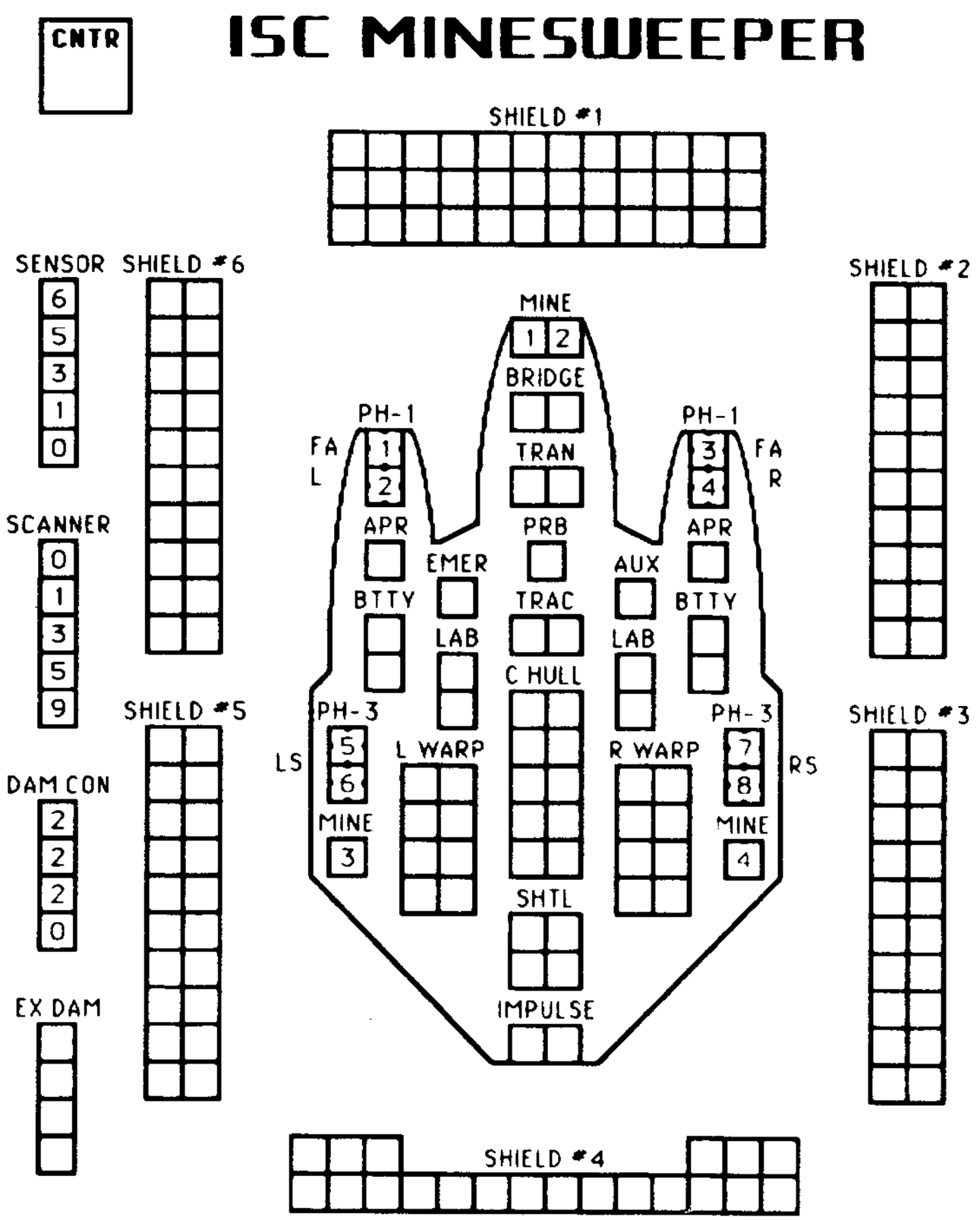


FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

MINE RACKS

1	I	I	I	I	I
2	I	I	I	I	I
3	I	I	I	I	I
4	I	I	I	I	I

RACKS ARE SHOWN FOR LARGE MINES; FOR SMALL MINES WRITE AN "S" ON EACH SIDE OF THE DIVIDING BAR.



MINE RACKS ARE DESTROYED ON "CARGO," "SHUTTLE," OR "EXCESS DAMAGE" HITS.

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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ISC FRIGATE

CREW UNITS

			X						10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

					6

TRANSPORTER BOMBS

		D	D

SHIP DATA TABLE

TYPE	=	FF
POINT VALUE	=	73
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R13.20

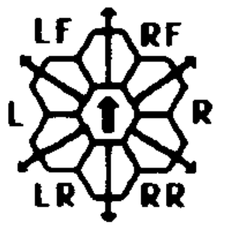
TYPE I OFFENSIVE PHASER TABLE

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

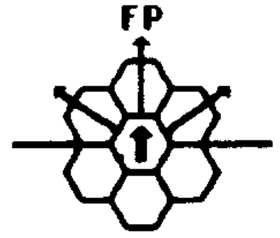
TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+
NIMBLE SHIP		

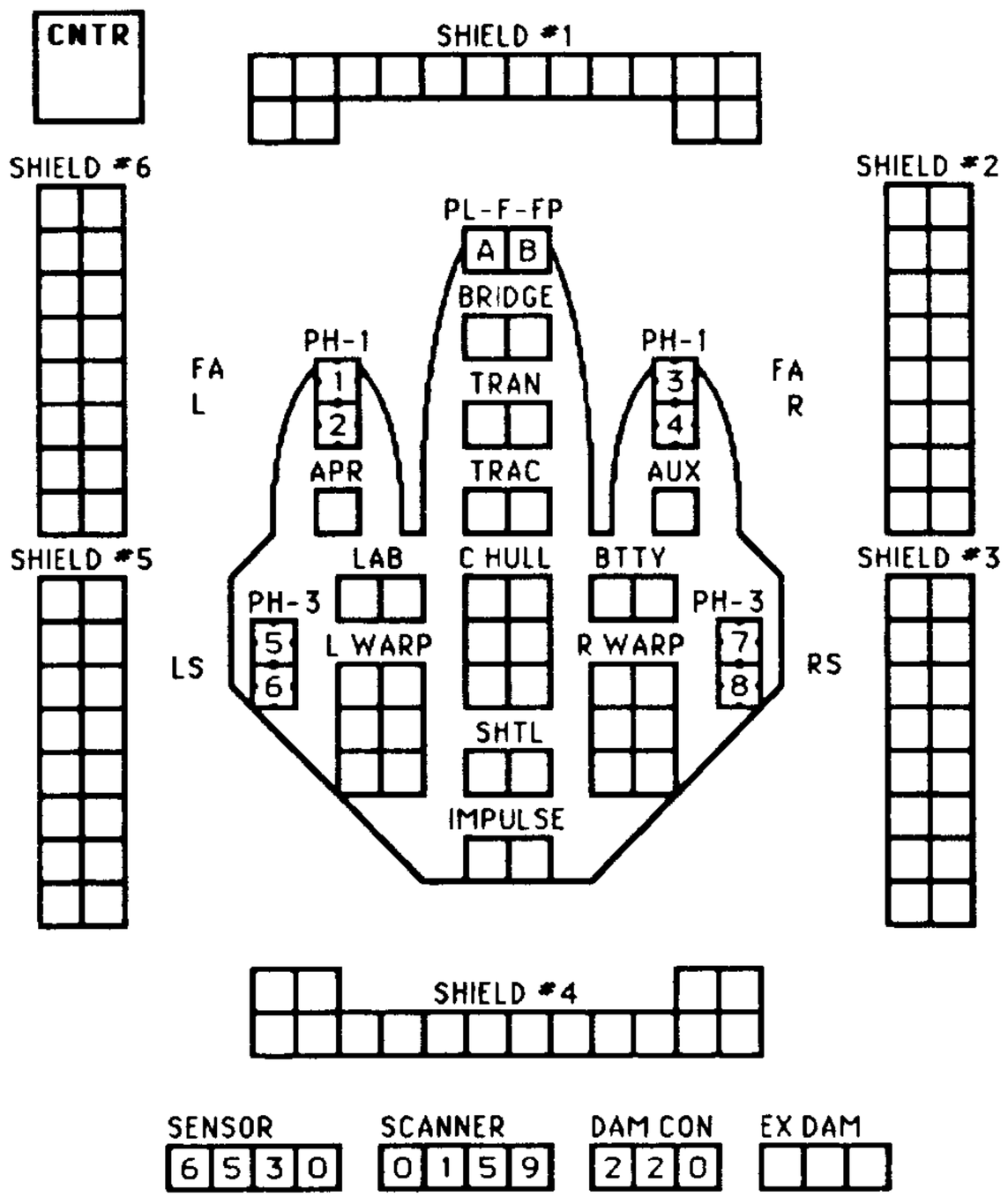
TYPE III DEFENSE PHASER

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



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





PLASMA TORPEDO WARHEAD TABLE

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

PSEUDO-PLASMA TORPEDOES

[A] F [B] F

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

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

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ISC POLICE CORVETTE

CREW UNITS

	*						8

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES

BOARDING PARTIES

	2

TRANSPORTER BOMBS

		D	D

SHIP DATA TABLE

TYPE	=	POL
POINT VALUE	=	44
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R13.21

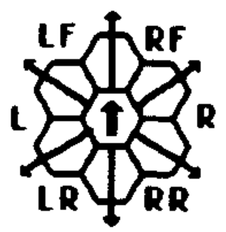
TYPE I OFFENSIVE PHASER TABLE

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

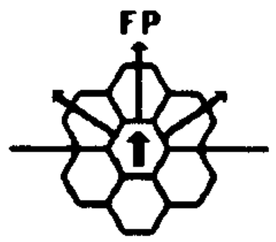
TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+
NIMBLE SHIP		

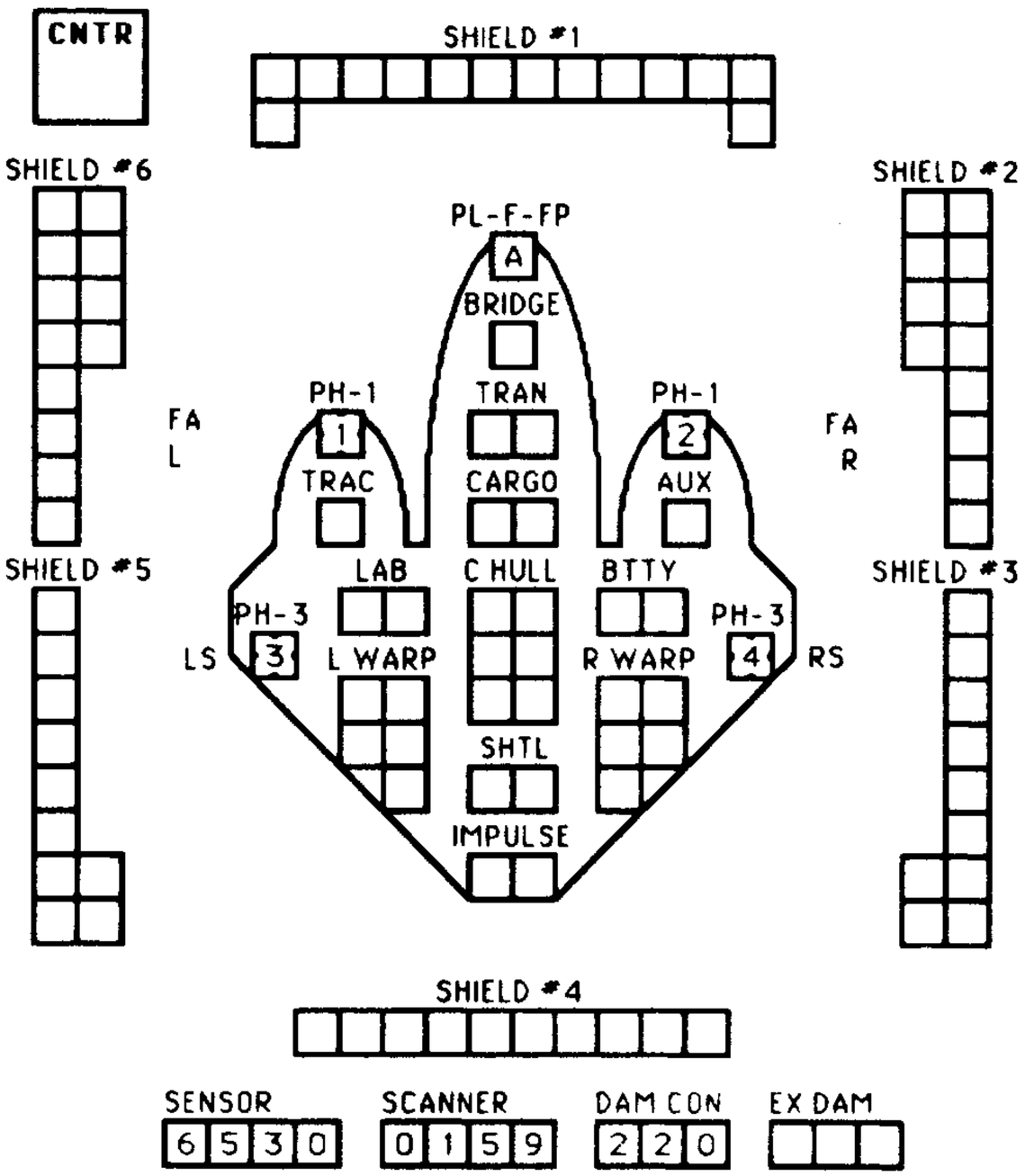
TYPE III DEFENSE PHASER

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



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





PLASMA TORPEDO WARHEAD TABLE

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

PSEUDO-PLASMA TORPEDO

A	F

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

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

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ISC FLEET TUG

CREW UNITS

			*						10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

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

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

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

SHIP DATA TABLE

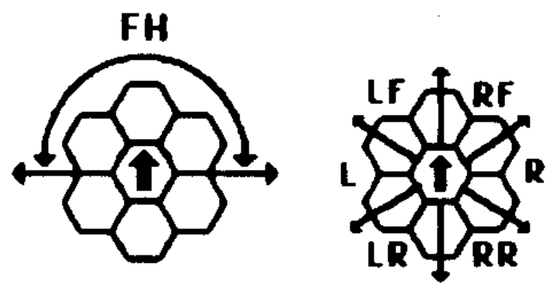
TYPE	=	TUG
POINT VALUE	=	124/90
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R13.22
CARGO POD BPV	=	21/15e

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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



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

PLASMA TORPEDO WARHEAD TABLE

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

THE ISC TUG CAN OPERATE WITHOUT PODS, BUT CANNOT OPERATE WITH ONLY ONE POD.

WITHOUT PODS

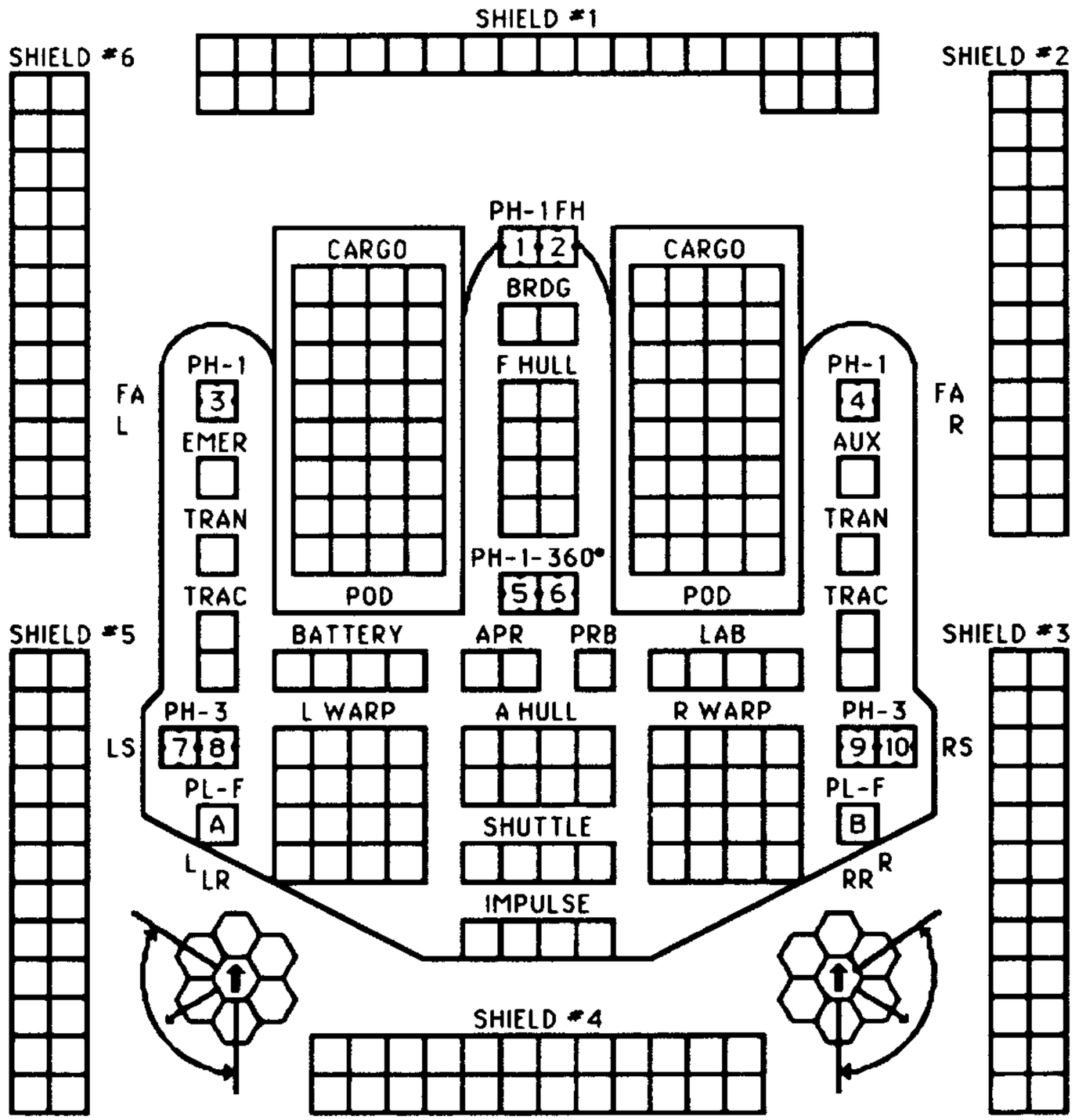
TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET [ ]	4	15-20
	5	21-27
BD [ ][ ]	6	28+

MOVE COST = 1
HET COST = 5
EM COST = 6

WITH TWO PODS

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

MOVE COST = 1.5



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

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

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

DAM CON: [4][4][2][2][2][0]

SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs.

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

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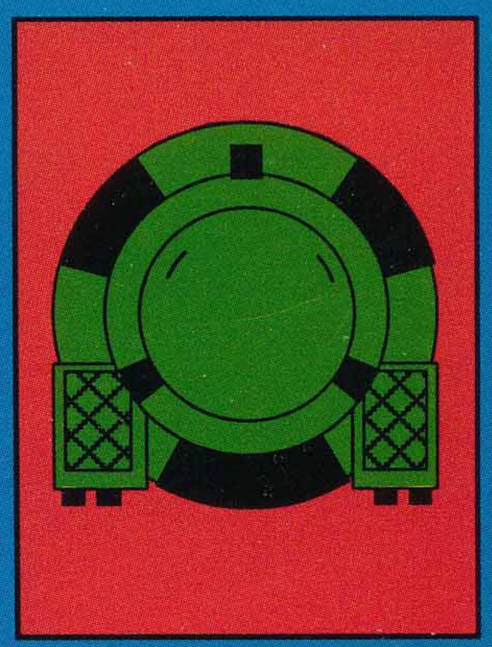
NEW WORLDS II

CAPTAIN'S MODULE C2

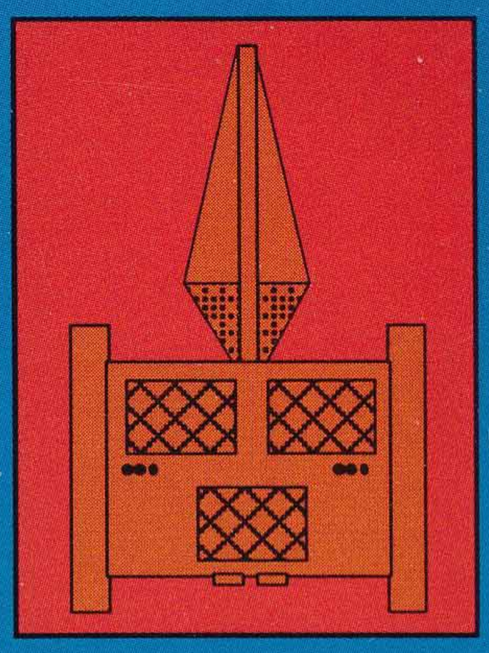
THE ANDROMEDAN INVADERS

Arriving after a 200-year journey from the M31 Galaxy, the Andromedans aren't wasting any time in launching their campaign for galactic conquest. Their devastating TR beams rip enemies apart; their displacement device provides incredible mobility.



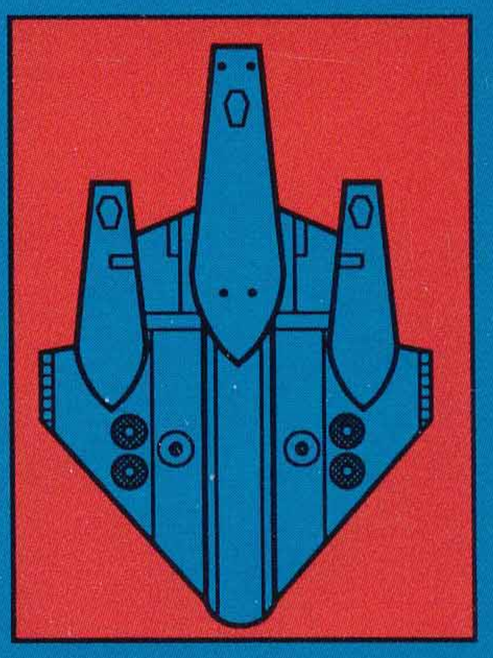
THE NEO-THOLIAN 312th BATTLE FLEET

Arriving from their original home galaxy at the height of the General War, the dreadnoughts and cruisers of the 312th Battle Fleet saved the Holdfast with their surprising web casters and punishing web fist weapons. The original Tholians are here!



THE INTERSTELLAR CONCORDIUM

The ISC exists far beyond the Romulans and Gorns. Their first contact with the other galactic races was during a savage battle that convinced the ISC that the entire galaxy was insane! The ISC built a powerful fleet to conquer the galaxy and save it from itself.



Made in USA

STAR FLEET BATTLES — CAPTAIN'S EDITION

This product contains additional races, ships, and rules for use with the *STAR FLEET BATTLES* game system. You must have *SFB BASIC SET* to use this material. Much of the material also requires the use of *SFB ADVANCED MISSIONS*.

COMPONENTS
64 page Rulebook
108 die-cut playing pieces
48 page SSD Book

Number of players: Two or more
Age: 12 or older
Playing Time: One hour and up
Difficulty: Moderate to complex

TASK FORCE GAMES™

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